

行くぜっ!怪盗少女

作詞・作曲:前山田健一

♩ = 160

A

<Handclap 2>
<Handclap 1>
<Bongo>

S.E.
<Rev.Noise>
<Shaker>

<Explosion 1>

B

<Timpani>
<Glass crash>

C

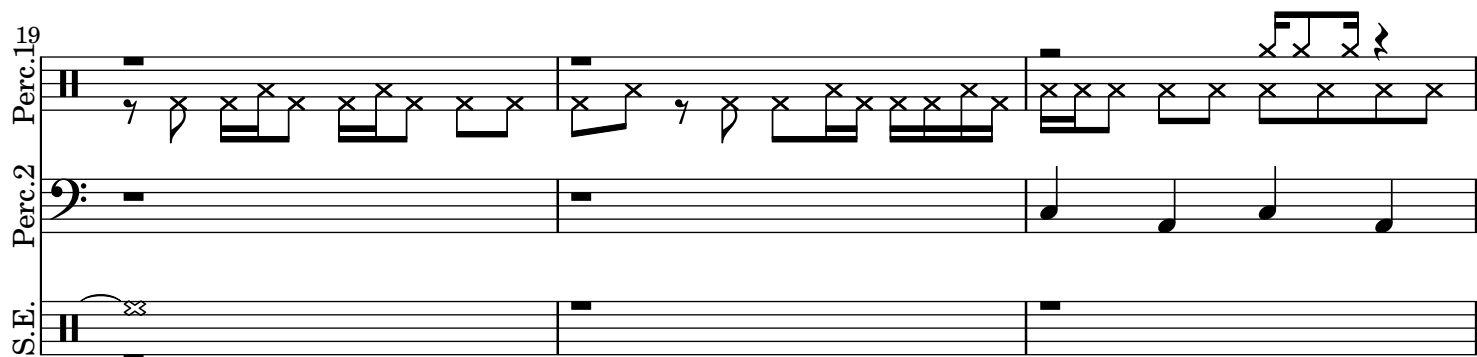
<Siren>

The musical score is written for a percussion ensemble and sound effects. It is in 4/4 time with a tempo of 160. The score is divided into three sections: A, B, and C. Section A (measures 1-8) features a complex percussion pattern with handclaps, bongos, and shakers. Section B (measures 9-12) includes timpani and a glass crash. Section C (measures 13-16) features a siren sound effect. The score is written for Percussion 1, Percussion 2, and Sound Effects (S.E.).

Perc.1¹⁹

Perc.2

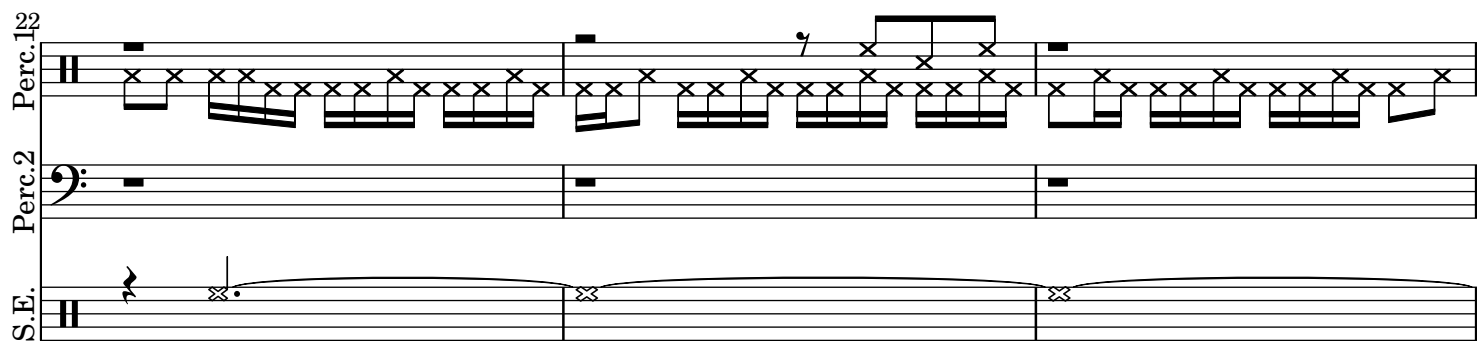
S.E.



Perc.1²²

Perc.2

S.E.

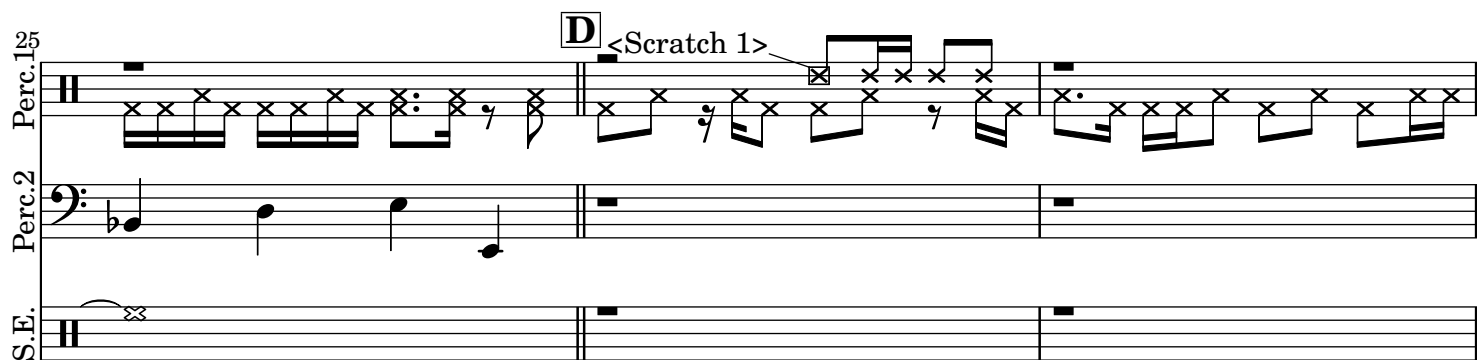


Perc.1²⁵

Perc.2

S.E.

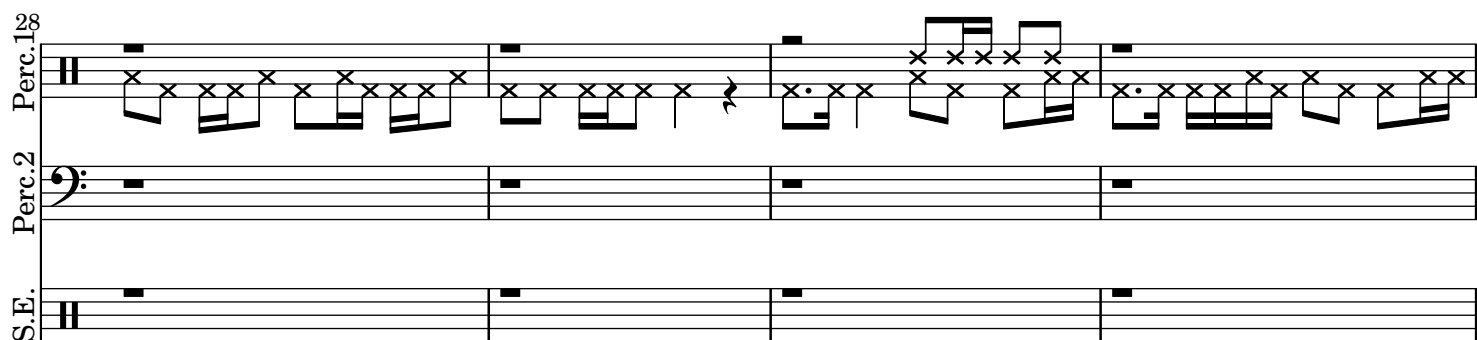
D <Scratch 1>



Perc.1²⁸

Perc.2

S.E.



Perc.1³²

Perc.2

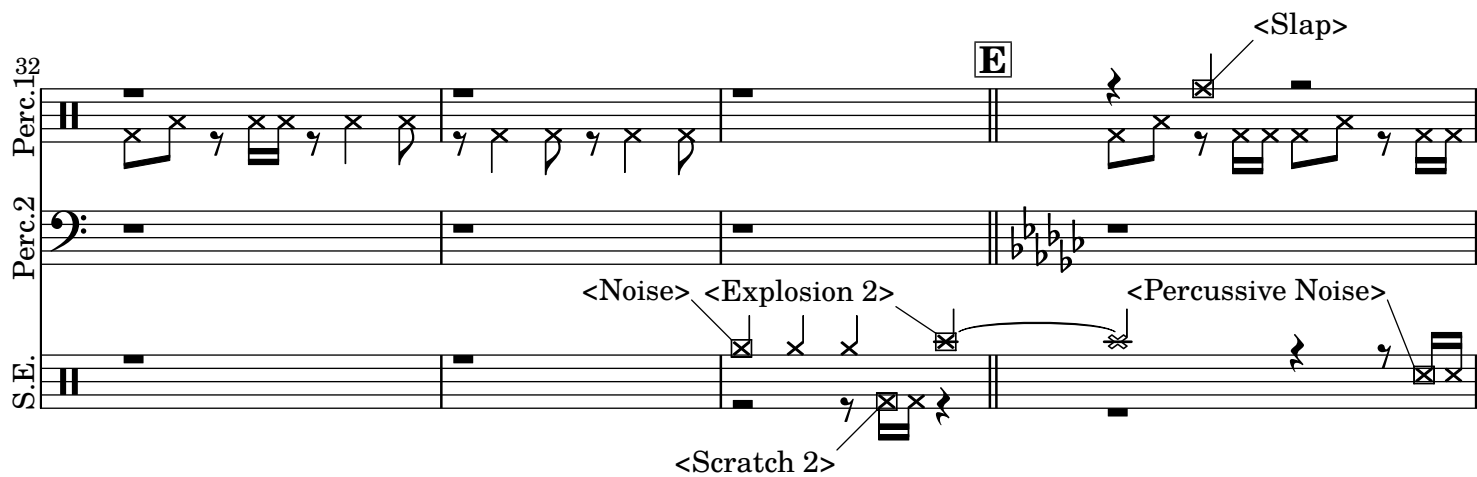
S.E.

E

<Noise> <Explosion 2> <Percussive Noise>

<Scratch 2>

<Slap>



2

Perc.1¹³⁶

Perc.2

S.E.

Perc.1¹³⁹

Perc.2

S.E.

Perc.1¹⁴²

Perc.2

S.E.

Perc.1¹⁴⁵

Perc.2

S.E.

Perc.1¹⁴⁸

Perc.2

S.E.

F

Perc.1¹⁵¹

Perc.2

S.E.

54 Perc.1 **G**

Perc.2

S.E.

58 Perc.1

Perc.2

S.E. <Rev.Cymbal>

63 Perc.1 **D-2x** <Scratch 1>

Perc.2

S.E.

66 Perc.1

Perc.2

S.E.

69 Perc.1 **E-2x** <Slap>

Perc.2

S.E. <Noise> <Explosion 2> <Percussive Noise> <Scratch 2>

4

Perc.1¹³

Perc.2

S.E.

Perc.1¹⁶

Perc.2

S.E.

Perc.1¹⁹

Perc.2

S.E.

Perc.1²²

Perc.2

S.E.

Perc.1²⁵

Perc.2

S.E.

ϕ 1

Perc.1²⁸

Perc.2

S.E.

<Scratch 3>

192 Perc.1

I

Perc.2

S.E.

195 Perc.1

Perc.2

S.E.

198 Perc.1

Perc.2

S.E.

102 Perc.1

Perc.2

S.E.

105 Perc.1

J

6

Perc.2

6

S.E.

6

114 Perc.1. 2 J-2x 6 2 E-3x <Slap>

126 Perc.2 Perc.1. 2 6 2 <Percussive Noise>

129 Perc.2 Perc.1. 2 6 2

132 Perc.2 Perc.1. 2 6 2

135 Perc.2 Perc.1. 2 6 2

138 Perc.2 Perc.1. 2 6 2 ϕ^2

This musical score page contains measures 114 through 138. It features three staves: Perc.1. (top), Perc.2. (middle), and S.E. (bottom). Perc.1. and Perc.2. are in treble and bass clefs respectively, with a key signature of two sharps (F# and C#). S.E. is in a common clef. The score includes various percussion notations such as eighth notes, sixteenth notes, and rests, along with dynamic markings like 'J-2x', 'E-3x', and '2'. A 'Slap' instruction is marked with a box and an arrow in measure 114. A 'Percussive Noise' instruction is marked with a box and an arrow in measure 126. The S.E. staff shows a series of eighth notes in measures 126-128, followed by a double bar line and a repeat sign in measure 129. The S.E. staff also shows a series of eighth notes in measures 132-134, followed by a double bar line and a repeat sign in measure 135. The S.E. staff shows a series of eighth notes in measures 138-140, followed by a double bar line and a key signature change to two sharps (F# and C#) in measure 141.

141 **K**

Perc.1

Perc.2

S.E.

144

Perc.1

Perc.2

S.E.

<Explosion 3>

147

Perc.1

Perc.2

S.E.

The musical score consists of three staves: Perc.1 (top), Perc.2 (middle), and S.E. (bottom). The key signature is two sharps (F# and C#). The time signature is 3/4. The score is divided into measures 141, 144, and 147. Measure 141 starts with a 'K' marking. Measure 144 starts with a 'B' marking. Measure 145 has a '<Explosion 3>' marking with a double bar line. The score ends with a double bar line at measure 147.