

# Halloween

Ghosts (p.2)
Just a Man (p.3)
Identity V (p.4)
Deduction Star (p.5)



## Contrabass 2

## Ghosts

Arr. Tubbs

♩ = 145

1 2 3 4 5 6 7 8

*mf*

9 10 11 12 13 14

*p* *f*

Contrabass 2

# Epic: The Musical Just a Man

Arr. Tubbs

♩ = 80

1 2 3 4 5 8 13 14 15 16 17 18 19 20 11 31 32 33

*p* *> ppp* *p* *mp* < ◇ ◇

34 35 36 37 38 39 40 41 42 43 44 45 46

*mf* > *mp* < *f* > < > < > *mf* < *f*

The musical score is written for Contrabass 2 in 4/4 time. The tempo is marked as ♩ = 80. The key signature has one flat (B-flat). The score consists of two staves. The first staff contains measures 1 through 33, with measure numbers 1, 2, 3, 4, 5, 8, 13, 14, 15, 16, 17, 18, 19, 20, 11, 31, 32, and 33 written above the notes. The second staff contains measures 34 through 46, with measure numbers 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, and 46 written above the notes. Dynamics include *p* (piano), *ppp* (pianissimo), *mp* (mezzo-piano), *mf* (mezzo-forte), and *f* (forte). Articulations include accents (>), decrescendos (<), and diamond symbols (◇). A crescendo hairpin is used between measures 38 and 40, and a decrescendo hairpin is used between measures 40 and 42.

# Identity V

## Main Theme

Arr. Tubbs

$\text{♩} = 60$

Let ring (throughout)

Bowed Vibraphone 1

Bowed Vibraphone 2

Bowed Vibraphone 3

Piano

*mf*

*p*

*mf*

*p*

*mp*

*Red.*

*Red.*

*Red.*

*Red.*

*Red.*

*Red.*

Bowed Vibes 1

Bowed Vibes 2

Bowed Vibes 3

Pno.

Vc.

*f*

*mp*

*mf*

*Red.*

*Red.*

*Red.*

*Red.*

*Red.*

*Red.*

*Red.*

Bowed Vibes 1

Bowed Vibes 2

Bowed Vibes 3

Pno.

Org.

Vc.

BD

Mute G, let D ring

Natural fade out

*pp*

*p*

*mf*

*ff*

Mute

Mute

*f*

*mp*

*mf*

hand mute

hand mute

*f*

*mf*

Contrabass 2

# Identity V

## Deduction Star

Arr. Tubbs

$\text{♩} = 160$   
pizz.

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 49 50 51 52 53 54

*f*

*cresc.* - - - - -

*(cresc.)* - - - - - *ff*

**6**

*mf*