

Score

# GAME OF THRONES THEME

RAMIN DJAWADI

Arr.: Laudemir Ramos

The musical score consists of 21 staves, each representing a different instrument or section of the orchestra. The instruments listed from top to bottom are: Piano, Violin, Viola, Cello, Electric Bass, Flute, Clarinet in B♭, Alto Sax, Tenor Sax, Baritone Sax, Horn in E♭, Trumpet in B♭ 1, Trumpet in B♭ 2, Tenor Trombone 1, Tenor Trombone 2, Bass Trombone, Euphonium, Sousaphone, Timpani, Drum Set, and Bells. The score is set in 8/8 time and uses a key signature of one flat (B♭). The piano and electric bass provide a rhythmic foundation with eighth-note patterns. The strings (violin, viola, cello) and woodwinds (clarinet, alto sax, tenor sax, baritone sax) play eighth-note chords. The brass instruments (trumpets, trombones, tuba) enter later, providing harmonic support and dynamic contrast. The timpani and drum set add rhythmic complexity, while the bells provide a final, ringing conclusion.

## GAME OF THRONES THEME

§

Pno. *mp*

Vln. *mp*

Vla. *mf*

Vc. *mf*

E.B. *mp*

Fl. *mp*

B♭ Cl. *mp*

A. Sx. *mp*

T. Sx. *mp*

B. Sx. *mp*

Hn. *pp*

B♭ Tpt. 1 *pp*

B♭ Tpt. 2 *pp*

T. Tbn. 1 *pp*

T. Tbn. 2 *pp*

B. Tbn. *p*

Euph. *p*

Sousa.

Timp. *mp*

D. S. *mf*

Bls. *mf*

This musical score page contains 21 staves, each representing a different instrument or section of the orchestra. The instruments listed from top to bottom are: Piano (Pno.), Violin (Vln.), Viola (Vla.), Cello (Vc.), Double Bass (E.B.), Flute (Fl.), Bassoon (B♭ Cl.), Alto Saxophone (A. Sx.), Tenor Saxophone (T. Sx.), Baritone Saxophone (B. Sx.), Horn (Hn.), B-flat Trumpet (B♭ Tpt. 1), B-flat Tuba (B♭ Tpt. 2), Tuba (T. Tbn. 1), Bass Tuba (T. Tbn. 2), Bassoon (B. Tbn.), Euphonium (Euph.), Sousaphone (Sousa.), Timpani (Timp.), Drum Set (D. S.), and Bassoon (Bls.). The score is in 2/4 time and F major. Various dynamic markings are present, such as *mp*, *mf*, *pp*, and *p*. Measure numbers 9 and 10 are indicated above the staves. Measures 9 and 10 show a complex arrangement of notes and rests, with some measures featuring eighth-note patterns and others featuring sixteenth-note patterns. Measures 11 through 14 show a continuation of this pattern, with some measures featuring eighth-note patterns and others featuring sixteenth-note patterns. Measures 15 through 18 show a continuation of this pattern, with some measures featuring eighth-note patterns and others featuring sixteenth-note patterns. Measures 19 through 21 show a continuation of this pattern, with some measures featuring eighth-note patterns and others featuring sixteenth-note patterns.

## GAME OF THRONES THEME

3

17

Pno.

Vln.

Vla.

Vc.

E.B.

Fl.

Bb Cl.

A. Sx.

T. Sx.

B. Sx.

Hn.

Bb Tpt. 1

Bb Tpt. 2

T. Tbn. 1

T. Tbn. 2

B. Tbn.

Euph.

Sousa.

Timp.

D. S.

Blz.

## GAME OF THRONES THEME

Pno. *mp*

Vln. *mp*

Vla.

Vc. *f*

E.B. *mp*

Fl. *f*

B♭ Cl.

A. Sx.

T. Sx.

B. Sx. *f*

Hn. *f*

Tpt. 1

Tpt. 2

Tbn. 1 *mp*

Tbn. 2 *mp*

B. Tbn. *mp*

Euph. *mp*

Sousa.

Timp. *mp*

D. S. *mf*

Bls. *mf*

## GAME OF THRONES THEME

5

34

Pno.

Vln.

Vla.

Vc.

E.B.

Fl.

B♭ Cl.

A. Sx.

T. Sx.

B. Sx.

Hn.

B♭ Tpt. 1

B♭ Tpt. 2

T. Tbn. 1

T. Tbn. 2

B. Tbn.

Euph.

Sousa.

34

Timp.

D. S.

Bls.

## GAME OF THRONES THEME

**To Coda**

Pno.

Vln.

Vla.

Vc.

E.B.

Fl.

B<sub>b</sub> Cl.

A. Sx.

T. Sx.

B. Sx.

Hn.

B<sub>b</sub> Tpt. 1

B<sub>b</sub> Tpt. 2

T. Tbn. 1

T. Tbn. 2

B. Tbn.

Euph.

Sousa.

Timp.

D. S.

Bls.

## GAME OF THRONES THEME

Piano

# GAME OF THRONES THEME

RAMIN DJAWADI

Arr.: Laudemir Ramos

A

Piano

fp

mp

1

This section shows the piano part from measure 1 to 5. The treble staff consists of eighth-note patterns starting with a forte dynamic (fp). The bass staff consists of eighth-note chords. Measure 1 ends with a fermata over the bass staff. Measure 2 begins with a dynamic change to mp. Measures 3-5 show a repeating eighth-note pattern in the bass staff.

Pno.

6

mp

mp

§

mp

This section shows the piano part from measure 6 to 10. The treble staff has eighth-note chords. The bass staff has eighth-note patterns. Measure 6 starts with a dynamic change to mp. Measures 7-10 show a repeating eighth-note pattern in the bass staff. A section sign (§) is placed above the staff in measure 7.

Pno.

11

mp

mp

2

mp

This section shows the piano part from measure 11 to 15. The treble staff has eighth-note chords. The bass staff has eighth-note patterns. Measure 11 starts with a dynamic change to mp. Measures 12-15 show a repeating eighth-note pattern in the bass staff. A circled number 2 is placed below the staff in measure 12.

Pno.

mp

mp

mp

This section shows the piano part from measure 16 to 20. The treble staff has eighth-note chords. The bass staff has eighth-note patterns. Measures 16-19 show a repeating eighth-note pattern in the bass staff. A dynamic change to mp is indicated in measure 16.

Pno.

22

mp

mp

mp

This section shows the piano part from measure 21 to 25. The treble staff has eighth-note chords. The bass staff has eighth-note patterns. Measures 21-24 show a repeating eighth-note pattern in the bass staff. A dynamic change to mp is indicated in measure 21.

Pno.

27

f

f

3

mp

This section shows the piano part from measure 26 to 30. The treble staff has eighth-note chords. The bass staff has eighth-note patterns. Measures 26-29 show a repeating eighth-note pattern in the bass staff. A dynamic change to f is indicated in measure 26. Measures 30 shows a final eighth-note pattern in the bass staff.

## GAME OF THRONES THEME

Violin

# GAME OF THRONES THEME

RAMIN DJAWADI

Arr.: Laudemir Ramos

A

The sheet music consists of ten staves of violin notation. Staff 1 (measures 1-5) starts with a dynamic *fp* and includes circled measure numbers 1 and 2. Staff 2 (measures 6-11) includes dynamics *mp* and *mf*. Staff 3 (measures 12-18) includes a dynamic *f*. Staff 4 (measures 19-24) is labeled 'B'. Staff 5 (measures 25-30) is labeled '3'. Staff 6 (measures 31-36) includes a dynamic *f*. Staff 7 (measures 37-42) is labeled 'C' and includes a 'To Coda' instruction. Staff 8 (measures 43-48) includes dynamics *mf* and *mp*. Staff 9 (measures 49-54) includes a dynamic *ff* and a 'D.S. al Coda' instruction. Staff 10 (measures 55-60) concludes the piece.

Viola

# GAME OF THRONES THEME

RAMIN DJAWADI

Arr.: Laudemir Ramos

A

fp (1)

mf (2)

f (3)

C

To Coda

mp (D)

mf mp

D.S. al Coda

ff

Cello

# GAME OF THRONES THEME

RAMIN DJAWADI

Arr.: Laudemir Ramos

A

1

10

11

12

13

14

fp

mf

mf

2

mp

mp

This section starts with a dynamic **fp**. Measures 11 and 12 feature slurs and dynamics **mf** and **mf**. Measure 13 has a dynamic **mf**. Measure 14 ends with a dynamic **mp**.

B

18

19

20

21

22

23

This section consists of six measures of eighth-note patterns.

24

25

26

27

28

29

This section consists of six measures of eighth-note patterns.

3

30

31

32

33

34

35

f

This section starts with a dynamic **f**.

C

36

37

38

39

40

This section consists of six measures of eighth-note patterns.

To Coda

42

43

44

45

46

47

mf

This section ends with a dynamic **mf**.

D

48

49

50

51

52

53

This section consists of six measures of eighth-note patterns.

D.S. al Coda

54

55

56

57

ff

This section ends with a dynamic **ff**.

Φ

59

60

61

62

63

64

This section consists of six measures of eighth-note patterns.

## GAME OF THRONES THEME

RAMIN DJAWADI

Arr.: Laudemir Ramos

1

A

10

**A**

10

**2**

11

12

13

14

15

16

17

18

19

20

**B**

**3**

**C**

To Coda

40

**D**

40

41

42

43

44

45

46

47

48

49

D.S. al Coda

58

**ff**

Φ



Flute

# GAME OF THRONES THEME

RAMIN DJAWADI

Arr.: Laudemir Ramos

A

The sheet music for Flute consists of eight staves of music, each with a key signature of one flat (B-flat) and a time signature of 6/8.

- Staff 1 (Section A):** Starts with dynamic *fp*. Measures 1-5 are grouped by a brace under measure 5, with measure 1 circled as ①. Measures 6-11 are grouped by a brace under measure 11, with measure 6 circled as ②.
- Staff 2 (Section B):** Starts at measure 19. Measure 19 is circled as B.
- Staff 3 (Section C):** Starts at measure 27. Measure 27 is circled as ③. Dynamic *f* is indicated above measure 27. The section ends with "To Coda".
- Staff 4 (Section D):** Starts at measure 46. Measure 46 is dynamic *p*. Measures 47-53 are grouped by a brace under measure 53, with measure 47 circled as D.S. al Coda. Measure 54 starts with dynamic *mf*, followed by "ff" and a dynamic *ff*.
- Staff 5:** Starts at measure 63, featuring grace notes above the main notes.

Clarinet in B♭ 1

# GAME OF THRONES THEME

RAMIN DJAWADI

Arr.: Laudemir Ramos

A

fp

1

6

2

B

19

3

28

C

To Coda

mf

41

47

D

59

D.S. al Coda

ff

Clarinet in B♭ 2

# GAME OF THRONES THEME

RAMIN DJAWADI

Arr.: Laudemir Ramos

A

The sheet music consists of ten staves of musical notation for clarinet. Staff 1 (measures 1-5) starts with *fp* dynamics and includes a dynamic marking *mp* with a grace note pattern. Staff 2 (measures 6-10) includes a section labeled 'A' with three upward arrows above the notes and a section labeled 'B' with a stylized 'S' symbol below the notes. Staff 3 (measures 11-15) continues the pattern from staff 2. Staff 4 (measures 16-20) is labeled 'C'. Staff 5 (measures 21-25) is labeled '3'. Staff 6 (measures 26-30) starts with *f* dynamics. Staff 7 (measures 31-35) is labeled 'C'. Staff 8 (measures 36-40) is labeled 'To Coda'. Staff 9 (measures 41-45) ends with *mf* dynamics. Staff 10 (measures 46-50) is labeled 'D'. Staff 11 (measures 51-55) is labeled 'D.S. al Coda'. Staff 12 (measures 56-60) ends with *ff* dynamics.

Clarinet in B♭ 3

# GAME OF THRONES THEME

RAMIN DJAWADI

Arr.: Laudemir Ramos

A

The sheet music consists of ten staves of musical notation for clarinet. Staff 1 (measures 1-5) starts with *fp* dynamics and includes a first ending (1) and a second ending (2). Staff 2 (measures 6-10) includes section B. Staff 3 (measures 11-15) includes section C. Staff 4 (measures 16-20) starts with *f* dynamics. Staff 5 (measures 21-25) leads to the *To Coda* section. Staff 6 (measures 26-30) starts with *mf* dynamics. Staff 7 (measures 31-35) includes section D. Staff 8 (measures 36-40) leads to the *D.S. al Coda* section. Staff 9 (measures 41-45) starts with *ff* dynamics. Staff 10 (measures 46-50) concludes the piece.

Alto Sax

# GAME OF THRONES THEME

RAMIN DJAWADI

Arr.: Laudemir Ramos

A

The sheet music consists of ten staves of music for Alto Saxophone. The key signature is common time (indicated by 'C'). The first staff starts with a dynamic *fp* (fortissimo) and a tempo marking of 6/8. The second staff begins at measure 6 with a dynamic *mp* (mezzo-forte). The third staff starts at measure 12 with a dynamic *mp*. The fourth staff begins at measure 18 with a dynamic *mp*. The fifth staff starts at measure 24. The sixth staff begins at measure 30 with a dynamic *f* (forte). The seventh staff starts at measure 35. The eighth staff begins at measure 41 with a dynamic *p* (pianissimo). The ninth staff starts at measure 48 with a dynamic *f*. The tenth staff begins at measure 57 with a dynamic *ff* (double forte).

Measure numbers are indicated above the staves: 1, 6, 12, 18, 24, 30, 35, 41, 48, and 57.

Performance markings include slurs, grace notes, and various dynamics like *fp*, *mp*, *f*, *p*, and *ff*.

Section labels include circled '1' and '2' above staves 1 and 2 respectively, a box labeled 'B' above staff 3, a circled '3' above staff 5, a box labeled 'C' above staff 6, and a box labeled 'D' above staff 8. The text 'To Coda' is placed between staves 7 and 8. The text 'D.S. al Coda' is placed below staff 8. The text 'ff' is placed below staff 9.

Tenor Sax 2

# GAME OF THRONES THEME

RAMIN DJAWADI

Arr.: Laudemir Ramos

The musical score consists of ten staves of music for Tenor Sax 2. The key signature is one flat, and the time signature is mostly common time (indicated by '4'). The score includes dynamic markings such as *fp*, *mp*, *ff*, *f*, *p*, and *ff*. The score is divided into sections labeled A, B, C, D, To Coda, and D.S. al Coda. Measure numbers include 4, 11, 23, 35, 41, 55, and 63.

- Section A:** Measures 4-11. Includes dynamics *fp*, *mp*, *ff*, and a fermata symbol.
- Section B:** Measures 11-23. Includes dynamics *mp* and *mp*.
- Section C:** Measures 35-41. Includes dynamics *f* and *p*.
- To Coda:** Measures 41-48. Includes dynamics *p*.
- D.S. al Coda:** Measures 55-63. Includes dynamics *ff*.
- Section D:** Measures 63-68. Includes dynamics *p* and a fermata symbol.

Tenor Sax 4

# GAME OF THRONES THEME

RAMIN DJAWADI

Arr.: Laudemir Ramos

The musical score consists of ten staves of music for Tenor Saxophone. The key signature is one flat, and the time signature is mostly common time (indicated by '4'). The score is divided into sections labeled A, B, C, D, To Coda, and D.S. al Coda.

- Staff 1 (Measures 1-10):** Section A. Dynamics: *fp*, *mp*, *ff*, *mp*. Measure 4 has a fermata over the first note of the measure. Measures 5-10 show a repeating pattern of eighth-note pairs.
- Staff 2 (Measures 11-20):** Section B. Dynamics: *mp*, *mp*. Measures 11-15 show a repeating eighth-note pattern. Measures 16-20 show a more complex sixteenth-note pattern.
- Staff 3 (Measures 23-30):** Measures 23-28 show a sixteenth-note pattern. Measure 29 begins a section marked *f*.
- Staff 4 (Measures 35-40):** Section C. Measures 35-39 show a sixteenth-note pattern. Measure 40 leads to the *To Coda*.
- Staff 5 (Measures 41-48):** Measures 41-46 show a sixteenth-note pattern. Measures 47-48 lead to the *D.S. al Coda*. Dynamics: *p*.
- Staff 6 (Measures 55-59):** Measures 55-59 show a sixteenth-note pattern. Dynamics: *ff*.
- Staff 7 (Measures 63-67):** Measures 63-67 show a sixteenth-note pattern. Measures 66-67 have grace notes above the main notes.

Baritone Sax

# GAME OF THRONES THEME

RAMIN DJAWADI

Arr.: Laudemir Ramos

The musical score consists of eight staves of music for Baritone Saxophone. Staff 1 (measures 1-10) starts with a dynamic ***fp***, followed by ***mp*** and a fermata. Staff 2 (measures 11-15) starts with ***mp***, followed by ***p***. Staff 3 (measures 16-23) starts with ***mp***, followed by a dynamic ***f***. Staff 4 (measures 24-30) shows a continuous eighth-note pattern. Staff 5 (measures 31-35) shows a continuous eighth-note pattern. Staff 6 (measures 36-40) starts with ***mp***, followed by a dynamic ***ff***. Staff 7 (measures 41-45) shows a continuous eighth-note pattern. Staff 8 (measures 46-50) shows a continuous eighth-note pattern.

Measure numbers: 1, 2, 3, 24, 30, 31, 36, 40, 54, 62.

Dynamics: ***fp***, ***mp***, ***p***, ***f***, ***ff***.

Performance instructions: **A**, **B**, **C**, **To Coda**, **6**, ***mp***, **D.S. al Coda**.

Horn in E♭

# GAME OF THRONES THEME

RAMIN DJAWADI

Arr.: Laudemir Ramos

A

The musical score consists of six staves of music for horn in E♭. Staff 1 (measures 1-6) starts with a dynamic *fp*, followed by measure 1 (a eighth-note pattern), a repeat sign, measure 2 (a eighth-note pattern), another repeat sign, measure 3 (a eighth-note pattern), another repeat sign, and a measure of rests. Staff 2 (measures 7-11) starts with *pp*, followed by measure 7 (a eighth-note pattern), a repeat sign, measure 8 (a eighth-note pattern), another repeat sign, measure 9 (a eighth-note pattern), another repeat sign, and a measure of rests. Staff 3 (measures 16-20) starts with a eighth-note pattern, followed by a repeat sign, measure 16 (a eighth-note pattern), another repeat sign, measure 17 (a eighth-note pattern), another repeat sign, and a measure of rests. Staff 4 (measures 22-26) starts with a eighth-note pattern, followed by measure 22 (a eighth-note pattern), another repeat sign, measure 23 (a eighth-note pattern), another repeat sign, measure 24 (a eighth-note pattern), another repeat sign, and a measure of rests. Staff 5 (measures 27-31) starts with *f*, followed by measure 27 (a eighth-note pattern), another repeat sign, measure 28 (a eighth-note pattern), another repeat sign, measure 29 (a eighth-note pattern), another repeat sign, and a measure of rests. Staff 6 (measures 35-39) starts with a eighth-note pattern, followed by measure 35 (a eighth-note pattern), another repeat sign, measure 36 (a eighth-note pattern), another repeat sign, measure 37 (a eighth-note pattern), another repeat sign, and a measure of rests. Staff 7 (measures 45-49) starts with an eighth note, followed by measure 45 (an eighth note), another repeat sign, measure 46 (an eighth note), another repeat sign, and a measure of rests. The score includes section labels A, B, C, D, and D.S. al Coda.

Trumpet in B♭ 1

# GAME OF THRONES THEME

RAMIN DJAWADI

Arr.: Laudemir Ramos

The musical score consists of six staves of music for trumpet. Staff 1 (measures 1-10) starts with a dynamic *fp*, followed by measures with dynamics *pp* and *f*. Measures 11-18 show a repeating pattern with dynamics *pp*. Staff 2 (measures 19-25) continues the pattern with dynamics *pp*. Staff 3 (measures 26-32) shows a dynamic *f*. Staff 4 (measures 33-39) shows a dynamic *p*. Staff 5 (measures 40-46) shows a dynamic *p*. Staff 6 (measures 47-53) shows a dynamic *p*. The score includes performance instructions like 'To Coda' and 'D.S. al Coda'. Measure numbers are indicated above the staves, and measure repeat signs are shown.

**A**

**B**

**C**

**D** D.S. al Coda

## Trumpet in B $\flat$ 2

# GAME OF THRONES THEME

RAMIN DJAWADI

Arr.: Laudemir Ramos

1

Arr.: Laudemir Ramos

1

**A**

4      2      2

*fp*

*pp*

8

11      2      2

*pp*

*pp*

**B**

19      2      2

*pp*

*pp*

**C**

33      2      2

*pp*

*pp*

**D**

To Coda

D.S. al Coda

43      8      8

43      8      8

To Coda

D.S. al Coda

8

8

43      8      8

63      2      2

63      2      2

Trumpet 3

# GAME OF THRONES THEME

RAMIN DJAWADI

Arr.: Laudemir Ramos

The musical score consists of eight staves of music for trumpet. The key signature is one flat, and the time signature is mostly common time (indicated by '8'). The score includes dynamic markings such as *fp*, *pp*, and *f*. Various performance techniques are indicated by markings like '4', '2', '^ ^ ^', and circled numbers (1, 2, 3). The score is divided into sections labeled A, B, C, and D, with section D leading to a coda. The sections are numbered 1 through 63.

**A**: Measures 4-7. Dynamics: *fp*, *pp*.

**B**: Measures 11-18. Dynamics: *pp*, *pp*.

**C**: Measures 19-25. Dynamics: *pp*.

**D**: Measures 26-32. Dynamics: *f*.

**To Coda**: Measures 33-37.

**D.S. al Coda**: Measures 38-42.

**Coda**: Measures 43-47.

**63**: Measures 48-52.

Trumpet 4

# GAME OF THRONES THEME

RAMIN DJAWADI

Arr.: Laudemir Ramos

The musical score consists of six staves of music for trumpet. Staff 1 (measures 4-10) starts with a dynamic *fp*, followed by measure 8 where the dynamic changes to *pp*. Measures 11-17 show a repeating pattern with dynamics *pp*. Staff 2 (measures 19-25) shows a similar pattern with dynamics *pp*. Staff 3 (measures 26-32) begins with a dynamic *f*. Staff 4 (measures 33-39) features a continuous eighth-note pattern. Staff 5 (measures 43-49) includes markings "To Coda" and "D.S. al Coda". Measure 43 has a dynamic *p*. Staff 6 (measures 63-69) concludes the piece.

4 2 A 2 2 2

11 2 2 2 2

B 19 2 2 2 2

26 3

C 33 38

To Coda D.S. al Coda 8 8 Ø

43 63

Tenor Trombone 1

# GAME OF THRONES THEME

RAMIN DJAWADI

Arr.: Laudemir Ramos

The sheet music consists of ten staves of music for Tenor Trombone 1. The key signature is B-flat major (two flats). The time signature changes between common time (indicated by '8') and 6/8 time (indicated by '4'). The music is divided into sections labeled A, B, C, and D.

- Section A:** Measures 1-14. Includes dynamics *fp*, *2*, *mp*, *2*, *mp*, and *2*. Measure 15 starts with *15*.
- Section B:** Measures 19-28. Includes dynamics *mp* and *2*.
- Section C:** Measures 34-38. Includes dynamics *f* and *3*.
- Section D:** Measures 43-48. Includes dynamics *pp*, *4*, *ff*, and *8*.

The music concludes with a coda section starting at measure 43, indicated by "To Coda" and "D.S. al Coda".

Tenor Trombone 2

# GAME OF THRONES THEME

RAMIN DJAWADI

Arr.: Laudemir Ramos

**A**

1 2 3 4

16 26 33

To Coda 8 4 D.S. al Coda

43

**B**

**C**

**D**

Tenor Trombone 3

# GAME OF THRONES THEME

RAMIN DJAWADI

Arr.: Laudemir Ramos

**A**

1 2 3 4 5 6 7 8 9 10 11 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

**B**

**C**

**D**

To Coda 8 4 D.S. al Coda

43 44 45 46 47 48

Bass Trombone

# GAME OF THRONES THEME

RAMIN DJAWADI

Arr.: Laudemir Ramos

A

1

Musical score for Bass Trombone, Game of Thrones Theme, section A. The score consists of two staves. The first staff starts with a dynamic ***fp***, followed by a fermata over two measures. The second staff begins with a dynamic ***p***. Measure 10 ends with a fermata over two measures.

10

Musical score for Bass Trombone, Game of Thrones Theme, section B. The score consists of two staves. The first staff starts with a dynamic ***p***. The second staff begins with a dynamic ***mp***. Measure 20 ends with a fermata over two measures.

20

Musical score for Bass Trombone, Game of Thrones Theme, section C. The score consists of two staves. The first staff starts with a dynamic ***p***. The second staff begins with a dynamic ***f***. Measure 30 ends with a fermata over two measures.

30

Musical score for Bass Trombone, Game of Thrones Theme, section D. The score consists of two staves. The first staff starts with a dynamic ***pp***.

40

To Coda

D

8

4

***pp***

58

D.S. al Coda

Φ

Musical score for Bass Trombone, Game of Thrones Theme, D.S. al Coda section. The score consists of two staves. The first staff starts with a dynamic ***ff***. The second staff features a rhythmic pattern with eighth notes and sixteenth notes, indicated by vertical strokes and arrows above the notes.

# Euphonium

# GAME OF THRONES THEME

RAMIN DJAWADI

Arr.: Laudemir Ramos

Arr.: Laudemir Ramos

**A**

(1)

(2)

**B**

(3)

25

34

**C**

**D**

To Coda

43

8 4

pp ff

D.S. al Coda

The musical score consists of five staves of bassoon music. The first four staves are grouped under sections A, B, and C, each with a circled number (1, 2, 3) indicating where to repeat. Section A starts with a dynamic fp, followed by two measures of eighth notes. The second staff of section A starts with a dynamic p. Section B starts with a dynamic mp, followed by a measure of eighth notes. The third staff of section B starts with a dynamic p. Section C starts with a dynamic mp, followed by a measure of eighth notes. The fourth staff of section C starts with a dynamic f. The fifth staff begins with a dynamic ff. Measures 25 and 34 show eighth-note patterns. Measures 43 through 47 show a bassoon line with dynamics pp and ff, leading to a coda section.

Sousaphone

# GAME OF THRONES THEME

RAMIN DJAWADI

Arr.: Laudemir Ramos

1

A

10

fp       $\cancel{\text{X}}$       mp      mp

11

mp

12

mp

13

f

14

mp

15

mp

16

mp

17

mp

18

mp

19

mp

20

mp

21

mp

22

mp

23

mp

24

mp

25

mp

26

mp

27

mp

28

mp

29

mp

30

mp

To Coda

40

mp

41

mp

42

mp

43

mp

44

mp

45

mp

46

mp

47

mp

48

mp

49

mp

D.S. al Coda

58

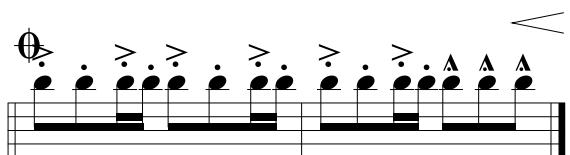
ff

59

ff

60

ff



Bells

# GAME OF THRONES THEME

RAMIN DJAWADI

Arr.: Laudemir Ramos

The musical score consists of six staves of music for bells, arranged in two columns. The left column contains staves 1 through 3, and the right column contains staves 4 through 6. The music is in common time, with a key signature of one flat. Measure numbers are indicated above each staff.

- Staff 1:** Starts with a dynamic **f**. Measures 1-7 include grace notes and eighth-note patterns. Measure 8 begins with a dynamic **mf**.
- Staff 2:** Measures 9-14 continue the eighth-note patterns, ending with a dynamic **mf**.
- Staff 3:** Measures 15-21 show more complex eighth-note patterns, ending with a dynamic **f**.
- Staff 4:** Measures 22-27 feature eighth-note patterns.
- Staff 5:** Measures 28-34 show eighth-note patterns, ending with a dynamic **f**.
- Staff 6:** Measures 35-40 feature eighth-note patterns, ending with a dynamic **f**.

Performance markings include slurs, grace notes, and dynamics such as **f**, **mf**, and **mf**. Measure 15 is labeled **A**, measure 27 is labeled **B**, measure 35 is labeled **C**, and measure 45 is labeled **D**. Measure 45 also includes the instruction **D.S. al Coda**. The score concludes with a final dynamic **f**.