

Super Smash Bros

Melee

Arr. Sean Staicer

172 bpm

The musical score is arranged for a full band and includes the following parts:

- Flute:** Rests throughout the piece.
- Clarinet 1:** Rests throughout the piece.
- Alto Saxophone:** Rests throughout the piece.
- Tenor Saxophone:** Rests throughout the piece.
- Baritone Saxophone:** Plays a melodic line in the key of D major, 4/4 time.
- Trumpet 1:** Rests throughout the piece.
- Trumpet 2:** Plays a rhythmic line with eighth notes and accents.
- Trumpet 3:** Plays a melodic line similar to the Baritone Saxophone.
- Horn:** Rests throughout the piece.
- Trombone:** Plays a rhythmic line with eighth notes and accents.
- Baritone:** Plays a rhythmic line with eighth notes and accents.
- Tuba:** Plays a melodic line similar to the Baritone Saxophone.
- Snare Drum:** Plays a consistent eighth-note pattern.
- Bass Drum:** Plays a consistent eighth-note pattern.

10

Fl.

Cl 1

Cl.

A. Sax.

T. Sax.

Bar. Sax.

Tpt 1

Tpt 2

Tp 3

Hn.

Trb.

Bar.

Tuba

Sn. Dr.

B. Dr.

32

Fl.

Cl 1

Cl.

A. Sax.

T. Sax.

Bar. Sax.

Tpt 1

Tpt 2

Tp 3

Hn.

Trb.

Bar.

Tuba

Sn. Dr.

B. Dr.