

YOU'RE THE VOICE

ARR. ROB VAN REIJMERSDAL

1 $\text{♩} = 82$

SOPRANOSAX 1-2

ALTOSAX 1

ALTOSAX 2

TENORSAX 1

TENORSAX 2

BARITONESAX

BUGEL 1

BUGEL 2

BUGEL 3

HOORN F 1-3

HOORN F 2

TROMPET 1-3

TROMPET 2-4

TROMBONE 1-3

TROMBONE 2

SASTROMBONE

BARITON 1-2

EUPHONIUM

SAS BES

SOLO VOICE

BACKING VOCALS

GITARE

PIANO

SASGITARE

PERCUSSION

DRUMS

SCOTTISH DRUMS

GRANDE OUPPE

Detailed description: This page contains the first system of the musical score for 'You're the Voice'. It features 20 staves for various instruments and voices. The tempo is marked as quarter note = 82. The key signature has one flat. The score includes parts for woodwinds (Saxophones, Horns, Trombones, Baritone, Euphonium), brass (Bugles), strings (Solo Voice, Backing Vocals), guitar, piano, and percussion (Scottish Drums, Grande Ouppe). Dynamics like 'mf' are indicated. A first ending bracket is shown at the end of the system.

9

(A)

SOPP 1-2

ALTO 1

ALTO 2

TENOR 1

TENOR 2

BARITONE

EG 1

EG 2

EG 3

HEN 1-3

HEN 2

TRP 1-3

TRP 2-4

TRB 1-3

TRB 2

TRB SAS

SET 1-2

EUPH

SAS BES

SOLO

VOCALS

GITARE

PIANO

SAS

PERC

DRUM

Detailed description: This page contains the second system of the musical score, starting at measure 9. It features 20 staves for various instruments and voices. A circled 'A' indicates a section. The score includes parts for woodwinds (Saxophones, Horns, Trombones, Baritone, Euphonium), brass (Bugles), strings (Solo Voice, Backing Vocals), guitar, piano, and percussion. Chord symbols are present in the guitar and piano parts: F no3, F7, Eb 9/13, Bb, Eb sus, F no3, F7. Dynamics like 'mf' are indicated. A first ending bracket is shown at the end of the system.

B

SOPE 1-2
ALTO 1
ALTO 2
TENOR 1
TENOR 2
BARITONE
FG 1
FG 2
FG 3
HN 1-3
HN 2
TRP 1-3
TRP 2-4
TRB 1-3
TRB 2
TRB BAS
SET 1-2
EUPH
SAS BES
SOLO
VOCALS
GITARE
PIANO
BASS
PERC
DRUM

C

SOPE 1-2
ALTO 1
ALTO 2
TENOR 1
TENOR 2
BARITONE
FG 1
FG 2
FG 3
HN 1-3
HN 2
TRP 1-3
TRP 2-4
TRB 1-3
TRB 2
TRB BAS
SET 1-2
EUPH
SAS BES
SOLO
VOCALS
GITARE
PIANO
BASS
PERC
DRUM