

# Suite en Trio

pour  
**Flûte, Violoncelle et Piano**

Henri LOCHE

## Pavane

Adagio  $\text{♩} = 52$

Flûte  
*mf* *p*

Violoncelle  
*mf* *p*

Piano  
*mf* *p*

The first system of the musical score for 'Pavane' is in 2/2 time and Adagio tempo (♩ = 52). It features three staves: Flute (top), Cello (middle), and Piano (bottom). The Flute part begins with a melody in the right hand, marked *mf*, which then transitions to a more complex passage marked *p*. The Cello part provides a harmonic accompaniment, also marked *mf* and *p*. The Piano part consists of chords and arpeggiated figures, marked *mf* and *p*. A large watermark 'ÉDITIONS DE PLAIN VENT' is overlaid on the score.

Fl. 5  
*mp* *f*

Vlc. *f*

P. 5  
*mp* *f*

The second system of the musical score continues the piece. It features three staves: Flute (top), Cello (middle), and Piano (bottom). The Flute part starts at measure 5, marked *mp*, and then moves to *f*. The Cello part has a long rest followed by a melodic line marked *f*. The Piano part continues with chords and arpeggiated figures, marked *mp* and *f*. A large watermark 'ÉDITIONS DE PLAIN VENT' is overlaid on the score.

# Gaillarde

Vivace  $\text{♩} = 160$

Violoncelle

*mf* *mp*

Vlc. <sup>5</sup>

*mf*

Vlc. <sup>9</sup>

*mp*

Fl. <sup>13</sup> [C]

*mf*

Vlc.

*mf*

Fl. <sup>17</sup>

*mp* *mf*

Vlc.

*mp* *mf*

Fl. <sup>21</sup>

*mp*

Vlc.

*mp*

Fl. <sup>25</sup> [D]

*mp*

Vlc.

*mp*

# Menuet

Allegretto ♩ = 96

Flûte

*mf*

Violoncelle

Allegretto ♩ = 96

Piano

*mf*

Fl. 5

*mf*

*Rall.* ..... *Tempo*

*tr*

*mf*

Vlc. 5

*mf*

*Rall.* ..... *Tempo*

P. 5

*mf*

*mf*

# Sicilienne

Flûte

Lento  $\text{♩} = 44$

*p* *mf* *p* *mf* *p*

Piano

Lento  $\text{♩} = 44$

*p* *mf* *p* *mf* *p*

Fl. 5

*p* *mf*

Vcl. 5

*mf*

P. 5

*p* *mf*

Fl. 9

*f* *mf* *f* *mf*

Vcl. 9

*f* *mf* *f* *mf*

P. 9

# Badinage

Allegro ♩. = 120

Flûte

Violoncelle

Piano

*mf*

*mf*

*p*

*mf*

*8va*.....

*8vb*.....



Fl.

Vlc.

P.

5

*(8va)*.....

5

10

10

*f*

*mf*

*f*

*mf*

*mf*

