

# ROCKET JUMP WALTZ

The Music of Team Fortress 2

## INSTRUMENTATION:

B $\flat$  Clarinet

3 Trumpets

2 Tenor Trombones

Bass Trombone

Piano

# ROCKET JUMP WALTZ

The Music of Team Fortress 2

♩ = 107  
Solo

Clarinet in Bb *mf*

Trumpet 1 *mp*

Trumpet 2 *mp*  
detache

Trumpet 3 *mp*  
detache

Trombone 1 *mp*  
detache

Trombone 2 *mp*

Trombone 3 *mp*

Piano *mp*  
1 2 3 4 5



Cl. *mf*

Tpt. 1 *mp*

Tpt. 2 *mp*  
detache

Tpt. 3 *mp*  
detache

Tbn. 1 *mp*  
detache

Tbn. 2 *mp*

Tbn. 3 *mp*

Pno. *mp*  
6 7 8 9 10

Musical score for measures 11-14. The score includes parts for Clarinet (Cl.), Trumpets 1, 2, and 3 (Tpt. 1, 2, 3), Trombones 1, 2, and 3 (Tbn. 1, 2, 3), and Piano (Pno.). The piano part features a rhythmic accompaniment with chords in the right hand and single notes in the left hand. Measure numbers 11, 12, 13, and 14 are indicated at the bottom of the piano part.



Musical score for measures 15-18. The score includes parts for Clarinet (Cl.), Trumpets 1, 2, and 3 (Tpt. 1, 2, 3), Trombones 1, 2, and 3 (Tbn. 1, 2, 3), and Piano (Pno.). The piano part continues with a rhythmic accompaniment. Measure numbers 15, 16, 17, and 18 are indicated at the bottom of the piano part. A dynamic marking of *f* (forte) is present in the trumpet and trombone parts starting at measure 17.

# ROCKET JUMP WALTZ

Clarinet in B $\flat$

The Music of Team Fortress 2

1  $\text{♩} = 107$   
Solo  
*mf*

2 3 4 5 6

7 8 9 10 11 12

13 14 15

16 17 18  
*f*

© 2017 Valve Corporation.

Noncommercial use of music is permitted for game customers under the terms of the Steam Subscriber Agreement.

All other rights reserved.



# ROCKET JUMP WALTZ

Trumpet 2

The Music of Team Fortress 2

1  $\text{♩} = 107$  2 3 4 5 6 7 8 9 10

11 12 13 14 15 16 17 18

© 2017 Valve Corporation.

Noncommercial use of music is permitted for game customers under the terms of the Steam Subscriber Agreement.

All other rights reserved.

# ROCKET JUMP WALTZ

## Trumpet 3

The Music of Team Fortress 2

1  $\text{♩} = 107$   
detache

2 3 4 5

6 7 8 9 10

11 12 13 14

15 16 17 18

*mp*

*f*

© 2017 Valve Corporation.

Noncommercial use of music is permitted for game customers under the terms of the Steam Subscriber Agreement.

All other rights reserved.

# ROCKET JUMP WALTZ

Trombone I

The Music of Team Fortress 2

1  $\text{♩} = 107$   
detache

2 3 4 5 6

7 8 9 10 11 12

13 14 15 16 17 18

*mp*

*f*

© 2017 Valve Corporation.

Noncommercial use of music is permitted for game customers under the terms of the Steam Subscriber Agreement.

All other rights reserved.



# ROCKET JUMP WALTZ

Trombone 2

The Music of Team Fortress 2

1  $\text{♩} = 107$  2 3 4 5 6 7 8 9 10

*mp*

11 12 13 14 15 16 17 18

*f*

© 2017 Valve Corporation.

Noncommercial use of music is permitted for game customers under the terms of the Steam Subscriber Agreement.

All other rights reserved.

# ROCKET JUMP WALTZ

Trombone 3

The Music of Team Fortress 2

♩ = 107

1 *mp* 2 3 4 5 6 7 8 9 10

11 12 13 14 15 16 17 *f* 18

© 2017 Valve Corporation.

Noncommercial use of music is permitted for game customers under the terms of the Steam Subscriber Agreement.

All other rights reserved.

# ROCKET JUMP WALTZ

Piano

The Music of Team Fortress 2

The musical score is written for piano in 4/4 time, with a tempo of 107 beats per minute. The piece is marked 'detache' and 'mp' (mezzo-piano). It consists of 15 measures, numbered 1 through 15. The notation is presented in a grand staff format, with a treble clef on the upper staff and a bass clef on the lower staff. The melody in the treble clef is characterized by a series of eighth-note chords, while the bass clef provides a simple accompaniment of quarter notes. Measure 8 features a key signature change to one sharp (F#).

V.S.

© 2017 Valve Corporation.

Noncommercial use of music is permitted for game customers under the terms of the Steam Subscriber Agreement.

All other rights reserved.

Piano

Musical score for piano, measures 16-18. The score is written for two staves: Treble Clef (top) and Bass Clef (bottom). Measure 16 features a treble staff with a series of chords (F#4, G4, A4, B4) and a bass staff with a series of notes (C3, D3, E3, F3). Measure 17 begins with a treble staff note (F4) marked with a forte (*f*) dynamic and a fermata, followed by a series of chords (G4, A4, B4, C5) with accents (>) and a flat (b). The bass staff continues with notes (F3, G3, A3, B3) and chords. Measure 18 shows a treble staff with a note (F4) and a fermata, followed by a series of chords (G4, A4, B4, C5) with accents (>) and a flat (b). The bass staff continues with notes (F3, G3, A3, B3) and chords. The piece concludes with a double bar line.