

# Sonic Pathways

B $\flat$  Trumpet 1

NATHAN HERVEY  
ASCAP

**CUT #1** Lively!  $\text{♩} = 160$

Musical score for CUT #1, measures 40-42. The score is in 4/4 time with a key signature of one flat (B $\flat$ ). The tempo is Lively! with a quarter note equal to 160 beats per minute. The dynamics are marked *mp* (mezzo-piano) and *cresc.* (crescendo). The music features eighth-note patterns with accents and slurs. A large black arrow on the left points to the start of the cut, and a large black arrow on the right points to the end of the cut.

**CUT #2** Lively!  $\text{♩} = 160$

Musical score for CUT #2. The score is in 3/4 time with a key signature of one flat (B $\flat$ ). The tempo is Lively! with a quarter note equal to 160 beats per minute. The dynamics are marked *f* (forte). The music features half-note and quarter-note patterns with slurs. A large black arrow on the left points to the start of the cut, and a large black arrow on the right points to the end of the cut. The instruction "Play top notes" is written in red above the second staff.

B♭ Trumpet 1

# Symphony no. I: A Ghost Story

## IV. Ascent

Randall D. Standridge  
(ASCAP)

**CUT #3**

Mystic ♩=80

More Urgent ♩=92

**CUT #4**

Solo

All

**CUT #5**

B♭ Trumpet

# ANIMATION

(Episode 1: WABBIT!)

Randall D. Standridge  
(ASCAP)

## CUT #6

Seductive Swing ♩ = 72

## CUT #7

Straight 8ths

The Chase Resumes ♩ = 176

## CUT #8

Animated, Straight 8ths ♩ = 176