

Handwritten musical score for a symphony orchestra, featuring the following instruments and parts:

- Fx (Flute):** Includes a dynamic marking **P** and the instruction *muta in fl. alto*.
- Ob (Oboe):** Features a dynamic marking **P**.
- Klar (Clarinet):** Includes a dynamic marking **P**.
- Fg (Fagott/Bassoon):** Includes a dynamic marking **P**.
- Hrn (Horn):** Includes a dynamic marking **P**.
- Trp (Trumpet):** Includes a dynamic marking **P**.
- Pos (Posaune/Trombone):** Includes the instruction *1. Bassuba (evtl. con sord.)* and *2. 3. 4.*
- Hdt (Heldentrompete):** Includes the instruction *immer deutlich*.
- Wl (Waldhorn):** Includes the instruction *immer deutlich*.
- Schlag (Percussion):** Includes the instructions *(Gong)* and *(Tamtam)*.
- HA (Horn A):** Includes the instruction *3 soli* and *2+3*.
- VR2 (Viola 2):** Includes a dynamic marking **P**.
- Vc (Violin):** Includes a dynamic marking **P**.
- Vb (Viola):** Includes a dynamic marking **P**.

The score is written in a single system with multiple staves, showing melodic lines, dynamics, and performance instructions.

Handwritten musical score for a symphony orchestra. The score includes staves for Flute (Fl), Oboe (Ob), Clarinet (Cl), Bassoon (Fg), Trumpet (Tr), Trombone (Pos), Horns (Hr), Percussion (Perc), Violin I (Vcl), Violin II (Vcl), Viola (Vcl), Violoncello (Vcl), and Double Bass (Cb).

Key markings and annotations include:

- Tutti* (written above the Flute staff)
- p* (piano) dynamic markings in various staves
- 1. o.* and *2.* (first and second endings) in the Clarinet and Bassoon staves
- sempre simile* (always similar) in the Clarinet, Bassoon, and Violoncello staves
- (pp) non appicc.* (pianissimo, non acciaccatura) in the Horns staff
- (3 soli)* (3 solos) in the Violin I staff
- Tutti poco* (Tutti poco) in the Violin II staff
- p* (piano) dynamic marking at the bottom of the page

The score is written in a single system with multiple staves, showing complex musical notation including notes, rests, and dynamic markings.