

POKÉMON THEME

BASSOON

Words and Music by
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Arranged by PAUL MURTHA

Driving Rock

1 *f* *f* *mf* **5**

8 *fp* *mf* *fp* *f* **13**

14 *mf* *fp* *f* *fp*

20 *f* **21** §

25 *mf* *f* *fp* *f* **29**

32 To Coda ⊕

40 *f* *mf* **42**

47 *fp* *f* *fp* *f* **⊕ Coda**

52 *ff*

Detailed description: This is a musical score for the Bassoon part of the Pokémon Theme, specifically the 'Driving Rock' section. The score is written in bass clef with a key signature of two flats (B-flat and E-flat) and a 4/4 time signature. It consists of ten staves of music. The first staff starts at measure 1 and ends at measure 5, with dynamics *f*, *f*, and *mf*. The second staff starts at measure 8 and ends at measure 13, with dynamics *fp*, *mf*, *fp*, and *f*. The third staff starts at measure 14 and ends at measure 19, with dynamics *mf*, *fp*, *f*, and *fp*. The fourth staff starts at measure 20 and ends at measure 28, with a dynamic of *f*. The fifth staff starts at measure 25 and ends at measure 29, with dynamics *mf*, *f*, *fp*, and *f*. The sixth staff starts at measure 32 and ends at measure 37, marked 'To Coda' with a Coda symbol. The seventh staff starts at measure 40 and ends at measure 43, with dynamics *f* and *mf*. The eighth staff starts at measure 47 and ends at measure 51, with dynamics *fp*, *f*, *fp*, and *f*, and is marked '⊕ Coda'. The ninth staff starts at measure 52 and ends at measure 56, with a dynamic of *ff*. The score includes various musical notations such as slurs, accents, and dynamic markings.

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