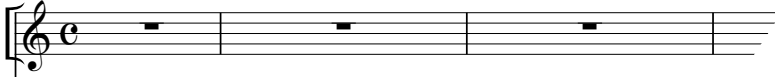


優しいあの子

スピッツ

♩=100 (♩=♩♩) C G/B Am Em F

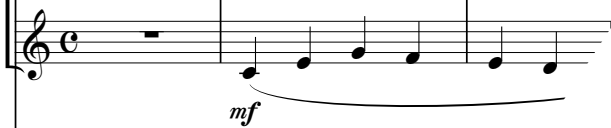
ソプラノ
リコーダー



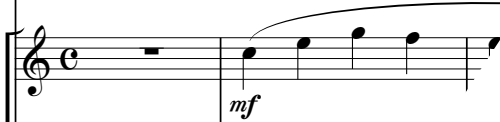
鍵盤
ハーモニカ



鍵盤
ハーモニカ
(初心者用)



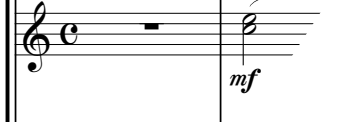
キーボード1
ソプラノ
(アコーディオン)



キーボード2
アルト
(アコーディオン)



キーボード3
テナー
(アコーディオン)
(オクターブ上に
記譜してあります)



低音楽器



木 琴



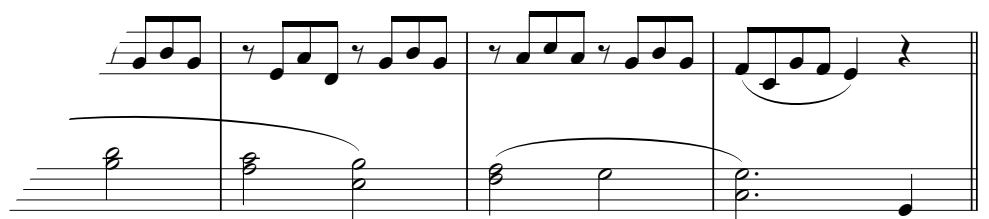
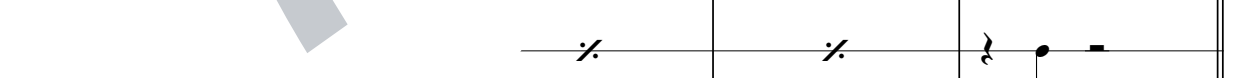
鉄 琴



小太鼓
大太鼓



タ



① C G/B Am Em F C G7⁽⁴⁾ G7

リコーダー *mf*

鍵八モ

鍵八モ (初)

キーボ1

キーボ2

キーボ3

低音

木琴 *mf*

鉄琴

小太鼓
大太鼓

タンバリン

Am Em F G(4) C(4) C $\frac{G}{B}$ (B) Am

11

リコーダー

鍵盤ハモ

鍵盤ハモ (初)

キーボ1

キーボ2

キーボ3

低音

木琴

鉄琴

小太鼓
大太鼓

カウベル

mf

The image shows a musical score for the song '優しいあの子'. It includes staves for Recorder, Keyboard 1-3, Bass, Ukulele, Steel Drum, Small and Large Drums, and Cowbell. The score is marked with a large 'SAMPLE' watermark. The key signature is Am, and the tempo is marked 'mf'. The score includes a repeat sign with first and second endings. The first ending leads to a section with a 4/4 time signature.

FM7 G C(4) C $\frac{G}{B}$ Am Em7 Am Er

16

リコーダー

鍵盤ハモ

鍵盤ハモ (初)

mf

キーボ1

キーボ2

キーボ3

低音

木琴

鉄琴

小太鼓
大太鼓

カウベ

mf

The image shows a musical score for the song '優しいあの子'. It includes staves for Recorder, Keyboard Harmonica, Keyboard Harmonica (beginner), Keyboard 1, Keyboard 2, Keyboard 3, Bass, Ukulele, Steel Drum, Small Drum, Large Drum, and Cowbell. The score is marked with a large 'SAMPLE' watermark. The key signature is F major, and the time signature is 4/4. The piece starts at measure 16. The recorder part has a melodic line with a slur. The keyboard parts provide harmonic support. The drums and cowbell provide a steady rhythm. The score ends with a final chord in the bass and keyboard parts.

21 G7 C G/B Am Em F G

リコーダー

鍵ハモ

鍵ハモ (初)

キーボ1

キーボ2

キーボ3

低音

木琴

鉄琴

小太鼓
大太鼓

タンバリン

サスペンデッド
シンバル

f

p

The image shows a musical score for the song '優しいあの子'. It includes staves for Recorder, Piano (three parts), Bass, Glockenspiel, Steel Drum, Small and Large Drums, and Tambourine. The score is marked with a large 'SAMPLE' watermark. Chords G7, C, G/B, Am, Em, F, and G are indicated at the top. Dynamics like *f* and *p* are used, and there are specific instructions for the suspended cymbal.