

TROMBONE

# LIZZO MEDLEY

LIZZO

2 BE LOVED

(INTRO) 8 (v) 8 (v) 7 (CH) *mf*

(v) 8 (v) 7 (CH) *mf*

(MODULATION) *mf*

1. 2. ABOUT DAMN TIME (INTRO) 4

Detailed description: This is a musical score for Trombone, titled 'LIZZO MEDLEY' by LIZZO. The score is written in bass clef with a 4/4 time signature. It begins with an 8-measure introduction marked '(INTRO)'. The first system contains three staves of music, with the first staff starting with a bass clef and a 4/4 time signature. Above the first staff are markings for fingerings: '(v) 8', '(v) 7', and '(CH)'. A dynamic marking of '*mf*' is placed below the first staff. The second system contains two staves of music. The third system contains two staves of music, with the first staff starting with a bass clef and a 4/4 time signature. Above the first staff are markings for fingerings: '(v) 8', '(v) 7', and '(CH)'. A dynamic marking of '*mf*' is placed below the first staff. The fourth system contains two staves of music. The fifth system contains two staves of music. The sixth system contains two staves of music, with the first staff starting with a bass clef and a 4/4 time signature. Above the first staff is a marking for modulation: '(MODULATION)'. A dynamic marking of '*mf*' is placed below the first staff. The seventh system contains two staves of music. The eighth system contains two staves of music, with the first staff starting with a bass clef and a 4/4 time signature. Above the first staff are markings for first and second endings: '1.' and '2.'. A dynamic marking of '*mf*' is placed below the first staff. The ninth system contains two staves of music, with the first staff starting with a bass clef and a 4/4 time signature. Above the first staff is a marking for the final section: 'ABOUT DAMN TIME (INTRO) 4'. A dynamic marking of '*mf*' is placed below the first staff.

# TROMBONE

(V) 8 (PC) 8 (CH) 12 (V) 8

(PC) 8 (CH) 5

*f*

*mf*

*f*

*mf*

**SOUCE**  
(INTRO) 8 (V) 8 (V) 8

(PC) 8 (CH) 8 (V) 8 (V) 8 (PC) 8

# TROMBONE

3

(CH) *f*

GOOD AS HELL (V) 16 (PC) *f sfz <*

(-3) (CH) (-1) (-1) *sfz < mf <*

(-1) (V) 8 (PC) *sfz < f sfz <*

(CH) (-1) (-1) (-1) *sfz < mf < sfz <*

(BREAKDOWN) (-1) 4 (PC) *sfz < f sfz <*

(-1) (CH) (-1) *sfz < mf <*

(-1) (-1) (-1) *sfz < sfz <*