

MEDIC!

The Music of Team Fortress 2

INSTRUMENTATION:

3 Tenor Saxes
2 Horns
3 Trumpets
Tenor Trombone
Bass Trombone
Tuba
Harp
Choir
2 Electric Guitars
Electric Bass
Drums
2 Percussion
Violin 1
Violin 2

MEDIC!

♩ = 118

The score is for a 4/4 piece in G major, marked with a tempo of 118. The instruments and parts are:

- Tenor Sax Solo
- Tenor Sax 1
- Tenor Sax 2
- Horn in F 1
- Horn in F 2
- Trumpet 1
- Trumpet 2
- Trumpet 3
- Trombone 1
- Bass Trombone 2
- Tuba
- Harp
- Choir (Ah)
- Electric Guitar 1
- Electric Guitar 2
- Bass Guitar
- Drums (snare, B.D.)
- Percussion (snare, B.D., crash)
- Violin 1
- Violin 2

Key musical events include a dynamic shift to *f* in measures 4-5 for the horns and a glissando in the harp. The choir enters in measure 5 with the vocalization "Ah".

Ten. Sax. Solo

Ten. Sax. 1

Ten. Sax. 2

Hn. 1

Hn. 2

Tpt. 1

Tpt. 2

Tpt. 3

Tbn. 1

B. Tbn. 2

Tba.

Hp.

Choir

E. Gtr. 1

E. Gtr. 2

Bass

Dr.

Perc.

Vln. 1

Vln. 2

7 8 9 10 11 12

LYRIC RHYTHM DOESN'T MATCH

Nex est to tus in ter Medi cus co mo do ser vo vel nos mo os to tus in ter

Ah

detaché

f

detaché

f

♩ = 130

Ten. Sax. Solo

Ten. Sax. 1

Ten. Sax. 2

Hn. 1

Hn. 2

Tpt. 1

Tpt. 2

Tpt. 3

Tbn. 1

B. Tbn. 2

Tba.

Hp.

Choir

E. Gtr. 1

E. Gtr. 2

Bass

Dr.

Perc.

Vln. 1

Vln. 2

13

14

15

16

17

18

sfz ————— *f*

Ten. Sax. Solo

Ten. Sax. 1

Ten. Sax. 2

Hn. 1

Hn. 2

Tpt. 1

Tpt. 2

Tpt. 3

Tbn. 1

B. Tbn. 2

Tba.

Hp.

Choir

E. Gtr. 1

E. Gtr. 2

Bass

Dr.

Perc.

Vln. 1

Vln. 2

19 20 21 22 23 24

Ten. Sax. Solo
 Ten. Sax. 1
 Ten. Sax. 2
 Hn. 1
 Hn. 2
 Tpt. 1
 Tpt. 2
 Tpt. 3
 Tbn. 1
 B. Tbn. 2
 Tba.
 Hp.
 Choir
 E. Gtr. 1
 E. Gtr. 2
 Bass
 Dr.
 Perc.
 Vln. 1
 Vln. 2

Musical score for page 6 of the Concert Score. The score includes parts for Tenor Saxophones (Solo, 1, 2), Horns (1, 2), Trumpets (1, 2, 3), Trombones (1, 2, 3), Harp, Choir, Electric Guitars (1, 2), Bass, Drums, Percussion, and Violins (1, 2). The score is written in 4/4 time and features various musical notations including rests, eighth notes, quarter notes, and dynamic markings such as *mf* and *f*. The drum part includes specific instructions for "(snare + toms)" and "(snare)". The page number 6 is indicated in the top left corner, and the title "Concert Score" and "Medic!" are at the top. The measure numbers 25 through 31 are printed at the bottom of the page.

Ten. Sax. Solo

Ten. Sax. 1

Ten. Sax. 2

Hn. 1

Hn. 2

Tpt. 1

Tpt. 2

Tpt. 3

Tbn. 1

B. Tbn. 2

Tba.

Hp.

Choir

E. Gtr. 1

E. Gtr. 2

Bass

Dr.

Perc.

Vln. 1

Vln. 2

32 33 34 35 36 37

sfz *f*

Shake

(crash)

(tambourine)

mf (crash)

mf (B.D.)

Ten. Sax. Solo

Ten. Sax. 1

Ten. Sax. 2

Hn. 1

Hn. 2

Tpt. 1

Tpt. 2

Tpt. 3

Tbn. 1

B. Tbn. 2

Tba.

Hp.

Choir

E. Gtr. 1

E. Gtr. 2

Bass

Dr.

Perc.

Vln. 1

Vln. 2

Ten. Sax. Solo

Ten. Sax. 1

Ten. Sax. 2

Hn. 1

Hn. 2

Tpt. 1

Tpt. 2

Tpt. 3

Tbn. 1

B. Tbn. 2

Tba.

Hp.

Choir

E. Gtr. 1

E. Gtr. 2

Bass

Dr.

Perc.

Vln. 1

Vln. 2

44 45 46 47 48

Ten. Sax. Solo

Ten. Sax. 1

Ten. Sax. 2

Hn. 1

Hn. 2

Tpt. 1

Tpt. 2

Tpt. 3

Tbn. 1

B. Tbn. 2

Tba.

Hp.

Choir

E. Gtr. 1

E. Gtr. 2

Bass

Dr. (crash)

Perc.

Vln. 1

Vln. 2

49 50 51 52 53 54

sfz *f*

Ten. Sax. Solo

Ten. Sax. 1

Ten. Sax. 2

Hn. 1

Hn. 2

Tpt. 1

Tpt. 2

Tpt. 3

Tbn. 1

B. Tbn. 2

Tba.

Hp.

Choir

E. Gtr. 1

E. Gtr. 2

Bass

Dr.

Perc.

Vln. 1

Vln. 2

55 56 57 58 59 60

Rip into Solo!

Ten. Sax. Solo

Ten. Sax. 1

Ten. Sax. 2

Hn. 1

Hn. 2

Tpt. 1

Tpt. 2

Tpt. 3

Tbn. 1

B. Tbn. 2

Tba.

Hp.

Choir

E. Gtr. 1

E. Gtr. 2

Bass

Dr.

Perc.

Vln. 1

Vln. 2

Cmin Fmin

Ten. Sax. Solo

Ten. Sax. 1

Ten. Sax. 2

Hn. 1

Hn. 2

Tpt. 1

Tpt. 2

Tpt. 3

Tbn. 1

B. Tbn. 2

Tba.

Hp.

Choir

Ah

Ah

E. Gtr. 1

E. Gtr. 2

Bass

Dr.

Perc.

Vln. 1

Vln. 2

Gmin Cmin

Ten. Sax. Solo

Ten. Sax. 1

Ten. Sax. 2

Hn. 1

Hn. 2

Tpt. 1

Tpt. 2

Tpt. 3

Tbn. 1

B. Tbn. 2

Tba.

Hp.

Choir

Ah

Ah

E. Gtr. 1

E. Gtr. 2

Bass

Dr.

Perc.

Vln. 1

Vln. 2

end solo

Ten. Sax. Solo

Ten. Sax. 1

Ten. Sax. 2

Hn. 1

Hn. 2

Tpt. 1

Tpt. 2

Tpt. 3

Tbn. 1

B. Tbn. 2

Tba.

Hp.

gliss.

f

screech!

Ah

Ah

E. Gtr. 1

E. Gtr. 2

Bass

(crash) (ride)

(ride) (crash)

Perc.

Vln. 1

Vln. 2

76 77 78 79 80 81

MEDIC!

Tenor Sax Solo

The Music of Team Fortress 2

1 $\text{♩} = 118$ 7 4 $\text{♩} = 130$ 2

2-8 9-12 13-14

8 9 8

15-22 23-31 32-39

9 8 8 65 Rip into Solo!

40-48 49-56 57-64

66 D_{\min} 67 68 69 70 G_{\min} 71 72 A_{\min}

73 74 D_{\min} 75 76

77 78 79 80 end solo 81

MEDIC!

Tenor Sax I

The Music of Team Fortress 2

1 $\text{♩} = 118$ 7 4 $\text{♩} = 130$ 2

2-8 9-12 13-14

15 16 17 18

19 20 21 22

23 24 25 26 27 28 29

30 31 32 33 34

35 36 37 38 39

40 41 42 43 44 45 46

47 48 49 50 51

V.S.

Tenor Sax I

52 53 54 55 56

57 58 59 60 61 62 63

64 65 66 67 68

69 70 71 72 73

74 75 76 77

78 79 80 81

MEDIC!

Tenor Sax 2

The Music of Team Fortress 2

1 $\text{♩} = 118$ 7 4 $\text{♩} = 130$ 2

2-8 9-12 13-14

15 16 17 18 fall

19 20 21 22

23 24 25 26 27 28 29

30 31 32 33 34

35 36 37 38 39

40 41 42 43 44 45 46

47 48 49 50 51

f

V.S.

Tenor Sax 2

52 53 54 55 56

57 58 59 60 61 62 63

64 65 66 67 68

69 70 71 72 73

74 75 76 77

78 79 80 81

MEDIC!

Horn in F I

The Music of Team Fortress 2

The musical score is written for Horn in F I in 4/4 time. It consists of five staves of music. The first staff begins with a tempo marking of $\text{♩} = 118$ and a dynamic marking of f . The second staff has a tempo marking of $\text{♩} = 130$. The score includes various musical notations such as rests, notes, and slurs. Measure numbers are indicated below the staves, and some measures contain large numbers (2, 6, 9) which likely represent fingerings or breath marks. The score is divided into sections by double bar lines.

MEDIC!

Horn in F 2

The Music of Team Fortress 2

The musical score is written for Horn in F 2. It begins with a treble clef staff in 4/4 time, marked with a tempo of ♩ = 118. The first measure (1) contains a whole rest. The second measure (2) contains a whole rest. The third measure (3) contains a whole rest. The fourth measure (4) contains a whole rest. The fifth measure (5) contains a quarter note G4, marked with a forte *f* dynamic. The sixth measure (6) contains a quarter note A4. The seventh measure (7) contains a quarter note B4. The eighth measure (8) contains a quarter note C5. The tempo changes to ♩ = 130 starting at measure 9. The score continues with a bass clef staff, with measures 9-14, 15-16, 17-22, 23-31, 32-39, 40-48, 49-56, 57-65, 66-73, and 74-81. The score includes various musical notations such as rests, notes, and slurs.

MEDIC!

Trumpet I

The Music of Team Fortress 2

1 $\text{♩} = 118$ 7 4 $\text{♩} = 130$ 2

2-8 9-12 13-14

15 16 17 18 fall 19 20 21

f

22 23 24 25 26 27 28

29 30 31 32 33 Shake 3 37 2

34-36 38-39

40 41 42 43 44 45 46 47 48

49 50 51 52 53 54 55

56 57 58 59 60 61 62 63

64 65 66 67 68 69 70

V.S.

2 71 72 73 Trumpet I 74 75

76 77 78 79 80 screech! 81

MEDIC!

Trumpet 2

The Music of Team Fortress 2

1 $\text{♩} = 118$ 7 4 $\text{♩} = 130$ 2

2-8 9-12 13-14

15 16 17 18 fall 19 20 21

22 23 24 25 26 27 28

29 30 31 32 33 Shake 3 37 2

34-36 38-39

40 41 42 43 44 45 46 47 48

49 50 51 52 53 54 55

56 57 58 59 60 61 62 63

64 65 66 67 68 69 70

V.S.

2 71 72 73 Trumpet 2 75 76

77 78 79 80 81

MEDIC!

Trumpet 3

The Music of Team Fortress 2

1 $\text{♩} = 118$ 7 4 $\text{♩} = 130$ 2

2-8 9-12 13-14

15 16 17 18 fall 19 20 21

22 23 24 25 26 27 28

29 30 31 32 33 Shake 3 37 2

34-36 38-39

40 41 42 43 44 45 46 47 48

49 50 51 52 53 54 55

56 57 58 59 60 61 62 63

64 65 66 67 68 69 70

V.S.

2

Trumpet 3

71 72 73 74 75

Musical staff for measures 71-75. Measure 71: quarter note G4, quarter note F#4. Measure 72: eighth notes G4, A4, B4, C5, quarter note B4. Measure 73: quarter note A4, quarter note G4, quarter note F#4, quarter note E4. Measure 74: quarter note D4, quarter note C4, quarter note B3, quarter note A3. Measure 75: quarter note G3, quarter note F3, quarter note E3, quarter note D3.

76 77 78 79 80 81

Musical staff for measures 76-81. Measure 76: quarter note D3, quarter note C3, quarter note B2, quarter note A2. Measure 77: quarter note G2, quarter note F2, quarter note E2, quarter note D2. Measure 78: quarter note C2, quarter note B1, quarter note A1, quarter note G1. Measure 79: quarter note F1, quarter note E1, quarter note D1, quarter note C1. Measure 80: quarter note B0, quarter note A0, quarter note G0, quarter note F0. Measure 81: quarter note E0, quarter note D0, quarter note C0, quarter note B0.

2

Trombone I

64 65 66 67 68 69 70

Musical notation for measures 64-70. Measure 64 starts with a bass clef and a key signature of one flat. The notes are G2, A2, B2, C3, D3. Measure 65: E3, F3, G3, A3, B3. Measure 66: C4, D4, E4, F4, G4. Measure 67: A4, B4, C5, D5, E5. Measure 68: F5, G5, A5, B5, C6. Measure 69: D6, E6, F6, G6, A6. Measure 70: B6, C7, D7, E7, F7.

71 72 73 74 dirty 75 76

Musical notation for measures 71-76. Measure 71: G4, A4, B4, C5, D5. Measure 72: E5, F5, G5, A5, B5. Measure 73: C6, D6, E6, F6, G6. Measure 74: A6, B6, C7, D7, E7. Measure 75: F7, G7, A7, B7, C8. Measure 76: D8, E8, F8, G8, A8.

77 78 79 80 81

Musical notation for measures 77-81. Measure 77: B7, C8, D8, E8, F8. Measure 78: G8, A8, B8, C9, D9. Measure 79: E9, F9, G9, A9, B9. Measure 80: C10, D10, E10, F10, G10. Measure 81: A10, B10, C11, D11, E11.

MEDIC!

Bass Trombone 2

The Music of Team Fortress 2

♩ = 118

7 4 2

♩ = 130

2-8 9-12 13-14

15 16 17 18 fall 19 20 21

f

22 23 24 25 26 27 28 29

30 31 32 33 34 35 36

37 38 39 40 41

42 43 44 45 46 47 48

49 50 51 52 53 54 55

56 57 58 59 60 61 62 63

V.S.

2

Bass Trombone 2

64 65 66 67 68 69 70

Musical notation for measures 64-70. Measure 64 starts with a bass clef and a key signature of one flat. The notes are G2, A2, B2, C3, D3. Measure 65: E3, F3, G3, A3, B3. Measure 66: C4, D4, E4, F4, G4. Measure 67: A4, B4, C5, D5, E5. Measure 68: F5, G5, A5, B5, C6. Measure 69: D6, E6, F6, G6, A6. Measure 70: B6, C7, D7, E7, F7.

71 72 73 74 dirty 75 76

Musical notation for measures 71-76. Measure 71: G4, A4, B4, C5, D5. Measure 72: E5, F5, G5, A5, B5. Measure 73: C6, D6, E6, F6, G6. Measure 74: A6, B6, C7, D7, E7. Measure 75: F7, G7, A7, B7, C8. Measure 76: D8, E8, F8, G8, A8.

77 78 79 80 81

Musical notation for measures 77-81. Measure 77: B7, C8, D8, E8, F8. Measure 78: G8, A8, B8, C9, D9. Measure 79: E9, F9, G9, A9, B9. Measure 80: C10, D10, E10, F10, G10. Measure 81: A10, B10, C11, D11, E11.

MEDIC!

Tuba

The Music of Team Fortress 2

♩ = 118 7 4 ♩ = 130 2

2-8 9-12 13-14

15 16 17 18 19 20

f

21 22 23 24

25 26 27 28 29 30 31

32 33 34 35

36 37 38 39

40 41 42 43 44 45 46

47 48 49 50 51

b

V.S.

Tuba

52 53 54 55 56

57 58 59 60 61 62 63

64 65 66 67 68

69 70 71 72 73

74 75 76

77 78 79 80 81

MEDIC!

Harp

The Music of Team Fortress 2

The musical score is written for Harp in 4/4 time. It consists of five systems of music. The first system starts with a tempo of $\text{♩} = 118$ and features a treble clef staff with a glissando and a forte (*f*) dynamic, and a bass clef staff with a triplet of eighth notes. The second system starts with a tempo of $\text{♩} = 130$ and features a treble clef staff with a triplet of eighth notes and a bass clef staff with a triplet of eighth notes. The third system features a treble clef staff with a triplet of eighth notes and a bass clef staff with a triplet of eighth notes. The fourth system features a treble clef staff with a triplet of eighth notes and a bass clef staff with a triplet of eighth notes. The fifth system features a treble clef staff with a glissando and a forte (*f*) dynamic, and a bass clef staff with a triplet of eighth notes.

Measure numbers and chord numbers are indicated throughout the score:

- Measures 1-4: Treble clef has a triplet of eighth notes (3); Bass clef has a triplet of eighth notes (3).
- Measures 5-8: Treble clef has a triplet of eighth notes (3); Bass clef has a triplet of eighth notes (3).
- Measures 9-12: Treble clef has a triplet of eighth notes (4); Bass clef has a triplet of eighth notes (4).
- Measures 13-14: Treble clef has a triplet of eighth notes (2); Bass clef has a triplet of eighth notes (2).
- Measures 15-22: Treble clef has a triplet of eighth notes (8); Bass clef has a triplet of eighth notes (8).
- Measures 23-31: Treble clef has a triplet of eighth notes (9); Bass clef has a triplet of eighth notes (9).
- Measures 32-39: Treble clef has a triplet of eighth notes (8); Bass clef has a triplet of eighth notes (8).
- Measures 40-48: Treble clef has a triplet of eighth notes (9); Bass clef has a triplet of eighth notes (9).
- Measures 49-56: Treble clef has a triplet of eighth notes (8); Bass clef has a triplet of eighth notes (8).
- Measures 57-65: Treble clef has a triplet of eighth notes (9); Bass clef has a triplet of eighth notes (9).
- Measures 66-73: Treble clef has a triplet of eighth notes (8); Bass clef has a triplet of eighth notes (8).
- Measures 74-75: Treble clef has a triplet of eighth notes (2); Bass clef has a triplet of eighth notes (2).
- Measures 76-81: Treble clef has a triplet of eighth notes (2); Bass clef has a triplet of eighth notes (2).

MEDIC!

Choir

The Music of Team Fortress 2

1 $\text{♩} = 118$

3 5 *f* 6 7 8

2-4

Ah

Ah

f

9 10 11 12

LYRIC RHYTHM DOESN'T MATCH

Nex est to tus in ter Medi cus co mo do ser vo vel nos mo os to tus in ter

Ah

13 $\text{♩} = 130$ 14 15 16 6

Oh

Ah

Ah

17-22

6

9 8 4

23-31

32-39

40-43

9

8

4

2 44 45 Choir₄₆ 47 48

Ah

Ah

8 4 61 62 63 64 65

49-56

57-60

Ah

Ah

66 67 68 69 70 71 72 73

Ah

Ah

Ah

74 75 76 77 78 79 80 81

Ah

Ah

MEDIC!

Electric Guitar I

The Music of Team Fortress 2

The musical score is written for Electric Guitar I in 4/4 time. It begins with a tempo of 118 BPM and a 7-measure rest. The tempo then changes to 130 BPM for the remainder of the piece. The score is divided into measures 1 through 48, with some measures grouped into larger sections. The notation includes various rhythmic patterns, including eighth and sixteenth notes, and rests. A dynamic marking of *f* (forte) is present at the beginning of measure 15. The score concludes with two 8-measure rests.

1 $\text{♩} = 118$ 7 $\text{♩} = 130$ 4 2

2-8 9-12 13-14

15 16 17 18

19 20 21 22

23 24 25 26

27 28 29 30 31

8 9

32-39 40-48

Electric Guitar I

49 50 51 52

f

53 54 55 56

57 58 59 60

61 62 63 64 65

66 67 68 69

70 71 72 73

74 75 76

77 78 79 80 81

MEDIC!

Electric Guitar 2

The Music of Team Fortress 2

The musical score is written for Electric Guitar 2 in 4/4 time. It consists of six staves of music. The first staff is a whole rest, with a tempo marking of ♩ = 118. Above the staff are fret numbers 7, 4, and 2, and a tempo marking of ♩ = 130. The second staff begins with a first ending bracket (I) and contains measures 15-22 (8 frets), 23-26 (4 frets), and measures 27-31. The third staff contains measures 32-39 (8 frets), 40-43 (4 frets), and measures 44-48. The fourth staff contains measures 49-56 (8 frets), 57-60 (4 frets), and measures 61-65. The fifth staff contains measures 66-73 (8 frets) and measures 74-81 (8 frets). Dynamics include *mf* and *8va*. A 'surf lick' is indicated at measure 48.

MEDIC!

Bass Guitar

The Music of Team Fortress 2

♩ = 118 7 4 ♩ = 130 2

2-8 9-12 13-14

15 (with a pick) 16 17 18

f

19 20 21 22

23 24 25 26

27 28 29 30 31

32 33 34 35

36 37 38 39

40 41 42 43

V.S.

Bass Guitar

44 45 46 47 48

Musical staff 1: Bass line for measures 44-48. Measure 44 has a whole note G2. Measure 45 has a quarter note G2. Measure 46 has a quarter note G2. Measure 47 has a quarter note G2. Measure 48 has a quarter note G2.

49 50 51 52

Musical staff 2: Bass line for measures 49-52. Measure 49 has a quarter note G2. Measure 50 has a quarter note G2. Measure 51 has a quarter note G2. Measure 52 has a quarter note G2.

53 54 55 56

Musical staff 3: Bass line for measures 53-56. Measure 53 has a quarter note G2. Measure 54 has a quarter note G2. Measure 55 has a quarter note G2. Measure 56 has a quarter note G2.

57 58 59 60

Musical staff 4: Bass line for measures 57-60. Measure 57 has a quarter note G2. Measure 58 has a quarter note G2. Measure 59 has a quarter note G2. Measure 60 has a quarter note G2.

61 62 63 64 65

Musical staff 5: Bass line for measures 61-65. Measure 61 has a whole note G2. Measure 62 has a quarter note G2. Measure 63 has a quarter note G2. Measure 64 has a quarter note G2. Measure 65 has a quarter note G2.

66 67 68 69

Musical staff 6: Bass line for measures 66-69. Measure 66 has a quarter note G2. Measure 67 has a quarter note G2. Measure 68 has a quarter note G2. Measure 69 has a quarter note G2.

70 71 72 73

Musical staff 7: Bass line for measures 70-73. Measure 70 has a quarter note G2. Measure 71 has a quarter note G2. Measure 72 has a quarter note G2. Measure 73 has a quarter note G2.

74 75 76

Musical staff 8: Bass line for measures 74-76. Measure 74 has a quarter note G2. Measure 75 has a quarter note G2. Measure 76 has a quarter note G2.

77 78 79 80 81

Musical staff 9: Bass line for measures 77-81. Measure 77 has a quarter note G2. Measure 78 has a quarter note G2. Measure 79 has a quarter note G2. Measure 80 has a quarter note G2. Measure 81 has a quarter note G2.

MEDIC!

Drums

The Music of Team Fortress 2

The musical score is written for a drum set in 4/4 time. It consists of 39 measures, divided into several sections. The first section (measures 1-8) starts with a tempo of 118 and a dynamic of *mf*. It features a snare drum pattern with a bass drum (B.D.) on measure 2. The second section (measures 9-12) has a tempo of 130 and a dynamic of *mf*. The third section (measures 13-18) is marked *f* and includes a crash cymbal on measure 15. The fourth section (measures 19-22) continues the *f* dynamic. The fifth section (measures 23-26) also includes a crash cymbal on measure 23. The sixth section (measures 27-31) features a snare and tom pattern, with a dynamic of *mp* on measure 29 and *f* on measure 31. The seventh section (measures 32-35) includes a crash cymbal on measure 32. The eighth section (measures 36-39) includes a crash cymbal on measure 36. The score uses various drum notations including snare, bass drum, and crash cymbals, with dynamics ranging from *mf* to *f*.

V.S.

Drums

40 *>* (crash) 41 42 43

44 45 46 (snare + toms) 47 48 (snare)

mp *f*

49 *>* (crash) 50 51 52

53 54 55 56

57 *>* (crash) 58 59 60

61 62 63 (snare + toms) 64 65 (snare)

mp *f*

66 (crash)(ride) 67 (crash)(ride) 68 (crash)(ride) 69 (crash)

70 (ride) 71 (crash)(ride) 72 (crash)(ride) 73

74 (crash)(ride) 75 (crash)(ride) 76 (crash)(ride)

77 (crash)(ride) 78 (crash) Drums 79 80 81

The image shows a musical score for a drum part, spanning measures 77 to 81. The notation is written on a five-line staff. Measure 77 is marked with '(crash)(ride)' and contains a sequence of notes: a quarter note on the first line, a quarter note on the second line, a quarter note on the second space, a quarter rest, a quarter note on the second space, and a quarter note on the second line. Measure 78 is marked with '(crash)' and contains a quarter note on the first line, a quarter note on the second line, and a quarter note on the second space. Measure 79 is marked 'Drums' and contains a quarter note on the first line, a quarter note on the second line, and a quarter note on the second space. Measure 80 contains a quarter note on the first line and a quarter note on the second line, both slurred together. Measure 81 contains a quarter note on the first line and a quarter note on the second line, also slurred together. Above the staff, there are various symbols: a star-like symbol above measure 77, and 'x' symbols above measures 77, 78, and 79. The word 'Drums' is written above measure 79. The page number '3' is located in the top right corner.

MEDIC!

Percussion

The Music of Team Fortress 2

1 $\text{♩} = 118$ (snare) 2 3 4 5

mf

(crash)

mf
(B.D.)

6 7 8 9 10 11 12

13 $\text{♩} = 130$ 14 8 9

15-22 8 23-31 9

Detailed description: The score is for a percussion part in 4/4 time. It consists of three systems of staves. The first system (measures 1-5) features a snare drum part on the top staff and a bass drum part on the bottom staff. The snare part starts with a rest, followed by a half note chord (F#4, C#5) at measure 2, and then eighth-note patterns with accents in measures 3, 4, and 5. The bass drum part has a half note chord (F#4, C#5) at measure 2, followed by eighth-note patterns in measures 3, 4, and 5. Dynamic markings include *mf* and a crash cymbal effect. The second system (measures 6-12) shows the snare drum part with rests and the bass drum part with eighth-note patterns. The third system (measures 13-31) shows the snare drum part with rests and the bass drum part with eighth-note patterns. The tempo changes to 130 bpm at measure 13. The score ends with two measures of rests for the snare drum and eighth-note patterns for the bass drum.

Percussion

32 (tambourine) 33 34 35 36 37

mf
(crash)

mf
(B.D.)

38 39 40 41 42

43 44 4 8

45-48 49-56

4 8

9 8 8

57-65 66-73 74-81

9 8 8

MEDIC!

Violin I

The Music of Team Fortress 2

The score is written for Violin I in 4/4 time. It begins with a tempo of 118 and a 7-measure rest. The first staff contains measures 1-12, featuring a melodic line with accents and a *detaché* marking. The second staff starts at a tempo of 130 and contains measures 13-22, with a *sfz* marking and a *f* dynamic. The third staff contains measures 23-31 and 32-39, with a *sfz* marking and a *f* dynamic. The fourth staff contains measures 40-48 and 49-56, with a *sfz* marking and a *f* dynamic. The fifth staff contains measures 57-65, 66-73, and 74-81, which are primarily rests.

MEDIC!

Violin 2

The Music of Team Fortress 2

♩ = 118

7

detaché

♩ = 130

2-8

9 *f*

10

11

12

6

13

14

15 *sfz*

16 *f*

17-22

6

23-31

32 *sfz*

33 *f*

34-39

6

40-48

49 *sfz*

50 *f*

51-56

9

8

8

57-65

66-73

74-81