

## Piccolo

## Pastime Paradise

*J = 100*

**A** [1.] [2.] 4 2 C  
mf

**D** [1.] [2.] E  
mf

**F** 3 [1. 2. 3.] [4.] F1 3me & 4me X 2me X  
mf

**G** [1. 2. 3.] [4.] H  
f pp

**H1** [1.] [2.] I 4X [1. 2. 3.] [4.]  
mf ff f

**J** [1.] [2.] K  
mf f

**L** [1.] [2.]  
Fade Out

Flûte

## Pastime Paradise

*J = 100*

**A** **B** 4X **C**

*mf*

**D**

**E**

*mf*

**F** **3** **1. 2. 3.** **4.**

**F1** 3me & 4me X **2me X**

*mf*

**G**

*f*

**H**

*pp*

**H1**

**I** 4X

*ff* *f*

**J**

*mf*

**K**

*f*

**L**

*Fade Out*

## Pastime Paradise

*J = 100*

3      1. 2.      A      B 4X  
*mf*

1. 2.      D      1. 2.  
*f*

E      1. 2.      F 3      F1 3me & 4me X  
*mf*

2me X      1. 2. 3. 4.      G      1.  
*f*

H      H1      I 4X      1. 2. 3. 4.  
*pp*      *mf*      *ff f*

J      K  
*mf*

1. 2.      L      *Fade Out*

## Pastime Paradise

*J = 100*

The sheet music consists of 12 staves of musical notation for Clarinette 2. The key signature is one flat, and the time signature is common time. The tempo is indicated as *J = 100*. The music is divided into sections labeled A through L. Section A starts with a dynamic *mf* and includes a measure 1. and measure 2. section. Section B follows with a dynamic *4X*. Section C continues with a dynamic *mf*. Section D starts with a dynamic *f*. Section E follows with a dynamic *mf*. Section F starts with a dynamic *3*, followed by measures 1. 2. 3. 4. Section F1 follows with dynamics *3me & 4me X* and *2me X*. Section G starts with a dynamic *f*. Section H follows with a dynamic *pp*. Section I starts with a dynamic *ff* and includes a measure 1. and measure 2. section. Section J follows with a dynamic *mf*. Section K starts with a dynamic *f*. Section L follows with a dynamic *Fade Out*.

1. 2. 3. 4. **A** 4 **B** 4X **C**  
**D** **E** **F** 3 1. 2. 3. 4. **F1** 3me & 4me X 2me X  
1. 2. 3. 4. **G** **H** **I** 4X 1. 2. 3. 4. **J** **K** 1. 2. **L**

*mf* *f* *mf* *pp* *ff* *f* *mf* *f* *Fade Out*

Saxophone Alto

# Pastime Paradise

The sheet music consists of six staves of musical notation for alto saxophone. The key signature is common time (indicated by '4'). The tempo is marked as  $=100$ .

**Staff 1:** Measures 1-2. Dynamics: *mf*. Measure 3 starts with section A.

**Section A:** Measures 3-4. Dynamics: *mf*. Measure 4 ends with a repeat sign and section B.

**Section B:** Measures 4-5. Dynamics: *ff*. Measure 5 ends with a repeat sign and section C.

**Section C:** Measures 5-6. Dynamics: *mf*. Measure 6 ends with a repeat sign and section D.

**Section D:** Measures 6-7. Dynamics: *f*. Measure 7 ends with a repeat sign and section E.

**Section E:** Measures 7-8. Dynamics: *mf*. Measure 8 ends with a repeat sign and section F.

**Section F:** Measures 8-9. Dynamics: *mf*. Measure 9 ends with a repeat sign and section G.

**Section G:** Measures 9-10. Dynamics: *f*. Measure 10 ends with a repeat sign and section H.

**Section H:** Measures 10-11. Dynamics: *pp*.

**Section I:** Measures 11-12. Dynamics: *ff*.

**Section J:** Measures 12-13. Dynamics: *mf*.

**Section K:** Measures 13-14. Dynamics: *f*.

**Section L:** Measures 14-15. Dynamics: *mf*. The piece ends with a "Fade Out".

## Saxophone Ténor

## Pastime Paradise

*J = 100*

**A** [1.] [2.] **B** [4X] **C**

**D** **E**

**F** **G**

**H** **H1** **I** [4X] **J**

**K** **L** Fade Out

*mf*

*f*

*mf*

*mf*

*pp*

*fff*

*f*

*mf*

*f*

*mf*

*f*

## Saxophone Baryton

## Pastime Paradise

*f*

**A**

**B** *4X*

**C**

**D** *f*

**E**

**F**

**F1**

**G**

**H**

**H1**

**I** *4X*

**J**

**K** *f*

**L**

Fade Out

Trompette 1

# Pastime Paradise

The sheet music for Trompette 1 consists of 12 staves of musical notation. The key signature is one flat, and the tempo is 100. The music is divided into sections labeled A through K, each with specific performance instructions:

- Staff 1:** 1. 2. (measures 1-2), **A** (measures 3-4), **B** (measures 5-6, 4X), **C** (measures 7-8), **mf**, 1. 2. (measures 9-10), **f**.
- Staff 2:** **D** (measures 1-2), 1. 2. (measures 3-4), **E** (measures 5-6), **mf**.
- Staff 3:** 1. 2. (measures 1-2), **F** (measures 3-4), **mf**, 1. 2. 3. (measures 5-6), 3me X.
- Staff 4:** 4. (measures 1-2), **F1** (measures 3-4), **G** (measures 5-6), **f**, 1. 2. 3. (measures 7-8), **H** (measures 9-10), **pp**.
- Staff 5:** **H1** (measures 1-2), **mf**, 1. (measures 3-4), **I** (measures 5-6, 4X), **ff f**, 2. (measures 7-8), 1. 2. 3. (measures 9-10), 4.
- Staff 6:** **J** (measures 1-2), **mf**, 1. 2. (measures 3-4), **K** (measures 5-6), **f**.
- Staff 7:** 1. 2. (measures 1-2), **L** (measures 3-4).
- Staff 8:** **Fade Out**

Performance instructions include slurs, grace notes, and various dynamic markings such as **mf**, **f**, **pp**, **ff**, and **4X**.

## Trompette 2

## Pastime Paradise

*J = 100*

The sheet music consists of 12 staves of musical notation for Trompette 2. The key signature is one flat, and the time signature is common time (indicated by '3'). The tempo is marked *J = 100*. The music is divided into sections labeled A through L, each with specific performance instructions:

- A:** 4 measures, dynamic *mf*.
- B:** 2 measures, dynamic *4X*.
- C:** 4 measures, dynamic *mf*.
- D:** 4 measures, dynamic *f*.
- E:** 4 measures, dynamic *mf*.
- F:** 4 measures, dynamic *mf*.
- G:** 4 measures, dynamic *f*.
- H:** 4 measures, dynamic *pp*.
- H1:** 4 measures, dynamic *mf*.
- I:** 4 measures, dynamic *ff*.
- J:** 4 measures, dynamic *mf*.
- K:** 4 measures, dynamic *f*.
- L:** 4 measures.

Other markings include '1. 2. 3.', '3me X', '4.', '1. 2. 3. & 4me X', '2nd X only', and '1. 2. 3. & 4.'. The piece concludes with a 'Fade Out' instruction.

Trombone 1

# Pastime Paradise

$\text{J} = 100$

The sheet music consists of 12 staves of musical notation for Trombone 1. The tempo is indicated as  $\text{J} = 100$ . The music is divided into sections labeled A through L. Section A starts with two measures of eighth-note patterns, followed by section B (4X) with sixteenth-note patterns. Section C follows, also with eighth-note patterns. Section D starts with eighth-note patterns and transitions to sixteenth-note patterns. Section E continues the eighth-note patterns. Section F starts with eighth-note patterns and transitions to sixteenth-note patterns. Section G starts with eighth-note patterns and transitions to sixteenth-note patterns. Section H follows, also with eighth-note patterns. Section I (4X) starts with eighth-note patterns and transitions to sixteenth-note patterns. Section J follows, also with eighth-note patterns. Section K starts with eighth-note patterns and transitions to sixteenth-note patterns. Section L follows, also with eighth-note patterns. The music concludes with a 'Fade Out'.

**A**

**B** 4X

**C**

**D**

**E**

**F**

**G**

**H**

**I** 4X

**J**

**K**

**L**

**Fade Out**

## Trombone 2

## Pastime Paradise

*J = 100*

**A**: 1. 2. *f*

**B**: 4X *mf*

**C**

**D**: *f*

**E**: 1. 2. *mf*

**F**: *mf*

**G**

**H**: 1. 2. *p* *mf*

**I**: 1. 2. *ff* *f* 4X

**J**: 1. 2. 3. 4. *mf*

**K**: *f*

**L**

**Fade Out**

The score consists of 14 staves of music for Trombone 2. The key signature is one flat (B-flat). The tempo is 100 BPM. The music is divided into sections labeled A through L. Section A starts with a rhythmic pattern of eighth and sixteenth notes. Section B follows with a similar pattern. Section C and D are eighth-note patterns. Section E and F are eighth-note patterns. Section G is a rhythmic pattern. Section H and I are eighth-note patterns. Section J is a rhythmic pattern. Section K is a eighth-note pattern. Section L is a eighth-note pattern. The score concludes with a "Fade Out".

Trombone Bb

# Pastime Paradise

**A** (repeated twice)

**B** (repeated 4X)

**C**

**D**

**E**

**F**

**G**

**H**

**H1**

**I** (repeated 4X)

**J**

**K**

**L**

**Fade Out**

Tempo:  $\text{quarter note} = 100$

Dynamics:  $f$ ,  $mf$ ,  $pp$ ,  $ff$

Tuba Bb

# Pastime Paradise

*J = 100*

**A** *f*

**B** *mf* **4X**

**C** *mf*

**D** *f*

**E** *mf*

**F** *p*

**G**

**H**

**I** *f*

**J** *mf*

**K** *f*

**L**

Fade Out

Tuba Eb

# Pastime Paradise

**A**: Dynamics *f*, *mf*. Measure 1.1:  $\begin{array}{c} \text{Bass clef} \\ \text{4/4} \\ \text{BPM 100} \\ \text{3} \end{array}$ . Measure 1.2:  $\begin{array}{c} \text{Bass clef} \\ \text{4/4} \\ \text{BPM 100} \\ \text{3} \end{array}$ . Measure 2.1:  $\begin{array}{c} \text{Bass clef} \\ \text{4/4} \\ \text{BPM 100} \\ \text{3} \end{array}$ .

**B**: Dynamics *4X*, *mf*. Measure 2.2:  $\begin{array}{c} \text{Bass clef} \\ \text{4/4} \\ \text{BPM 100} \\ \text{3} \end{array}$ .

**C**: Measure 3.1:  $\begin{array}{c} \text{Bass clef} \\ \text{4/4} \\ \text{BPM 100} \\ \text{3} \end{array}$ .

**D**: Dynamics *f*. Measure 3.2:  $\begin{array}{c} \text{Bass clef} \\ \text{4/4} \\ \text{BPM 100} \\ \text{3} \end{array}$ .

**E**: Dynamics *mf*. Measure 4.1:  $\begin{array}{c} \text{Bass clef} \\ \text{4/4} \\ \text{BPM 100} \\ \text{3} \end{array}$ .

**F**: Dynamics *p*. Measure 4.2:  $\begin{array}{c} \text{Bass clef} \\ \text{4/4} \\ \text{BPM 100} \\ \text{3} \end{array}$ .

**F1**: Measure 5.1:  $\begin{array}{c} \text{Bass clef} \\ \text{4/4} \\ \text{BPM 100} \\ \text{3} \end{array}$ .

**G**: Dynamics *f*. Measure 5.2:  $\begin{array}{c} \text{Bass clef} \\ \text{4/4} \\ \text{BPM 100} \\ \text{3} \end{array}$ .

**H**: Dynamics *4*, *3*, *1*, *2*. Measure 6.1:  $\begin{array}{c} \text{Bass clef} \\ \text{4/4} \\ \text{BPM 100} \\ \text{3} \end{array}$ .

**H1**: Measure 6.2:  $\begin{array}{c} \text{Bass clef} \\ \text{4/4} \\ \text{BPM 100} \\ \text{3} \end{array}$ .

**I**: Dynamics *4X*. Measure 7.1:  $\begin{array}{c} \text{Bass clef} \\ \text{4/4} \\ \text{BPM 100} \\ \text{3} \end{array}$ .

**J**: Dynamics *mf*. Measure 7.2:  $\begin{array}{c} \text{Bass clef} \\ \text{4/4} \\ \text{BPM 100} \\ \text{3} \end{array}$ .

**K**: Dynamics *f*. Measure 8.1:  $\begin{array}{c} \text{Bass clef} \\ \text{4/4} \\ \text{BPM 100} \\ \text{3} \end{array}$ .

**L**: Measure 8.2:  $\begin{array}{c} \text{Bass clef} \\ \text{4/4} \\ \text{BPM 100} \\ \text{3} \end{array}$ .

**Fade Out**

## Batterie

## Pastime Paradise

1. 2. A B 4X C

2me X Seulemet Chaque X

f mf

D E

f

p

F F1

1. 2. 3. 4. G H1

f p

I 4X J

ff f

1. 2. 3. 4. K L

f

Fade Out