







# Pokemon Medley

Some Japanese Guy

Tenorline

Map - Evolution - Battle

Andrew Anderson  
perc. Wayne Bovenschen

The musical score is written for a tenorline and consists of five systems of music. Each system contains a staff of rhythmic notation with notes and rests, and a corresponding line of drum patterns (R for right, L for left). The score includes various musical notations such as accents (>), slurs, and dynamic markings. The first system starts with a tempo marking of quarter note = 174 and a dynamic marking of *mf*. The second system has a dynamic marking of *f*. The third system has a dynamic marking of *f*. The fourth system has a dynamic marking of *f*. The fifth system has a dynamic marking of *ff*. The drum patterns are complex, involving many sixteenth and thirty-second notes, often grouped in threes or sixes. The notation includes many slurs and accents, indicating a fast and rhythmic piece.



Pokemon Medley - 3 - Tenorline

Musical score for Pokemon Medley - 3 - Tenorline, measures 77-116. The score is written on a single staff with a treble clef and a key signature of one flat. It features a complex rhythmic pattern with many triplets and accents. The notation includes various note values (eighths, sixteenths, and dotted notes) and rests. The score is divided into measures, with measure numbers 77 through 116 indicated. The piece concludes with a double bar line at measure 116. Performance markings include *mf*, *p*, and *ff*. Fingerings are indicated by numbers 1-3 above notes. Accents are shown as ^ above notes. The score includes a variety of rhythmic patterns, including runs and triplets.

77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100 101 102 103 104 105 106 107 108 109 110 111 112 113 114 115 116

*mf* *p* *mf* *p* *f* *ff*

# Pokemon Medley

Some Japanese Guy

Bass Drums

Map - Evolution - Battle

Andrew Anderson  
perc. Wayne Bovenschen

$\text{♩} = 144$

The score is written for Bass Drums in 4/4 time with a tempo of 144 beats per minute. It consists of 32 measures across five staves. The first staff (measures 1-7) starts with a *mf* dynamic and features a steady eighth-note pattern. Measures 8-16 continue with similar patterns, including some rests. The second staff (measures 17-20) begins with a *f* dynamic and introduces more complex rhythms, including sixteenth-note runs and triplets. The third staff (measures 21-24) continues these patterns with various accents and rests. The fourth staff (measures 25-28) and fifth staff (measures 29-32) conclude the piece with similar rhythmic motifs and accents. The score includes numerous dynamic markings (*mf*, *f*), accents (>), and rests. Some measures contain specific rhythmic notations like 'R L R' or 'R R R R R R R R'.

Pokemon Medley - 2 - Bass Drums

33 6 6 6 6 34 35 36

*ff* 6 6 6 6 38 39 40

41 6 6 6 6 42 43 44

45 46 47 48 49 50 51 52 53 54

*f* 55 56 57 58 59 60

♩ = 172 R L R L R L R L R L R L R L R L R L R L R L

61 62 63 64 65 66

*f*

67 68 69 70 71 72

*sfz mf*





# Pokemon Medley

Some Japanese Guy

Cymbal Line

Map - Evolution - Battle

Andrew Anderson  
perc. Wayne Bovenschen

♩ = 144

1 2 3 4 5 6 7 8

*mf*

9 10 11 12 13 14 15 16

*f*

17 18 19 20 21 22 23 24

*f*

25 26 27 28 29 30 31 32

33 34 35 36 37 38 39 40

*ff*

41 42 43 44 45 46 47 48 49 50 51 52

*f*

♩ = 172

53 54 55 56 57 58 59 60 61 62 63 64

*ff* *f*

Detailed description: This is a musical score for a cymbal line, consisting of six staves of music. The first staff (measures 1-8) features a steady eighth-note pattern with a dynamic marking of *mf*. The second staff (measures 9-16) has a dynamic marking of *f* and includes some rests and a double bar line. The third staff (measures 17-24) has a dynamic marking of *f* and features a complex rhythmic pattern with accents and slurs. The fourth staff (measures 25-32) continues the complex pattern with a dynamic marking of *f*. The fifth staff (measures 33-40) has a dynamic marking of *ff* and shows a change in rhythm. The sixth staff (measures 41-52) has a dynamic marking of *f* and includes a double bar line. The seventh staff (measures 53-64) has a dynamic marking of *ff* and features a dynamic change to *f* at measure 61. The tempo changes from 144 to 172 between the sixth and seventh staves.

Pokemon Medley - 2 - Cymbal Line

Musical score for Cymbal Line, measures 65-116. The score is written on a grand staff with a treble clef and a common time signature. It features various rhythmic patterns and dynamic markings.

Measures 65-72: *sfz*

Measures 73-80: *f*

Measures 81-88: *f*

Measures 89-100: *mf*

Measures 101-108: *mf* (measures 107-108: *f*)

Measures 109-116: *ff* (measures 113-114: *fff*)

Measures 109-116 include accents (^) above notes and a triplet (3) over measures 113-114.