

UNI Pregame Show

UNI

Unison, LH
Down on 2
DT4

C.S. ♩ = 120

Unison
LH arm raise
MT

Largo

Basses

click click clickclick

ff R R ... *f*

7

13

mp *f*

19

sticks stay out (SSO)

C.S. ♩ = 208

Run-On

f

25

32

SSO ♩ = 72

Pregame Fanfare
B1 roll

tweat tweat tweat Huh! *fp* *f*

Detailed description of the musical score: The score is for a bass drum part in common time. It is divided into five systems. The first system starts with a 'click click clickclick' pattern, followed by a 'ff' section with a tempo of 120 bpm, and a 'Largo' section with a tempo of 208 bpm. The second system continues the 'ff' section. The third system begins with a 'mp' section, followed by a 'f' section with a tempo of 208 bpm, and a 'Run-On' section. The fourth system continues the 'Run-On' section. The fifth system starts with a tempo of 72 bpm, featuring triplets and a 'Pregame Fanfare' section with a 'B1 roll' and the sound effect 'tweat tweat tweat Huh!', ending with 'fp' and 'f' dynamics.

39 *fp* *f* *ff* SSO $\text{♩} = 152$
 tweat tweat tweat tweat

Fight Song
 1 *f* *p* *mf* 5

10 13

19 21 *p* *mf*

28 29 *Fine* C.S. U N I Fight

2 Show Tunes C.S. $\text{♩} = 156$ **Westward Yo** *ff*
 U N I Fight

4 A

f

11 B C

mp *f*

18

ff *p* *f*

25

p *ff* Huh! *f* C.S.

32 ct Interlude

1

mp *f* rim

6

fp *ff* Cats

p *f* *subito p* *ff*

C.S. **A** Mini largo Unison

MT & LH down LH arm raise

B Finale *f*

C **D**

E slower **F** *mf*

58

mp *ff*

Alma Mater **Star Spangled Banner**

sn/tn roll band pick-up 1 basses enter

8

17

7 sn/tn only basses enter C.S.

Tunnel Funk

1 repeat as necessary unison

7 Tag ending SSO **Fight Song**

Largo off