

Skyrim- Main Theme

Arranged by Samuel York for 4 or more trombones

Jeremy Soule

Moderato

Musical score for the first system of the Skyrim Main Theme, featuring four trombone parts. The music is in 3/4 time with a key signature of two sharps (D major). The tempo is marked **Moderato**. The first three staves are labeled **Trombone** and the fourth is labeled **Bass Trombone**. The first staff begins with a *pp* dynamic and a crescendo leading to *mp*. The second and third staves begin with *pp* and crescendo to *mf*. The fourth staff begins with *pp* and crescendo to *mf*. The music consists of a steady eighth-note accompaniment with a melodic line in the upper parts.

Musical score for the second system of the Skyrim Main Theme, featuring four trombone parts. The music continues from the first system. The first staff is labeled **Trb.** and begins at measure 10. The second, third, and fourth staves are also labeled **Trb.** and **B. Trb.** respectively. The dynamics and musical notation continue as in the first system, with the first staff starting at *pp* and crescendoing to *mf*, and the other three staves starting at *pp* and crescendoing to *mf*.

15

Trb.

Trb.

Trb.

B. Trb.

mp

mp

mp

mp

20

Trb.

Trb.

Trb.

B. Trb.

mf

f

ff

ff

mf

f

ff

mf

ff

mf

f

ff

25

Trb.

Trb.

Trb.

B. Trb.

ff

f

f

f

Splits are optional but get all played if able. This goes for the rest of the peice as

30

Trb.

Trb.

Trb.

B. Trb.

fff mp

fff mp

fff f

fff f

35

Trb.

Trb.

Trb.

B. Trb.

39

Trb.

Trb.

Trb.

B. Trb.

mf

ff mf

ff mf

44

Trb. *mf* *mf*

Trb. *mf* *mf*

Trb. *mf* *f*

B. Trb. *mf* *f*

50

Trb. *mp*

Trb. *mp*

Trb. *mp*

B. Trb. *mp*

56

Trb. *mf*

Trb. *mf*

Trb. *mf*

B. Trb. *mf*

62

Trb.

Trb.

Trb.

B. Trb.

67

Trb.

Trb.

Trb.

B. Trb.

f

f

f

f

72

Trb.

Trb.

Trb.

B. Trb.

ff

ff

77

Trb. *f* *ff*

Trb. *f* *mf*

Trb. *f* *mf*

B. Trb. *f* *mf*

86

Trb. *fff* *fff*

Trb. *ff*

Trb. *ff*

B. Trb. *ff*

91

Trb.

Trb.

Trb.

B. Trb.

96

Trb.

Trb.

Trb.

B. Trb.

fff

fff

fff

fff