

# Pokemon Theme

arr. Brian Burwell

Euphonium

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*f* *mf* *f*

*f* *mf* *f*

*mf*

*f* *mf* *f*

5

Eu.

Eu.

Eu.

Eu.

6

11

Eu.  $\text{mf}$

Eu.  $\text{mf}$

Eu.  $f$

Eu.

17

Eu.  $mp$   $f$  21

Eu.  $mf$   $mp$

Eu.  $f$   $mp$

Eu.  $f$

23

Eu.  $mp$   $f$   $ff$

Eu.  $mp$   $ff$

Eu.  $f$   $mp$   $ff$   $f$

Eu.  $mp$   $f$

To Coda

30

Eu. *mp* *f*

Eu. *f*

Eu. *f*

Eu. *f*

Detailed description: This system contains measures 30 through 37. It features four staves of music. The first staff begins with a dynamic marking of *mp* and transitions to *f* by measure 34. The second staff starts with *f*. The third staff also starts with *f*. The fourth staff begins with *f*. The music is in a bass clef with a key signature of two flats.

38

Eu. *ff* *f* *mp*

Eu. *f* *mf*

Eu. *pp* *f* *mf*

Eu. *pp* *mf*

Detailed description: This system contains measures 38 through 43. It features four staves of music. The first staff begins with a dynamic marking of *ff*, changes to *f* at measure 40, and then to *mp* at measure 42. The second staff starts with *f* and changes to *mf* at measure 41. The third staff starts with *pp*, changes to *f* at measure 40, and then to *mf* at measure 42. The fourth staff starts with *pp* and changes to *mf* at measure 41. The music is in a bass clef with a key signature of two flats.

46

Eu. *mf*

Eu. *f* *mf*

Eu. *mp*

Eu.

Detailed description: This system contains measures 44 through 49. It features four staves of music. The first staff begins with a dynamic marking of *mf*. The second staff starts with *f* and changes to *mf* at measure 47. The third staff starts with *mp*. The fourth staff has no dynamic markings. The music is in a bass clef with a key signature of two flats.

53

Eu. *f* *ff*

Eu. *f*

Eu. *f*

Eu. *f*

54

D.S. al Coda

Eu.

Eu.

Eu.

Eu.

57

Eu. *ff*

Eu. *ff*

Eu. *ff*

Eu. *ff*