

Snare

Opener - Zelda/Tetris

arr. Andrew Anderson
perc. Chandler Grows

The sheet music for the Snare part of "Opener - Zelda/Tetris" features six staves of musical notation. Each staff includes a corresponding sequence of letters (R, L, R, L, etc.) and numbers (3, 6, etc.) below it, likely indicating fingerings or specific drum strokes. The music is set in common time. Key dynamics include **f**, **mp**, and **mf**. Measure numbers 1, 5, 11, 15, 20, and 24 are marked on the left side of the staves. The piece concludes with a **V.S.** (Vivace Sostenuto) instruction at the end of staff 24.

29

35

45

55

65

Snare

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arr. Andrew Anderson
perc. Chandler Grown

Snare drum sheet music in 4/4 time. The music consists of eight staves of sixteenth-note patterns with various dynamics and performance instructions.

Staff 1: Dynamics: **f**. Rhythmic patterns: **R L R**, **R L R L**, **R L R L R L R R L L R**, **R L R R L L R L**.

Staff 2: Measure 3: **6**, **> 3 >**, **> 3 >**, **> 3 >**, **> 3 >**, **> 3 >**, **> 3 >**, **> 3 >**. Measure 5: **mp**, **R L R R L R L R L**, **f**, **R L R L R L R L R L**.

Staff 3: Measure 10: **R L R L R L R L L R L R L R R L R L L R R L**.

Staff 4: Measure 12: **R L R R L L R L R L R L R L R L R L R L R L R L**.

Staff 5: Measure 15: **R L R L R L R L L R L R L R L R L R L R L R L R L R L**, **f**.

Staff 6: Measure 18: **R L R R L R L R L R L R L R L R L R L R L R L R L R**.

Staff 7: Measure 22: **R R L R L R R L R L R L L R L L R R L L R L R L R L R L R L R L**, **mf**, **V.S.**

Snare

25

28

32

36

44

51

58

65

67

Tenor

Opener - Zelda/Tetris

arr. Andrew Anderson
perc. Chandler Growns

1 *f* RLR RLR LRL RRR LRL R L L RRL RRL RRL R RLRL R

5 3 RLR LRL RLR LRL RRL RRL RRL R RLRL R LR RLR LRL R

12 6 >>3 3>>3 RLR LRL RRL RRL RRL RRL R RLRL R LR RLR LRL R

17 > >>> > >>> > 3 >>>> >>>> > 3 RLR RLL RLL R

24 6 >>3 3>>3 RRL RRL RRL RRL RRL RRL RRL R RLRL R RLRL R RLRL R

29 > 3 >>3 >>3 > 3 >>3 > 3 >>3 > 3 >>3 > 3 RLR RLL RLL R

36 >>>> >>> > >> > RLR RLR LRL RRL RRL RRL R

Sheet music for Tenor part, measures 41 to 66. The music is in common time and consists of four staves of musical notation. Measure 41 starts with a sixteenth-note pattern followed by measure 2 (repeated). Measures 2 through 41 show a continuous pattern of eighth and sixteenth notes with various dynamics like > and >>. Measure 42 begins with a dynamic <f>. Measures 42 through 66 continue the pattern with measure 42 having a bracketed '3' above it. The right hand is indicated by 'R' and the left hand by 'L'. Measures 66 and 67 end with a final dynamic >.

Tenor

Opener - Zelda/Tetris

arr. Andrew Anderson
perc. Chandler Growns

Sheet music for Tenor part of Opener - Zelda/Tetris. The music is arranged in 12 staves, each with a unique rhythm pattern indicated by 'R' or 'L' below the staff. Measure numbers 1 through 36 are listed on the left. Dynamic markings include **f**, *mp*, **ff**, and *mf*. The score concludes with **VS.**

1 RLR RLR LRL RRL LRL R RL RRL RLL R LRL R

4 R RLR LRL RLR R RL RRL RLL R LRL RRL RLL R LRL R

10 R RLR LRL RLR R RL RRL RLL R LRL RRL RLL R LRL R

13 R RLR LRL RLR R RL RRL RLL R LRL RRL RLL R LRL R

16 R RLR LRL RLR R RL RRL RLL R LRL RRL RLL R LRL R

20 R RLR LRL RLR R RL RRL RLL R LRL RRL RLL R LRL R

24 R RLR LRL RLR R RL RRL RLL R LRL RRL RLL R LRL R

27 R RLR LRL RLR R RL RRL RLL R LRL RRL RLL R LRL R

32 R RLR LRL RLR R RL RRL RLL R LRL RRL RLL R LRL R

36 R RLR LRL RLR R RL RRL RLL R LRL RRL RLL R LRL R

40

2 2

L R L R R L R L R L R R L

4 4

R L R R L R R L R L R

< f R L R L R L R L R L R

2 2

R R L R L R L R L R L R L R

3 > R L R L R L R L R L R L R

3 > R L R L R L R L R L R L R

3 > R L R L R L R L R L R L R

3 > R L R L R L R L R L R L R

3 > R L R L R L R L R L R L R

3 > R L R L R L R L R L R L R

R R L R L R L R L R L R L R

R L R L R L R L R L R L R

Bass

Opener - Zelda/Tetris

arr. Andrew Anderson
perc. Chandler Grown

V.S.

Bass part sheet music showing measures 36 through 65. The music is in common time and consists of six staves. Measure 36 starts with a bass clef, a key signature of one sharp, and a dynamic of ff . Measures 37-39 show eighth-note patterns with various slurs and grace notes. Measure 40 begins with a dynamic of mf . Measure 44 contains a measure repeat sign. Measures 45-47 show eighth-note patterns. Measure 48 has a dynamic of f . Measure 53 starts with a bass clef, a key signature of one sharp, and a dynamic of ff . Measures 54-56 show eighth-note patterns. Measure 57 has a dynamic of f . Measures 60-62 show eighth-note patterns. Measure 63 starts with a bass clef, a key signature of one sharp, and a dynamic of ff . Measures 64-65 show eighth-note patterns.

36 R L L R L L
L R L R L R L R L R R

44 4

53

60 3 3 6 6 6

65 R L R L R L R L R L R L R L R L R L R L R L R

Opener - Zelda/Tetris

Bass

arr. Andrew Anderson
perc. Chandler Growns

Sheet music for Bass part of Opener - Zelda/Tetris. The music is arranged in 12 staves, each with a bass clef and a common time signature. The notation uses vertical stems and horizontal dashes to represent bass drum strokes. Various rhythmic patterns are marked with '6' or '3' above the stems. Fingerings like 'R' and 'L' are placed below specific notes. Dynamics include dynamic markings like 'f' (fortissimo) and 'mf' (mezzo-forte). Measure numbers 1 through 32 are indicated on the left side of the staves. The score concludes with 'V.S.' at the end of staff 32.

V.S.

Bass

35

ff

R L R L L R L R L R L R L R L

40

R L L R R

45

mf

51

4

mf

58

63

mf

R L R L R L R L R L R L R

66

mf

L L R R L L R R L L R R L R L R L R L R L R L R

Cymbals

Opener - Zelda/Tetris

arr. Andrew Anderson
perc. Chandler Grows

The musical score for the Cymbals part consists of six staves of music. Staff 1 starts with a dynamic of **f**. Staff 2 begins at measure 18. Staff 3 begins at measure 25. Staff 4 begins at measure 36. Staff 5 begins at measure 47. Staff 6 begins at measure 60. The music features a variety of rhythmic patterns, including eighth and sixteenth note figures, and includes several measures of rests. Measure numbers 3, 6, and 7 are marked above the staff lines in some sections.

Opener - Zelda/Tetris

Cymbals

arr. Andrew Anderson
perc. Chandler Grows

4

f

5

3

6

18

3

6

24

3

3

33

3

3

42

3

3

47

7

3

58

3

3

64

3

Xylophone

Opener - Zelda/Tetris

arr. Andrew Anderson
perc. Chandler Grown

The sheet music consists of 14 staves of musical notation for Xylophone. The key signature changes frequently, including B-flat major, A minor, E major, D major, C major, and B major. The time signature also varies, including common time and 6/8. The music includes several dynamic markings such as *f*, *ff*, and *sus. cym.*. Performance instructions like "3", "6", and "4" are placed above certain measures. Measures 19 and 22 feature sixteenth-note patterns. Measures 25 and 30 show eighth-note patterns. Measures 36 and 52 contain sixteenth-note patterns. Measures 42 and 58 include eighth-note patterns. Measure 63 concludes with a sixteenth-note pattern followed by a fermata and a repeat sign.

Vibraphone 1

Opener - Zelda/Tetris

arr. Andrew Anderson
perc. Chandler Growns

Vibes

The sheet music for Vibraphone 1 consists of ten staves of musical notation. Staff 1 (measures 1-4) shows a bass drum part with dynamic *ff*. Staff 2 (measure 5) starts with a dynamic *f*. Staff 3 (measure 11) features a dynamic *f*. Staff 4 (measure 17) includes a dynamic *ff*. Staff 5 (measure 21) has a dynamic *ff* at the end. Staff 6 (measure 27) ends with a dynamic *ff*. Staff 7 (measure 33) includes a dynamic *fff*. Staff 8 (measure 40) ends with a dynamic *ff*. Staff 9 (measure 46) shows a bass drum part with dynamic *ff*. Staff 10 (measure 55) starts with a dynamic *f*. Staff 11 (measure 63) ends with a bass drum part.

Vibraphone 2

Opener - Zelda/Tetris

arr. Andrew Anderson
perc. Chandler Grows

Tam Tam Vibes

ff **f**

8

14

20

24

29

36

41

47

56

63

sus. cym.

Vibraphone 3

Opener - Zelda/Tetris

arr. Andrew Anderson
perc. Chandler Grown

bass drum >

ff

Vibes

5

f

11

ff

17

ff

23

ff

27

ff

33

2

fff

40

ff

45

53

f

60

ff

64

bass drum

Marimba 1T

Opener - Zelda/Tetris

arr. Andrew Anderson
perc. Chandler Grown

Sus. Cym.

Marimba

8

15

20

23

28

35 sus. cym.

39

46

55

59

63

The sheet music consists of ten staves of musical notation for Marimba 1T. The first two staves include parts for Sus. Cym. and Marimba. The subsequent staves show various musical patterns, including sixteenth-note figures and sustained notes, with dynamic markings such as ff, f, and ff. Measure numbers are indicated at the beginning of each staff, ranging from 8 to 63. The music is primarily in common time, with some measures in 6/8 indicated by a '6' below the staff.

Marimba 1B (Low F)

Opener - Zelda/Tetris

arr. Andrew Anderson
perc. Chandler Grown

The sheet music consists of 13 staves of musical notation for Marimba 1B (Low F). The key signature varies throughout the piece, including B-flat major, A major, and E major. The time signature also changes frequently, including measures in 4/4, 3/4, and 6/8. The music features a variety of rhythmic patterns, including eighth-note and sixteenth-note figures. Several dynamic markings are present, such as *f*, *ff*, and *sus. cym.* (sus. cym.). Performance instructions include *3* (triplets), *6* (sixteenth notes), and *ff* (fortissimo). The music is divided into measures numbered 4 through 63.

4

10

16

21

27

33 sus. cym. ff

39

44

51

58

63 sus. cym.

Marimba 2T

Opener - Zelda/Tetris

arr. Andrew Anderson
perc. Chandler Grows

Sus. Cym.

Marimba

8

15

20

23

28

35 sus. cym.

39

46

55

59

63 sus. cym.

Marimba 2B

Opener - Zelda/Tetris

arr. Andrew Anderson
perc. Chandler Grown

The sheet music consists of 14 staves of musical notation for Marimba 2B. The key signature changes frequently, including B-flat major, A minor, and E major. The time signature also varies, including common time and 4/4. The music features a variety of rhythmic patterns, including eighth-note and sixteenth-note figures. Several dynamic markings are present, such as *f*, *ff*, and *sus. cym.* (sus. cym.). Performance instructions include *3*, *6*, and *ff*. The music is divided into measures by vertical bar lines, with measure numbers 4, 10, 16, 21, 27, 33, 39, 44, 50, 58, and 63 indicated at the beginning of each staff.

Marimba 3T

Opener - Zelda/Tetris

arr. Andrew Anderson
perc. Chandler Grows

Sus. Cym.

Marimba

8

15

20

23

28

35 sus. cym.

39 f ff

45

54

58 ff

63 sus. cym.

Marimba 3B

Opener - Zelda/Tetris

arr. Andrew Anderson
perc. Chandler Grown

The sheet music consists of ten staves of musical notation for Marimba 3B. The key signature changes frequently, including B-flat major, A minor, E minor, and D major. The time signature is mostly common time (4/4). The music includes dynamic markings such as *f*, *ff*, and *sus. cym.* (sus. cym.). Performance instructions like "3" and "6" are placed under specific notes. The staves are numbered 4, 10, 16, 21, 27, 33, 39, 44, 50, 58, and 63 from top to bottom. The music features a variety of rhythmic patterns, including eighth-note and sixteenth-note figures, and some sustained notes.