

Video Game Show

swing 16ths

♩ = 100

perc. Chandler Grows

ff

f

6

10

14

17

23

4

mf

4

28 $\text{♩} = 100$ 4 3 swing f ff f

35

40 straight $\text{♩} = 144$ f

45 ff fp

49 ff B B

Video Game Show

[illegible]

Video Game Show

arr. Andrew Anderson
perc. Chandler Grown

♩ = 100

swing 16ths

3

ff

mf

8

13

3 straight

f

17

3

6

3

3

6

20

23

♩ = 144

mf

28 $\text{♩} = 100$ *f* *ff* *mf* swing

37 *ff* straight

41 $\text{♩} = 144$ *f* *ff*

46 *ff*

50

The musical score is written on a single staff with a double bar line at the beginning. It features various rhythmic patterns, including eighth and sixteenth notes, and rests. Dynamic markings include *f*, *ff*, *mf*, and *pp*. Tempo markings are 100 and 144. Performance instructions include 'swing' and 'straight'. The score ends with a double bar line at measure 50.

Marching Tenor Drums

Video Game Show

arr. Andrew Anderson
perc. Chandler Grown

$\text{♩} = 100$ swing 16ths

ff **mf**

3

8

13

straight

f

16

19

$\text{♩} = 144$

23

mf **f**

30

$\text{♩} = 100$ swing

ff **mf**

38

straight

41

$\text{♩} = 144$

f **f**

45

fp

49

ff

B B

Video Game Show

arr. Andrew Anderson
perc. Chandler Grown

$\text{♩} = 100$ swing 16ths

ff

6

10

14 straight

f

18

23

$\text{♩} = 144$

mf

V.S.

The score is written for a marching bass drum in 4/4 time. It consists of six staves of music. The first staff begins with a tempo of 100 beats per minute and a 'swing 16ths' feel. The music is marked *ff* (fortissimo). The second staff starts at measure 6. The third staff starts at measure 10. The fourth staff, starting at measure 14, is marked 'straight' and *f* (forte). The fifth staff starts at measure 18. The sixth staff starts at measure 23, with a tempo change to 144 beats per minute and a marking of *mf* (mezzo-forte). The score includes various rhythmic patterns, including triplets and sixteenth notes, and is accompanied by drum notation (stems with flags) and letter indicators (L, R) for left and right drum strokes. The piece concludes with a 'V.S.' (Volta) marking.

Marching Bass Drum

Video Game Show

arr. Andrew Anderson
perc. Chandler Growns

$\text{♩} = 100$ swing 16ths

ff

5

8

11

14 straight

f

17

20

23 $\text{♩} = 144$

26 *mf*

31

4

f

$\text{♩} = 100$

The score is written for a marching bass drum in 4/4 time. It begins with a tempo of 100 beats per minute and a 'swing 16ths' feel. The first staff (measures 1-4) features a series of eighth notes and a triplet of sixteenth notes, marked *ff*. The second staff (measures 5-7) continues with eighth notes and a triplet. The third staff (measures 8-10) includes eighth notes and a triplet. The fourth staff (measures 11-13) features eighth notes and a triplet. The fifth staff (measures 14-16) is marked 'straight' and *f*, with eighth notes and a triplet. The sixth staff (measures 17-19) includes eighth notes and a triplet. The seventh staff (measures 20-22) features eighth notes and a triplet. The eighth staff (measures 23-25) is marked with a tempo change to 144 beats per minute and includes eighth notes and a triplet. The ninth staff (measures 26-28) is marked *mf* and includes eighth notes and a triplet. The tenth staff (measures 29-31) features eighth notes and a triplet, marked *f*. The score ends with a final measure marked $\text{♩} = 100$.

Marching Bass Drum

32 *ff* 

36

Example 36

41

45 

49

Handwritten musical notation for the first system of 'The Little Boat'. It features a treble clef and a key signature of one flat (B-flat). The melody consists of eighth and sixteenth notes, with two triplet markings. The bass line is indicated by a double line and the fortissimo (*ff*) dynamic marking.

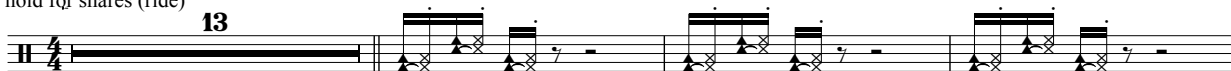
The first system of musical notation for 'The Little Boat' is shown. It consists of a single staff with a key signature of one sharp (F#) and a 3/4 time signature. The melody begins with a quarter note G4, followed by a quarter note A4, and a quarter note B4. The notation includes various musical symbols such as beams, slurs, and dynamic markings like 'p' (piano) and 'f' (forte). The system ends with a double bar line.

Video Game Show

♩ = 100

arr. Andrew Anderson
perc. Chandler Grown

hold for snares (ride)



Marching Cymbals

Video Game Show

♩ = 100

arr. Andrew Anderson
perc. Chandler Grown

hold for snares (ride)

13

Staff 1: Musical notation for measures 1-16. Measure 1 is a whole rest. Measures 2-16 contain rhythmic patterns for cymbals, including eighth and sixteenth notes with accents.

17

Staff 2: Musical notation for measures 17-22. Measures 17-22 contain rhythmic patterns for cymbals, including eighth and sixteenth notes with accents.

23

♩ = 144

Staff 3: Musical notation for measures 23-26. Measures 23-26 contain rhythmic patterns for cymbals, including eighth and sixteenth notes with accents.

27

Staff 4: Musical notation for measures 27-30. Measures 27-30 contain rhythmic patterns for cymbals, including eighth and sixteenth notes with accents.

31

♩ = 100

4 hold for snares 9

♩ = 144

Staff 5: Musical notation for measures 31-43. Measures 31-43 contain rhythmic patterns for cymbals, including eighth and sixteenth notes with accents.

44

Staff 6: Musical notation for measures 44-48. Measures 44-48 contain rhythmic patterns for cymbals, including eighth and sixteenth notes with accents.

49

Staff 7: Musical notation for measures 49-54. Measures 49-54 contain rhythmic patterns for cymbals, including eighth and sixteenth notes with accents.

Xylophone

Super Mario

arr. Andrew Anderson
perc. Chandler Growns

$\text{♩} = 100$

ff

6

10

14

18

23

$\text{♩} = 144$

ff

27

31

$\text{♩} = 100$

ff

36

41

sus. cym.

$\text{♩} = 144$

ff

48

ff *p* *ff*

choke

Vibraphone 1

Super Mario

arr. Andrew Anderson
perc. Chandler Growns

$\text{♩} = 100$

ff

6

10

14

18

22

24 $\text{♩} = 144$

ff

28

ff

31 $\text{♩} = 100$

ff

36

41 $\text{♩} = 144$

bass drum

ff

47

Vibraphone 2

Super Mario

arr. Andrew Anderson
perc. Chandler Grown

$\text{♩} = 100$

ff

6

10

14

18

22

24 $\text{♩} = 144$

ff

28

ff

31 $\text{♩} = 100$

ff

36

41 $\text{♩} = 144$

tam tam

ff

48

Vibraphone 3

Super Mario

arr. Andrew Anderson
perc. Chandler Grown

$\text{♩} = 100$

ff

5

9

f

14

18

22

24 $\text{♩} = 144$

ff

28

ff

31 $\text{♩} = 100$

ff

36

41 $\text{♩} = 144$

bass drum

ff

47

The musical score is for Vibraphone 3, titled 'Super Mario'. It is arranged by Andrew Anderson and performed by Chandler Grown. The score is in 4/4 time and consists of 10 staves. The key signature has two flats (B-flat and E-flat). The tempo is marked as 100 beats per minute (♩ = 100) for the first part and 144 beats per minute (♩ = 144) for the second part. The score includes various musical notations such as eighth notes, sixteenth notes, triplets, and sixteenth rests. Dynamics include fortissimo (ff) and forte (f). The score includes a bass drum part starting at measure 41.

Super Mario

arr. Andrew Anderson
perc. Chandler Growns

$\text{♩} = 100$

ff

3

5

3

9

14

18

2

6

3

23

$\text{♩} = 144$

ff

27

31

$\text{♩} = 100$

ff

3

35

3

38

3

3

41

sus. cym.

$\text{♩} = 144$

ff

ff

ff

48

ff

p

ff

choke

Super Mario

arr. Andrew Anderson
perc. Chandler Grown

$\text{♩} = 100$

ff

5

9

14

18

21

24 $\text{♩} = 144$

ff

30 $\text{♩} = 100$

35

39 sus. cym. $\text{♩} = 144$

ff *ff*

46

ff *ff* *p* *ff* choke

Super Mario

arr. Andrew Anderson
perc. Chandler Growns

$\text{♩} = 100$

ff

5

9

14

18

23

$\text{♩} = 144$

ff

27

31

$\text{♩} = 100$

35

38

41

sus. cym. $\text{♩} = 144$

ff

48

ff *p* *ff*

choke

The musical score is for a Marimba 2T part of the Super Mario theme. It begins with a tempo marking of quarter note = 100. The first staff starts with a forte (ff) dynamic. The score includes several measures with triplets and slurs. At measure 23, the tempo changes to quarter note = 144, and the dynamic remains ff. At measure 31, the tempo returns to quarter note = 100. At measure 41, there is a section marked 'sus. cym.' (sustained cymbal) with a tempo of quarter note = 144, featuring sustained notes with a forte (ff) dynamic. The piece concludes at measure 48 with a 'choke' instruction, showing a dynamic shift from ff to p (piano) and back to ff.

Marimba 2B

Super Mario

arr. Andrew Anderson
perc. Chandler Grown

$\text{♩} = 100$

ff

5

9

14

18

21

24 $\text{♩} = 144$

ff

30 $\text{♩} = 100$

ff

35

39 sus. cym. $\text{♩} = 144$

ff *ff*

46

ff *ff* *p* *ff* choke

Super Mario

arr. Andrew Anderson
perc. Chandler Growns

$\text{♩} = 100$

ff

5

9

f

14

18

2

6

3

23

$\text{♩} = 144$

ff

27

31

$\text{♩} = 100$

3

35

3

3

3

40

sus. cym.

$\text{♩} = 144$

ff

ff

ff

47

ff

p

ff

choke

Super Mario

arr. Andrew Anderson
perc. Chandler Grown

♩ = 100

ff

5

9

14

18

21

24 ♩ = 144

ff

30 ♩ = 100

35

39 sus. cym. ♩ = 144

ff *ff*

46

ff *ff* *p* *ff* choke