

THE GREAT LOCOMOTIVE CHASE

TROMBONE

By ROBERT W. SMITH (ASCAP)

Aggressive! $\text{♩} = 144+$ $\text{♩} = 96$ Cue: Horn *mf*

1 *f* 2 *ff* 3 5 8 9

10 Play (steam) *ff* Haaa! 11 19 Accelerando! $\text{♩} = 64$ Shhh Shhh Shhh Shhh 20 21 22 23

24 *mp* div. 26 27 28 *ff* 29 $\text{♩} = 144+$ 30 3

33 *p* 34 *ff* 35 *p* 36 *ff* 37

38 44 45 *ff* 46 47 48

49 50 52 *p* 53 *f* 54 56 *p* div.

57 58 61 62 *f* 63 64 *ff* 65

66 67 68 *p* 69 *ff* 70 77 8

Detailed description: This is a musical score for the Trombone part of 'The Great Locomotive Chase'. The score is written in bass clef with a key signature of one flat (B-flat) and a 4/4 time signature. It consists of ten staves of music. The first staff begins with the tempo marking 'Aggressive!' and a tempo change from 144+ to 96. It includes a 'Cue: Horn' section. The second staff has a 'Play (steam)' instruction and includes vocalizations 'Haaa!' and 'Shhh'. The third staff features a 'div.' (divisi) section. The fourth staff has a 'div.' section with a dynamic range from *p* to *ff*. The fifth staff includes a '6' measure rest and a '45' measure rest. The sixth staff has a '2' measure rest, a 'pick-a-note' instruction, and another '2' measure rest. The seventh staff includes a '3' measure rest and 'gliss.' (glissando) markings. The eighth staff has a 'pick-a-note' instruction and a '69' measure rest. The ninth staff includes a '7' measure rest and an '8' measure rest. Dynamics range from *p* (piano) to *ff* (fortissimo). The score concludes with a final rest of 8 measures.

Trombone - 2

85

85 *mp* 86 87 88 89 90 91

93

4

4

Slowly

103

Aggressive! $\text{♩} = 152+$

3

92 *mp* 97 *rit.* 101 *mp* 102 *ff* 104

div.

107 *p* 108 *ff* 109 *p* 110

111 Opt. 8vb (divisi)

111 *f* 112 113 114 115

116 117 118 119 *ff* 120

123

2

div. vicious!

121 *mp* 124 *ff* 125 *f* 126

131 Building!

div.

127 *mp* 128 *ff* 129 130 *mp*

132 *cresc. poco a poco* 133 134 135 136

molto rallentando to end!

137 *f* 138 139 140 *p cresc. poco a poco* 141

142 143 144 145 146 *f* 147 *ff* (steam) Haaa!