

Alto Sax. 1

Super Mario

Koji Kondo, arr. Juri Schleifman

2

f *mp*

5

3 4 *mf*

11

14

17 *f* *mp* *cresc.*

22 *mf* 3 3

25 3 *f* 3 3

28 3 *ff*

31 *fp*

34 *f* 3 3

37 *mf* *rit.* 3 3

Alto Sax. 2

Super Mario

Koji Kondo, arr. Juri Schleifman

2

f *mp*

5

3 4 *mf*

12 *f*

15 *mp*

19 *cresc.* *mf* 3 3

24 3 3 3 3

28 *f* 3 *ff*

31 *fp*

34 3 3

37 *f* *rit.* 3 *mf*

Baritone Sax.

Super Mario

Koji Kondo, arr. Juri Schleifman

f *mp* 3

4 *mp* 3 4 *mf*

11 *f*

15 *mp*

19 3 *cresc.* *mf*

23 3

26 *f*

29 3 *ff*

Super Mario

2

32

fp *f*

This musical staff contains measures 32 through 35. It begins with a treble clef, a key signature of one sharp (F#), and a common time signature. The melody is characterized by a rapid, repetitive eighth-note pattern. In measure 34, there is a dynamic marking of *fp* (fortissimo piano) followed by *f* (fortissimo) in measure 35. A triplet of eighth notes is indicated by a '3' over the notes in measure 35.

35

rit.

This musical staff contains measures 35 through 38. It continues the eighth-note pattern from the previous staff. A *rit.* (ritardando) marking is placed above the staff in measure 36. The piece concludes in measure 38 with a final whole note chord and a double bar line.

38

mf

This musical staff contains measures 38 through 41. It begins with a treble clef, a key signature of one sharp (F#), and a common time signature. The melody continues with eighth notes. A dynamic marking of *mf* (mezzo-forte) is placed below the staff in measure 38. The piece ends with a final whole note chord and a double bar line in measure 41.

Baritone (T.C.)

Super Mario

Koji Kondo, arr.Juri Schleifman

3

f *mf*

7

10

mf

14

f

17

mp *cresc.*

22

mf

25

f

28

ff

Detailed description: This is a musical score for Baritone (T.C.) of the Super Mario theme. The score is written in treble clef with a common time signature (C). It consists of eight staves of music. The first staff begins with a dynamic marking of *f* and includes a triplet of eighth notes. The second staff starts at measure 7 and features a *mf* dynamic. The third staff starts at measure 10 and also has a *mf* dynamic. The fourth staff starts at measure 14 and is marked *f*. The fifth staff starts at measure 17 and includes a *mp* dynamic and a *cresc.* (crescendo) marking. The sixth staff starts at measure 22 and is marked *mf*. The seventh staff starts at measure 25 and includes a triplet of eighth notes and a *f* dynamic. The eighth staff starts at measure 28 and includes a triplet of eighth notes and a *ff* dynamic. The score is characterized by its rhythmic complexity, with many sixteenth and thirty-second notes.

Super Mario

2

31

fp

34

f

37

mf *rit.*

Electric Bass

Super Mario

Koji Kondo, arr. Juri Schleifman

f

6 *mf*

9 *mf*

12 *f*

15

18 *mp* *cresc.*

22 *mf*

24 *f*

Super Mario

2

27



30



32



35



38



Clarinet in B \flat 1

Super Mario

Koji Kondo, arr. Juri Schleifman

f *mp* 3

4 6 *mf*

12 *f*

15

18 *mp* 3 *cresc.*

22 *mf* 3 3

25 3 *f*

29 3 *ff*

32 *fp* *f*

35 3 3 3

38 *rit.* *mf*

Clarinet in B \flat 2

Super Mario

Koji Kondo, arr.Juri Schleifman

Musical score for Clarinet in B \flat 2, Super Mario, Koji Kondo, arr. Juri Schleifman. The score consists of ten staves of music in 4/4 time, featuring various dynamics and articulations.

Staff 1: *f*, *mp*, 3

Staff 2: 4, 6, *mf*

Staff 3: 12

Staff 4: 15, *f*, *mp*

Staff 5: 19, 2, *cresc.*, *mf*, 3, 3

Staff 6: 24, 3, *f*

Staff 7: 27, 3

Staff 8: 30, *ff*

Staff 9: 33, *fp*, *f*, 3, 3, *rit.*

Staff 10: 36, 3, *mf*

Drum Set

Super Mario

Koji Kondo, arr. Juri Schleifman

The musical score is written for a drum set in common time (C). It consists of eight staves, each representing a 4-measure phrase. The notation includes various rhythmic patterns, such as eighth and sixteenth notes, and rests. Dynamics are indicated by *f* (forte), *mp* (mezzo-piano), *mf* (mezzo-forte), and *ff* (fortissimo). The score includes several triplet markings (3) and accents (>). The piece begins with a *f* dynamic and a triplet of eighth notes. The dynamics fluctuate throughout, ending with a *ff* dynamic. The notation uses 'x' marks to indicate specific drum sounds, likely snare or tom-toms, and includes asterisks (*) for accents or special effects.

4 *f* *mp* 3

8 *mf*

12 *f*

16 *mp*

20 *cresc.* *mf*

24 *f*

28 *ff*

Super Mario

2

Musical score for Super Mario, measures 32-35. The score is written for two staves. The first staff (top) contains measures 32-35, and the second staff (bottom) contains measures 35-38. The music is in 4/4 time and features a mix of eighth and sixteenth notes, with some triplets and dynamic markings.

Measures 32-35 (top staff):
Measure 32: *fp*
Measure 33: *fp*
Measure 34: *f*
Measure 35: *f*

Measures 35-38 (bottom staff):
Measure 35: *f*
Measure 36: *f*
Measure 37: *f*
Measure 38: *mf*

Flute

Super Mario

Koji Kondo, arr.Juri Schleifman

8

f *mf*

11

14 *f*

17 *mp* 3

21 *cresc.* *mf* 3 3

24 3 *f*

27 3

30 *ff*

33 *fp* *f* 3 3

36 *rit.* 3 3 *mf*

Glockenspiel

Super Mario

Koji Kondo, arr.Juri Schleifman

The musical score is written for Glockenspiel in 4/4 time, B-flat major. It consists of six staves of music. The first staff begins with a dynamic marking of *f*. The second staff starts at measure 8. The third staff starts at measure 16 and includes dynamic markings of *mp*, *cresc.*, and *mf*. The fourth staff starts at measure 24 and includes dynamic markings of *f* and *ff*. The fifth staff starts at measure 32 and includes dynamic markings of *fp*, *f*, and *mf*. The sixth staff starts at measure 39 and ends with a double bar line.

Oboe

Super Mario

Koji Kondo, arr. Juri Schleifman

8

f *mf*

11

14 *mp* *cresc.*

22 *mf*

25 *f*

29 *ff*

32 *fp* *f*

35

38 *rit.* *mf*

Tenor

Super Mario

Koji Kondo, arr. Juri Schleifman

Musical score for Tenor part of Super Mario, featuring various dynamics and articulations. The score is written in C major, 4/4 time, and consists of 38 measures.

Dynamics and articulations include:

- f** (forte)
- mf** (mezzo-forte)
- mp** (mezzo-piano)
- cresc.** (crescendo)
- ff** (fortissimo)
- fp** (fortissimo piano)
- f** (forte)
- mf** (mezzo-forte)
- rit.** (ritardando)

The score includes several triplet markings (3) and a fourth-note marking (4). The piece concludes with a **mf** dynamic and a **rit.** instruction.

Trumpet in B \flat 1

Super Mario

Koji Kondo, arr. Juri Schleifman

Musical score for Trumpet in B \flat 1, Super Mario. The score consists of nine staves of music in 4/4 time. It features various dynamics (f, mf, mp, ff, fp) and articulations (trills, accents, triplets). The key signature has one flat (B-flat major).

Staff 1: *f* (measures 1-4), *mf* (measures 5-8). Measure 4 contains a triplet of eighth notes. Measure 5 has an accent (>) over the first eighth note.

Staff 2: *mf* (measures 7-10). Measure 10 contains a triplet of eighth notes.

Staff 3: *mp* (measures 10-13). Measure 11 contains a triplet of eighth notes.

Staff 4: *mf* (measures 22-25). Measure 25 contains a triplet of eighth notes.

Staff 5: *f* (measures 26-29). Measure 28 contains a triplet of eighth notes.

Staff 6: *ff* (measures 29-32). Measure 31 contains a triplet of eighth notes.

Staff 7: *fp* (measures 32-35). Measure 34 contains a triplet of eighth notes.

Staff 8: *f* (measures 35-38). Measure 37 contains a triplet of eighth notes.

Staff 9: *mf* (measures 38-41). Measure 39 contains a triplet of eighth notes. Measure 40 contains a triplet of eighth notes.

Trumpet in B \flat 2

Super Mario

Koji Kondo, arr. Juri Schleifman

7 *f* **3** *mf*

10 *mp* **8** *cresc.* **3**

22 *mf*

25 *f* **3** **3** **3**

28 *ff* **3**

31 *fp*

34 *f* **3** **3**

37 *rit.* *mf* **3**

Tuba

Super Mario

Koji Kondo, arr.Juri Schleifman

3

f *mf* >

7

10 *mf* >

13 *f*

15

18 *mp* *cresc.*

22 *mf*

25 3 *f*

Super Mario

2

28

3

ff

31

fp

34

f

37

3

rit.

mf