

# LUDI A TRE

FÜR OBOE, KLAVIER UND SCHLAGZEUG  
FOR OBOE, PIANO AND PERCUSSION

Bertold Hummel, op. 29

## I. REZITATIV

♩ = 52-56

Oboe

Schlagzeug

Klavier

The musical score consists of three systems of staves. The first system includes staves for Oboe, Schlagzeug (Percussion), and Klavier (Piano). The Oboe part begins with a rest, followed by a melodic line with a 12-measure phrase. The Percussion part features rhythmic patterns with dynamic markings *mf*, *f*, and *molto*. The Piano part provides harmonic support with dynamic markings *f* and *ff*. The second system continues the Oboe and Percussion parts, with a *poco accel.* marking and dynamic changes from *sfp* to *f*, *p*, *mf*, and *f*. The Piano part features *sff* dynamics. The third system begins at measure 5, with the Oboe part showing dynamic changes from *sfp* to *f*, *p*, and *f*. The Percussion part has dynamic markings *p* and *sf*. The Piano part has dynamic markings *p* and *f*. At the bottom of the score, there are *Ced.* markings and asterisks.

*poco meno mosso* ----- *accel.* ----- *molto* ----->

*pp* ----- *f*

*pp* ----- *f*

*ff* ----- *fff* ----- *p*

*mf*

10 ----- \*

*f*

*sf* *frei* *3* *ff* *mf* *f*

*sf* *tremolo* *3*

*Red.* *3* *12* *f*

*ff* *sff* *p* *ff* *ff* *tremolo* *molto*

*Red.* *3* *15* *rubato* *f* *pp* *3* *3* *langsam beginnen!* *pp*

*p* *molto cresc.* *sff*

*fp* *molto cresc.* *sff* \*

*a tempo*

*pp* *p* *mf*

*pp* *mf* *sf* *f*

**20**

*p* *pp* *p*

*sf* *pp* *mf*

**25**

*f* *ff* *f* *p espr.* *pp*

*molto* *pp*

*sf* *f* *molto* *pp*

*Red.* *f* *molto* \*