

行くぜっ!怪盗少女

作詞・作曲:前山田健一

♩ = 160

A

<Handclap 2>

<Handclap 1>

<Bongo>

<Rev.Noise>

<Shaker>

<Explosion 1>

B

<Timpani>

Perc.1

Perc.2

S.E.

Perc.1₅

Perc.2

S.E.

Perc.1₈

Perc.2

S.E.

Perc.1₁₂

Perc.2

S.E.

The musical score is arranged in four systems, each with three staves. The top staff of each system is for Percussion 1 (Perc.1), the middle for Percussion 2 (Perc.2), and the bottom for Sound Effects (S.E.). The time signature is common time (C). The tempo is marked as ♩ = 160. Section A starts with a key signature of one sharp (F#) and a common time signature. It features a complex Perc.1 part with various rhythms, including eighth and sixteenth notes, and rests. Perc.2 and S.E. are mostly silent in this section. Section B begins with a key signature change to one flat (Bb) and a common time signature. It features a more active Perc.1 part with eighth and sixteenth notes, and rests. Perc.2 and S.E. are mostly silent in this section. The score includes various sound effects: <Handclap 1> and <Handclap 2> (Perc.1), <Bongo> (Perc.1), <Rev.Noise> (S.E.), <Shaker> (Perc.1), <Explosion 1> (S.E.), and <Timpani> (Perc.2).

Perc.15 Perc.15

Perc.2 Perc.2

S.E. S.E.

<Glass crash>

Measures 15-17. Percussion 15 (Perc.15) has a complex rhythmic pattern with many 'x' marks. Percussion 2 (Perc.2) has a simple bass line. Sound Effects (S.E.) has a 'Glass crash' effect at measure 16.

Perc.18 Perc.18

Perc.2 Perc.2

S.E. S.E.

<Siren>

C

Measures 18-20. Percussion 18 (Perc.18) has a complex rhythmic pattern. Percussion 2 (Perc.2) is silent. Sound Effects (S.E.) has a 'Siren' effect at measure 18.

Perc.12 Perc.12

Perc.2 Perc.2

S.E. S.E.

Measures 21-23. Percussion 12 (Perc.12) has a complex rhythmic pattern. Percussion 2 (Perc.2) has a simple bass line. Sound Effects (S.E.) has a long sustained effect across measures 22 and 23.

Perc.14 Perc.14

Perc.2 Perc.2

S.E. S.E.

<Scratch 1>

D

Measures 24-26. Percussion 14 (Perc.14) has a complex rhythmic pattern. Percussion 2 (Perc.2) has a simple bass line. Sound Effects (S.E.) has a 'Scratch 1' effect at measure 25.

Perc.12 Perc.12

Perc.2 Perc.2

S.E. S.E.

Measures 27-29. Percussion 12 (Perc.12) has a complex rhythmic pattern. Percussion 2 (Perc.2) is silent. Sound Effects (S.E.) is silent.

2

Perc.1³⁰

Perc.2

S.E.

Perc.1³³

Perc.2

S.E.

<Noise>

<Explosion 2>

<Scratch 2>

<Slap>

<Percussive Noise>

E

Perc.1³⁶

Perc.2

S.E.

Perc.1³⁹

Perc.2

S.E.

Perc.1⁴²

Perc.2

S.E.

Perc.1⁴⁵

Perc.2

S.E.

Perc.1⁴⁸

Perc.2

S.E.

F

Perc.1¹⁵¹

Perc.2

S.E.

G

Perc.1¹⁵⁴

Perc.2

S.E.

4

Perc.18

Perc.2

S.E.

<Rev.Cymbal>

D-2x

Perc.18

Perc.2

S.E.

<Scratch 1>

Perc.18

Perc.2

S.E.

Perc.18

Perc.2

S.E.

E-2x

<Slap>

<Noise>

<Explosion 2>

<Percussive Noise>

<Scratch 2>

Perc.1 173

Perc.2

S.E.

Measure 173: Perc.1 has a melody starting with a quarter rest, followed by eighth notes. Perc.2 has a bass line with eighth notes. S.E. has a melody with eighth notes and a double bar line with a repeat sign at the end.

Perc.1 176

Perc.2

S.E.

Measure 176: Perc.1 has a melody starting with a quarter rest, followed by eighth notes. Perc.2 has a bass line with eighth notes. S.E. has a melody with eighth notes and a double bar line with a repeat sign at the end.

Perc.1 179

Perc.2

S.E.

Measure 179: Perc.1 has a melody starting with a quarter rest, followed by eighth notes. Perc.2 has a bass line with eighth notes. S.E. has a melody with eighth notes and a double bar line with a repeat sign at the end.

Perc.1 182

Perc.2

S.E.

Measure 182: Perc.1 has a melody starting with a quarter rest, followed by eighth notes. Perc.2 has a bass line with eighth notes. S.E. has a melody with eighth notes and a double bar line with a repeat sign at the end.

Perc.1 185

Perc.2

S.E.

Ø 1

Measure 185: Perc.1 has a melody starting with a quarter rest, followed by eighth notes. Perc.2 has a bass line with eighth notes. S.E. has a melody with eighth notes and a double bar line with a repeat sign at the end.

6

H

Perc.1¹⁸

Perc.2

S.E.

<Scratch 3>

I

Perc.1¹²

Perc.2

S.E.

Perc.1¹⁵

Perc.2

S.E.

Perc.1¹⁸

Perc.2

S.E.

Perc.1¹²

Perc.2

S.E.

12

105

Perc.15

Perc.2

S.E.

6

6

6

114

Perc.14

Perc.2

S.E.

2

J-2x

6

2

E-3x

2

6

2

<Slap>

<Percussive Noise>

126

Perc.16

Perc.2

S.E.

128

129

Perc.19

Perc.2

S.E.

8

132

Perc.1

Perc.2

S.E.

135

Perc.1

Perc.2

S.E.

138

Perc.1

Perc.2

S.E.

ϕ 2

141

K

Perc.1

Perc.2

S.E.

144

Perc.1

Perc.2

S.E.

<Explosion 3>

147

Perc.1

Perc.2

S.F.

The musical score consists of three staves. The first staff, labeled 'Perc.1', begins at measure 147 with a series of eighth and sixteenth notes, some marked with 'x' to indicate specific sounds. The second staff, labeled 'Perc.2', has a key signature of two sharps (F# and C#) and a bass clef. It contains rests in the first measure, followed by single notes in the second and third measures. The third staff, labeled 'S.F.' (Snare Drum), also contains rests in the first measure, followed by single notes in the second and third measures. The score ends with a double bar line at the end of the third measure.