

高校生 A

Moderato ♩ = 70

3 *f*

5

7

9

3 3 3 6 3 3 3 6

p

11

6 6 6 6 6 6 6 6

mf

13

9 9 9 3 9 9 9 3

15

sub. p *cresc.* *ff*

17 Senza Tempo

18 Maestoso ♩ = 62

3 3 3 5 6

f

21

3 3 3 3

mf < f mf < f p < mp p < mp

26



28



30



33



36 -



42 I. Tempo



44



46



48



高校生 B

スラブダンス

Presto スラブ風に ♩ = 86

Musical staff 1: Treble clef, 3/4 time signature. Measures 1-6. Dynamics: *ff*, *f - mf*, *mf*.

7

Musical staff 2: Treble clef, 3/4 time signature. Measures 7-13. Dynamics: *mf*, *f*.

14

Musical staff 3: Treble clef, 3/4 time signature. Measures 14-21. Dynamics: *p*, *f*.

22 rim

Musical staff 4: Treble clef, 3/4 time signature. Measures 22-29. Dynamics: *pp*.

30 Presto ♩ = 86

Musical staff 5: Treble clef, 3/4 time signature. Measures 30-35. Dynamics: *f*, *mf*.

36

Musical staff 6: Treble clef, 3/4 time signature. Measures 36-41. Time signature change to 2/4 at the end.

42 ♩ = 116

Musical staff 7: Treble clef, 2/4 time signature. Measures 42-47. Dynamics: *mf*.

48

Musical staff 8: Treble clef, 2/4 time signature. Measures 48-52. Includes first and second endings.

53 a tempo

Musical staff 9: Treble clef, 2/4 time signature. Measures 53-56. Includes first and second endings.

58

Musical staff 58-65. The music begins with a piano (*pp*) dynamic. It features a series of eighth-note chords and some sixteenth-note patterns. There are several accents (>) and dynamic markings including *pp*, *f*, and *mf*. The staff ends with a double bar line and repeat dots.

66

$\text{♩} = 120$

Musical staff 66-72. The tempo is marked $\text{♩} = 120$. The music starts with a fortissimo (*ff*) dynamic and includes first and second endings. Dynamics range from *ff* to *mf*. There are accents and a *rit.* marking at the end of the staff.

73

rit.

Musical staff 73-78. The music continues with eighth-note chords. Dynamics include *f* and *mf*. There are accents and a *rit.* marking at the end of the staff.

79

$\text{♩} = 116$

Musical staff 79-84. The tempo is marked $\text{♩} = 116$. The music features a melodic line with eighth notes and chords. Dynamics include *mf*. There are accents and a *rit.* marking at the end of the staff.

85

$\text{♩} = 80$

$\text{♩} = 116$

Musical staff 85-91. The tempo changes from $\text{♩} = 80$ to $\text{♩} = 116$. The music features a melodic line with eighth notes and chords. Dynamics include *f*. There are accents and a *rit.* marking at the end of the staff.

92

p

Musical staff 92-99. The music features a series of chords marked with 'x' symbols, indicating a specific performance technique. Dynamics include *p*. There are accents and a *rit.* marking at the end of the staff.

100

rit.

$\text{♩} = 120$

Musical staff 100-107. The tempo is marked $\text{♩} = 120$. The music features a melodic line with eighth notes and chords. Dynamics include *ff*. There are accents and a *rit.* marking at the end of the staff.

108

accel.

Musical staff 108-114. The music features a melodic line with eighth notes and chords. Dynamics include *f*. There are accents, a *cresc.* marking, and a *rit.* marking at the end of the staff.

115

molto rit.

Musical staff 115-122. The music features a melodic line with eighth notes and chords. Dynamics include *ff*. There are accents, a *rit.* marking, and a *molto rit.* marking at the end of the staff.

高校生 C

♩ = 50 堂々と

f

4

7

足踏

10

13

♩ = 120

明るく・楽しく

R L R L R

f *mf*

16beat 16beat

18

R R R R

R R R R

23

ワルツを踊るように

p LL R L R

28

RR L R L LL R L R LL R L R RR L R L LL R L R L R L

34

堂々と

LL R 足踏 *f*

39

優しく *mf*

45

元気に *f*

高校生 D

マーチ・マーチ・マーチ!

- 5...Five stroke roll
- 7...Seven stroke roll
- 9...Nine stroke roll
- 11...Eleven stroke roll

Introduction stick on stick

pp *cresc.* *ff*

2 **Tempo di marcia funebre**

mf *fp*

10 ♩ = 108

f 9

14

9 R L R R L R L L 7

18

5 5

22

7 R L R R L R L L

26

7 R L R R L R L L

30

9

34

R L L R L L

38

Bright March ♩ = 120

42

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

46

50

R LL R L R L R R L RR L R L R L L R L L R R L R L L R RR L L L R

54

R LL R L R L R R L RR L R L R L L