

Musical score for "Comedian's Galop" (p. 5). The score is arranged for a full orchestra and includes the following parts:

- B (Violin I):** Starts with a rest, then plays a melodic line with dynamics *pp cresc.*, *f*, and *f*.
- V (Violin II):** Plays a rhythmic accompaniment with dynamics *p cresc.*, *f*, and *f*.
- Ch (Viola):** Starts with a rest, then plays a melodic line with dynamics *f*.
- X (Flute):** Plays a rhythmic accompaniment with dynamics *p cresc.*, *f*, and *f*.
- M1 (Clarinet):** Plays a rhythmic accompaniment with dynamics *p cresc.*, *f*, and *f*. Includes a 25° trill with dynamics *dim.* and *p*.
- M2 (Bassoon):** Plays a rhythmic accompaniment with dynamics *p cresc.*, *f*, and *f*. Includes a 25° trill with dynamics *dim.* and *p*.
- Tym (Timpani):** Plays a rhythmic accompaniment with dynamics *p cresc.*, *f*, and *f*. Includes a 25° trill with dynamics *dim.* and *p*.
- Sn (Snare Drum):** Plays a rhythmic pattern with dynamics *p* and *mf*. Includes a 25° trill with dynamics *f* and *p*.
- Tn (Tom Tom):** Plays a rhythmic pattern with dynamics *p* and *mf*. Includes a 25° trill with dynamics *f* and *p*.
- Bs (Bass Drum):** Plays a rhythmic pattern with dynamics *p* and *mf*. Includes a 25° trill with dynamics *f* and *p*.
- Cym (Cymbal):** Plays a rhythmic pattern with dynamics *p* and *mf*. Includes a 25° trill with dynamics *f* and *p*.

The score includes various musical notations such as dynamics (*pp*, *p*, *mf*, *f*), crescendos (*cresc.*), decrescendos (*dim.*), and trills (25°). The percussion parts include specific drum notations like *HH*, *Z*, *CK*, and *stacc.*