

Double Cherry Pass

from Super Mario 3D World, Mario Kart World version
10-brass version

Mahito Yokota (2013)

Arranged by Brian Einstein Lassiter

Score

$\text{♩} = 168$, Joyous Rock, Mangione-ish

The musical score is written for a 10-brass ensemble. It begins with a drum cue for all instruments. The key signature is B-flat major (two flats) and the time signature is 4/4. The tempo is marked as 168 beats per minute. The score is arranged by Brian Einstein Lassiter. The instruments and their parts are as follows:

- Flute:** Drum cue, then rests.
- Alto Sax 2:** Drum cue, then rests, then enters with a melody in the final measure.
- Tenor Sax 1:** Drum cue, then rests, then enters with a melody in the final measure.
- Tenor Sax 2:** Drum cue, then rests, then enters with a melody in the final measure.
- Bari Sax:** Drum cue, then rests, then enters with a melody in the final measure.
- Trumpet 1:** Drum cue, then enters with a melody in the final measure.
- Trumpet 2:** Drum cue, then rests.
- Trumpet 3:** Drum cue, then enters with a melody in the final measure.
- Trumpet 4:** Drum cue, then enters with a melody in the final measure.
- Trumpet 5 (optional):** Drum cue, then rests.
- Trombone 1:** Drum cue, then enters with a melody in the final measure.
- Trombone 2:** Drum cue, then enters with a melody in the final measure.
- Trombone 3:** Drum cue, then enters with a melody in the final measure.
- Trombone 4 (optional):** Drum cue, then rests.
- Trombone 5:** Drum cue, then enters with a melody in the final measure.
- Piano:** Drum cue, then enters with a melody in the final measure.
- Guitar:** Drum cue, then rests.
- Electric Bass:** Drum cue, then enters with a melody in the final measure.
- Drums:** Starts with a *f* dynamic, then a *mf* dynamic, and includes two double bar lines with a '2' above them.

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Fl.

Musical score for Flute and Piano. The score is divided into two systems. The first system contains the first two systems of music, and the second system contains the last two systems. The piano accompaniment is written in a grand staff (treble and bass clefs). The flute part is written in a single staff. Chord symbols are provided above the piano staves: A^bMaj7/B^b and B^bMaj9. The score includes various musical notations such as notes, rests, and bar lines.

Double Cherry Pass

from Super Mario 3D World, Mario Kart World version
10-brass version

Mahito Yokota (2013)

Flute (Alto Sax 1)

Arranged by Brian Einstein Lassiter

♩ = 168, Joyous Rock, Mangione-ish

Drum cue

8 9 Flute

f

12

17

22

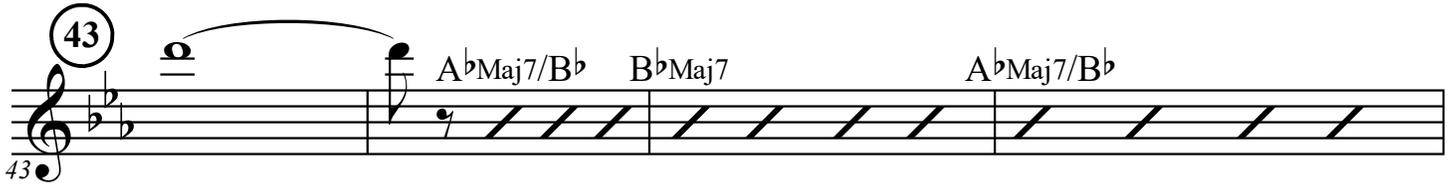
27 *ff*

31

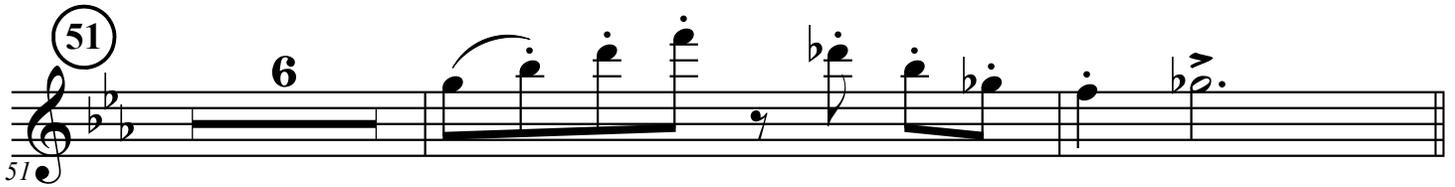
35

39

Detailed description: This is a musical score for the Flute (Alto Sax 1) part of the 'Double Cherry Pass' track. The score is written in treble clef with a key signature of three flats (B-flat, E-flat, A-flat) and a common time signature (C). The tempo is 168 beats per minute, described as 'Joyous Rock, Mangione-ish'. The score begins with a 'Drum cue' section consisting of a series of eighth notes. This is followed by a double bar line and a circled measure number '9', with a circled '8' above it. The main melody starts at measure 9 and continues through measure 12. The dynamic marking *f* (forte) is placed above the staff. The score continues with measures 17 and 22, which include first and second endings. Measure 27 is marked with a circled '27' and a square symbol containing a stylized 'S' with a slash, and the dynamic marking *ff* (fortissimo) is placed below the staff. The score concludes with measures 31, 35, and 39.

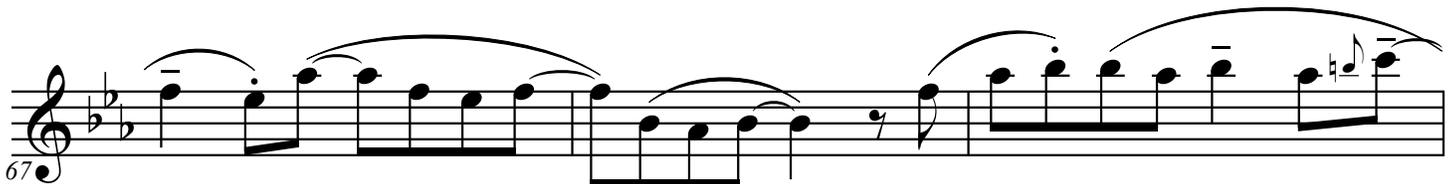
43 

47 

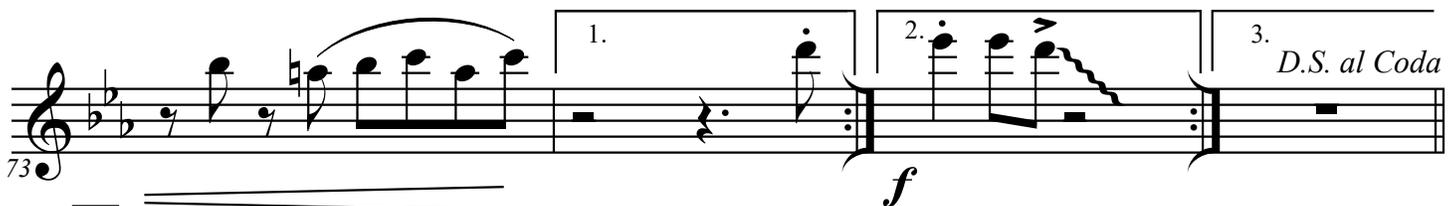
51 

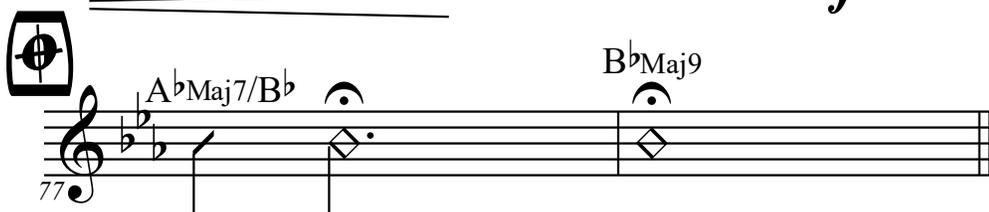
59 

63 

67 

70 

73 

77 

Double Cherry Pass

from Super Mario 3D World, Mario Kart World version
10-brass version

Mahito Yokota (2013)

Alto Sax 2

Arranged by Brian Einstein Lassiter

♩ = 168, Joyous Rock, Mangione-ish

Drum cue

mf

mf *mp*

1. 2. 2.

mf

31

35

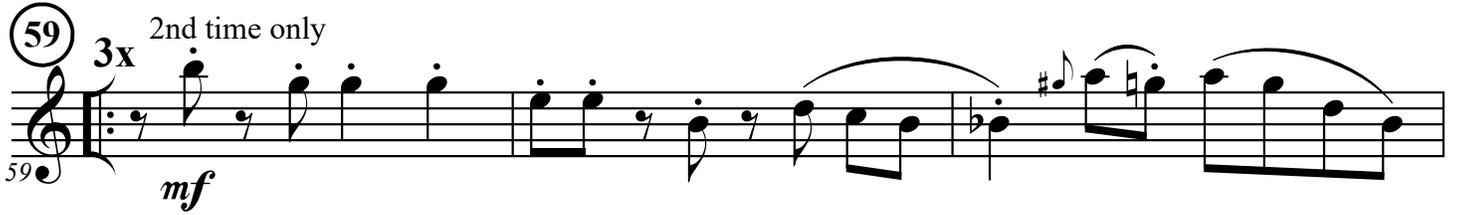
39

43  51 6



43

59 2nd time only 3x *mf*



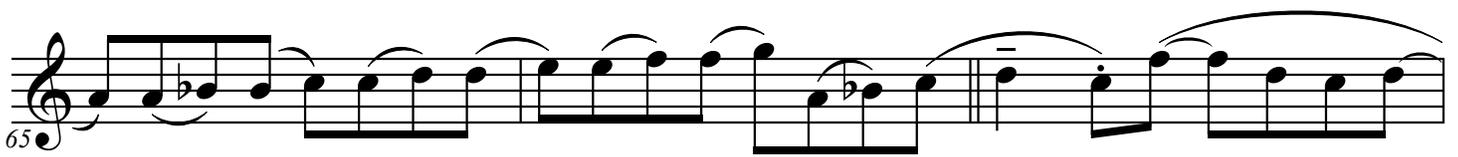
59

62



62

65



65

68



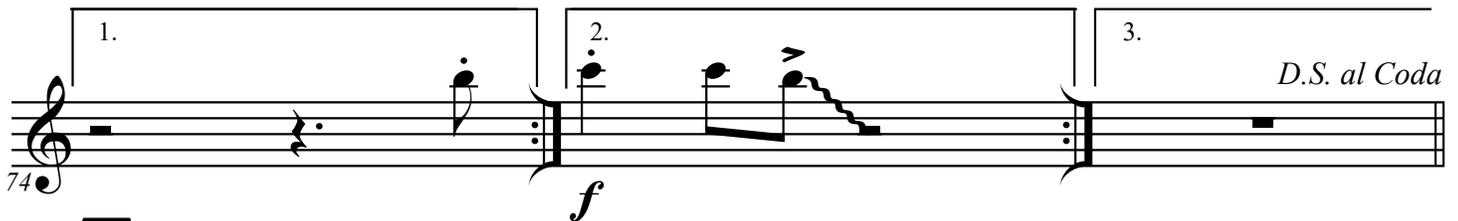
68

71 *mp*



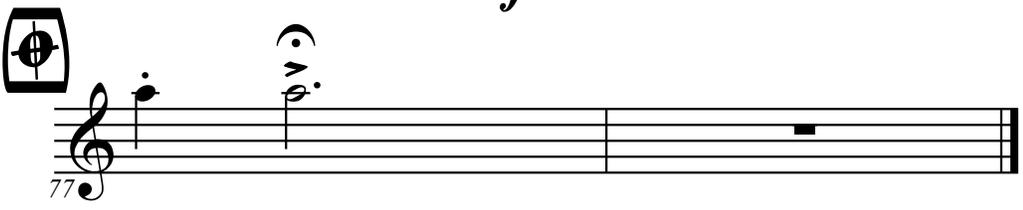
71

74 1. 2. 3. *f* *D.S. al Coda*



74

77  



77

Double Cherry Pass

from Super Mario 3D World, Mario Kart World version
10-brass version

Mahito Yokota (2013)

Tenor Sax 2

Arranged by Brian Einstein Lassiter

♩ = 168, Joyous Rock, Mangione-ish

Drum cue

6

mf

9

3

3

17

mf

mp

18

2

1. 2

2. 2

mf

27

mf

31

mf

35

mf

39

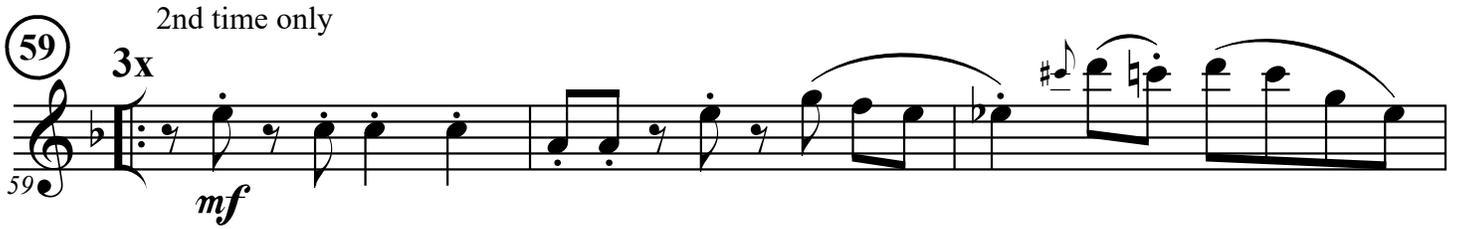
4

43  51 6



Musical staff 43-51. Measure 43 contains a 7-measure rest. Measure 51 contains a 6-measure rest. The staff continues with a melodic line starting at measure 52.

59 2nd time only 3x *mf*



Musical staff 59-61. Measure 59 is the start of a 3-measure triplet. The dynamic is *mf*. The staff continues with a melodic line.

62



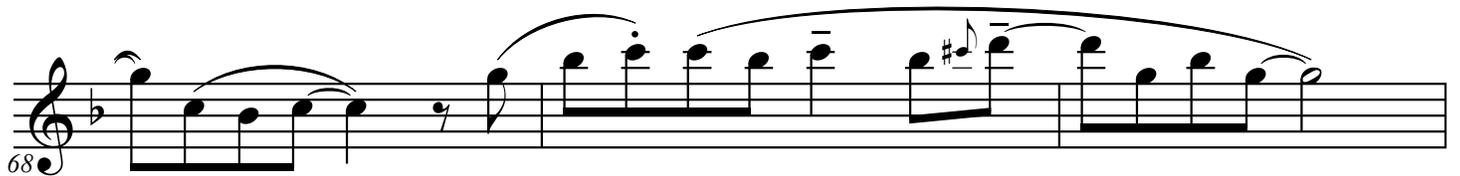
Musical staff 62-64. Continuation of the melodic line.

65



Musical staff 65-67. Continuation of the melodic line.

68



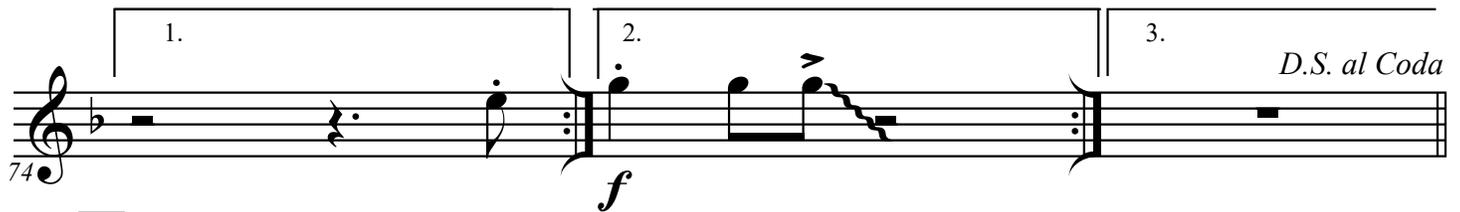
Musical staff 68-70. Continuation of the melodic line.

71 *mp*



Musical staff 71-73. Continuation of the melodic line. The dynamic is *mp*.

74 1. 2. 3. *f* *D.S. al Coda*



Musical staff 74-76. First ending (1.), second ending (2.), and third ending (3.). The dynamic is *f*. The staff ends with *D.S. al Coda*.

77 



Musical staff 77. Continuation of the melodic line. The staff ends with a coda symbol.

Double Cherry Pass

from Super Mario 3D World, Mario Kart World version
10-brass version

Mahito Yokota (2013)

Tenor Sax 1

Arranged by Brian Einstein Lassiter

♩ = 168, Joyous Rock, Mangione-ish

Drum cue

6

mf

9

3

3

17

mf

mp

18

2

1. 2

2. 2

27

27

mf

31

35

39

2

43 7 6

Musical staff 43-50. Measure 43 starts with a circled '43'. Measure 44 has a '7' above it and a circled '51'. Measure 45 has a '6' above it. The staff contains a whole rest in 43, followed by a series of eighth and quarter notes in 44-50.

59 2nd time only

3x

59

mf

Musical staff 59-61. Measure 59 starts with a circled '59' and a '3x' above it. The staff contains a first ending bracket over measures 59-61. The dynamic *mf* is written below measure 59.

62

Musical staff 62-64. Measure 62 starts with a circled '62'. The staff contains eighth and quarter notes with slurs.

65

Musical staff 65-67. Measure 65 starts with a circled '65'. The staff contains eighth and quarter notes with slurs.

68

Musical staff 68-70. Measure 68 starts with a circled '68'. The staff contains eighth and quarter notes with slurs.

71

mp

Musical staff 71-73. Measure 71 starts with a circled '71'. The staff contains eighth and quarter notes with slurs. The dynamic *mp* is written below measure 71.

1. 2. 3.

74

f

D.S. al Coda

Musical staff 74-76. Measure 74 starts with a circled '74'. The staff contains first, second, and third endings. The dynamic *f* is written below measure 74. The instruction *D.S. al Coda* is written below measure 76.

Coda

77

Musical staff 77. Measure 77 starts with a circled '77' and a 'Coda' symbol above it. The staff contains a whole note chord.

Double Cherry Pass

from Super Mario 3D World, Mario Kart World version
10-brass version

Mahito Yokota (2013)

Bari Sax

Arranged by Brian Einstein Lassiter

$\text{♩} = 168$, Joyous Rock, Mangione-ish

Drum cue

6

mf

9

mf

15

17

15

17

19

1. 2.

27

mf

31

35

39

Double Cherry Pass - Bari Sax - Page 2 of 2

43  51 6

59 2nd time only 3x *mf*

62

65

68

71 *mp*

74 1. 2. 3. *f* D.S. al Coda

 *rit.*

Double Cherry Pass

from Super Mario 3D World, Mario Kart World version

10-brass version

Mahito Yokota (2013)

Trumpet 1 (flugelhorn)

Arranged by Brian Einstein Lassiter

♩ = 168, Joyous Rock, Mangione-ish

Drum cue

Flugelhorn

mf

9

9

mp

13

17

17

22

1.

2.

mf

mf

27

12

f

mf

43

mp

47

The musical score is written for Trumpet 1 (flugelhorn) in a 10-brass version. It begins with a drum cue and a flugelhorn part. The tempo is 168 beats per minute, described as 'Joyous Rock, Mangione-ish'. The score is in 4/4 time and features various dynamics including *mf*, *mp*, and *f*. It includes first and second endings, a repeat sign, and a key signature change to B-flat major. Measure numbers 5, 9, 13, 17, 22, 27, 43, and 47 are indicated. A key signature change to B-flat major is shown at measure 27.

51

51 *mf*

55

59 **3x** 2nd time only *mf*

62

65

68

71 *mp*

74 *f* **1.** **2.** **3.** *D.S. al Coda*

77

Double Cherry Pass

from Super Mario 3D World, Mario Kart World version
10-brass version

Mahito Yokota (2013)

Trumpet 2

Arranged by Brian Einstein Lassiter

♩ = 168, Joyous Rock, Mangione-ish

Drum cue

8 9 Harmon mute, with stem

mf

12

17

17

20

23

1. 2.

27

f

31

35

39

43

Flute solo cues - only play if no flute

BbMaj7/C CMaj7 BbMaj7/C

47

CMaj7 BbMaj7/C CMaj7 BbMaj7/C

59

3x 2nd time only

mf

63

66

69

mp

73

1. 2. 3. D.S. al Coda

f

77

2

Double Cherry Pass

from Super Mario 3D World, Mario Kart World version
10-brass version

Mahito Yokota (2013)

Trumpet 3 (flugelhorn)

Arranged by Brian Einstein Lassiter

♩ = 168, Joyous Rock, Mangione-ish

Drum cue

Flugelhorn

mf

9

mp

13

17

22

1. *mf*

2. *mf*

27

12

f

mf

43

mp

47

Detailed description: This is a musical score for the Trumpet 3 (flugelhorn) part of the 'Double Cherry Pass' from Super Mario 3D World. The score is in 4/4 time with a tempo of 168 BPM. It begins with a drum cue and a flugelhorn section marked *mf*. The music features a repeating eighth-note pattern in the first system, followed by a melodic line in the second system. A measure rest of 9 measures is indicated by a circled '9'. The third system continues the eighth-note pattern, followed by another measure rest of 13 measures. The fourth system starts with a circled '17' and continues the melodic line. The fifth system contains a first and second ending, both marked *mf*. The sixth system begins with a circled '27' and a measure rest of 12 measures, followed by a section marked *f*. The seventh system starts with a circled '43' and a section marked *mp*. The eighth system continues the *mp* section and ends with a circled '47'. The score includes various musical notations such as dynamics, articulation marks, and measure rests.

51

51 *mf*

55

59 3x 2nd time only

59 *mf*

62

65

68

71 *mp*

74 1. 2. 3. *f* D.S. al Coda



77

Double Cherry Pass

from Super Mario 3D World, Mario Kart World version
10-brass version

Mahito Yokota (2013)

Trumpet 4 (flugelhorn)

Arranged by Brian Einstein Lassiter

♩ = 168, Joyous Rock, Mangione-ish

Drum cue Flugelhorn

The score is written for Trumpet 4 (flugelhorn) in a 10-brass section. It begins with a drum cue consisting of a series of eighth notes. The main melody starts with a *mf* dynamic and features a repeating eighth-note pattern. The score includes several measures with dynamic markings: *mf*, *mp*, *f*, and *mf*. There are two first and second endings at measures 22-26. A key signature change to one sharp (F#) occurs at measure 27. The score concludes with a final measure at 47. Performance instructions include slurs, accents, and a 'Drum cue' icon.

5

9

9

13

17

17

22

27

27

43

43

47

mf

mp

f

mf

mf

mp

1.

2.

12

51

51 *mf*

55

59 **3x** 2nd time only *mf*

62

65

68

71 *mp*

74 **1.** **2.** **3.** *f* *D.S. al Coda*

77

Double Cherry Pass

from Super Mario 3D World, Mario Kart World version
10-brass version

Mahito Yokota (2013)

Trumpet 5 (optional)

Arranged by Brian Einstein Lassiter

♩ = 168, Joyous Rock, Mangione-ish

Drum cue

8

9

Solo-tone mute (or straight mute)

mf

12

17

17

20

1.

2.

23

27

27

mf

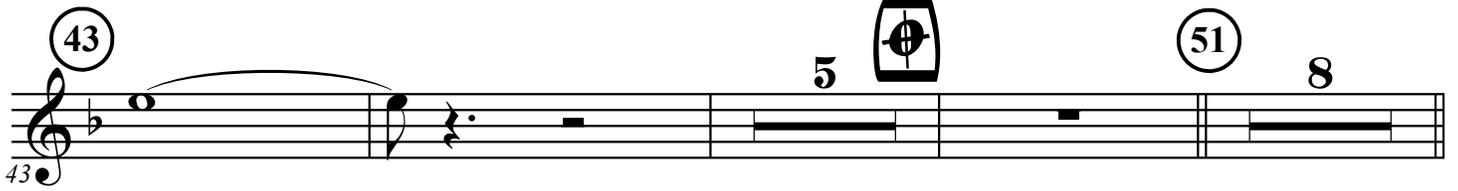
31

35

39



43



59 3x 2nd time only

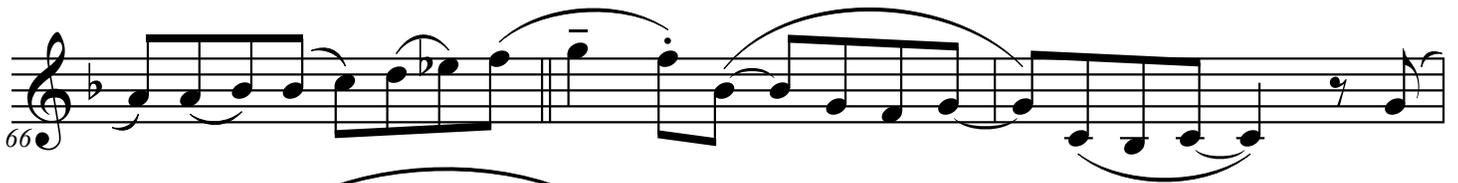
mf



63

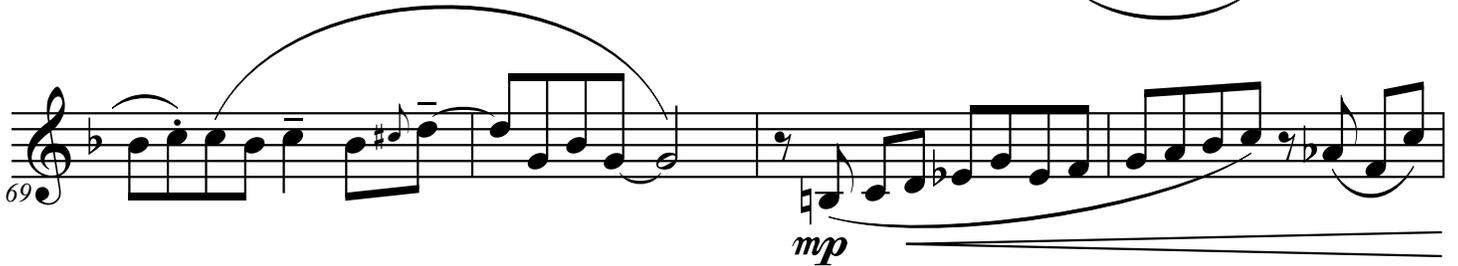


66



69

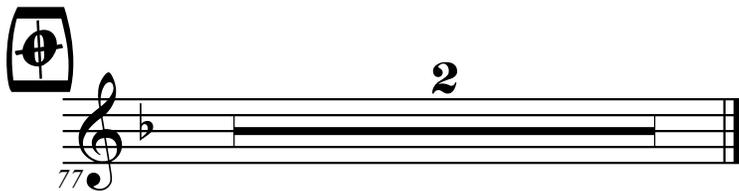
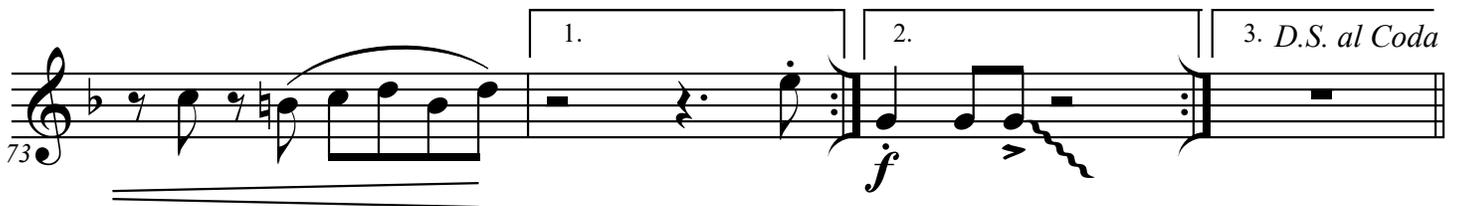
mp



73

1. 2. 3. D.S. al Coda

f



Double Cherry Pass

from Super Mario 3D World, Mario Kart World version
10-brass version

Mahito Yokota (2013)

Trombone 1

Arranged by Brian Einstein Lassiter

♩ = 168, Joyous Rock, Mangione-ish

Harmon mute with stem (or cup mute)

Drum cue

8 9

mf

12

17

17

20

23

1. 2.

27

27

f

31

35

Double Cherry Pass

from Super Mario 3D World, Mario Kart World version
10-brass version

Mahito Yokota (2013)

Trombone 2

Arranged by Brian Einstein Lassiter

♩ = 168, Joyous Rock, Mangione-ish

Bucket mute

Drum cue

Measures 1-4 of the Trombone 2 part. The staff begins with a drum cue (a series of vertical lines) and a bucket mute instruction. The music consists of eighth notes and quarter notes, mostly on the G and A lines of the bass clef.

Measures 5-8 of the Trombone 2 part. The music continues with eighth notes and quarter notes, featuring some dynamics like *mf* and *f*.

9

Measures 9-12 of the Trombone 2 part. Measure 9 is circled. The music includes a *mp* dynamic marking and continues with eighth notes and quarter notes.

Measures 13-16 of the Trombone 2 part. The music continues with eighth notes and quarter notes, featuring dynamics like *mf* and *f*.

17

Measures 17-21 of the Trombone 2 part. Measure 17 is circled. The music includes a *f* dynamic marking and continues with eighth notes and quarter notes.

Measures 22-26 of the Trombone 2 part. This section includes first and second endings. Dynamics include *mf* and *f*.

27

Measures 27-42 of the Trombone 2 part. Measure 27 is circled. A square box with a slash and a circled 'S' is placed over measures 27-30. Dynamics include *f* and *mf*.

43

Measures 43-48 of the Trombone 2 part. Measure 43 is circled. A square box with a circled 'S' is placed over measures 45-46. Dynamics include *mp* and *mf*.

51

Musical staff 51: Bass clef, 2/4 time signature. The staff contains a sequence of eighth notes with stems pointing up, grouped in pairs. The notes are: G2, A2, B2, C3, D3, E3, F3, G3, A3, B3, C4, D4, E4, F4, G4, A4, B4, C5. There are dynamic markings *mf* and *f* above the staff.

51

Musical staff 55: Bass clef, 2/4 time signature. The staff contains a sequence of eighth notes with stems pointing up, grouped in pairs. The notes are: G2, A2, B2, C3, D3, E3, F3, G3, A3, B3, C4, D4, E4, F4, G4, A4, B4, C5. There are dynamic markings *mf* and *f* above the staff.

55

59

3x 2nd time only

Musical staff 59: Bass clef, 2/4 time signature. The staff contains a sequence of eighth notes with stems pointing up, grouped in pairs. The notes are: G2, A2, B2, C3, D3, E3, F3, G3, A3, B3, C4, D4, E4, F4, G4, A4, B4, C5. There are dynamic markings *mf* and *f* above the staff.

59

Musical staff 62: Bass clef, 2/4 time signature. The staff contains a sequence of eighth notes with stems pointing up, grouped in pairs. The notes are: G2, A2, B2, C3, D3, E3, F3, G3, A3, B3, C4, D4, E4, F4, G4, A4, B4, C5. There are dynamic markings *mf* and *f* above the staff.

62

Musical staff 65: Bass clef, 2/4 time signature. The staff contains a sequence of eighth notes with stems pointing up, grouped in pairs. The notes are: G2, A2, B2, C3, D3, E3, F3, G3, A3, B3, C4, D4, E4, F4, G4, A4, B4, C5. There are dynamic markings *mf* and *f* above the staff.

65

Musical staff 68: Bass clef, 2/4 time signature. The staff contains a sequence of eighth notes with stems pointing up, grouped in pairs. The notes are: G2, A2, B2, C3, D3, E3, F3, G3, A3, B3, C4, D4, E4, F4, G4, A4, B4, C5. There are dynamic markings *mf* and *f* above the staff.

68

Musical staff 71: Bass clef, 2/4 time signature. The staff contains a sequence of eighth notes with stems pointing up, grouped in pairs. The notes are: G2, A2, B2, C3, D3, E3, F3, G3, A3, B3, C4, D4, E4, F4, G4, A4, B4, C5. There are dynamic markings *mp* and *f* above the staff.

71

Musical staff 74: Bass clef, 2/4 time signature. The staff contains a sequence of eighth notes with stems pointing up, grouped in pairs. The notes are: G2, A2, B2, C3, D3, E3, F3, G3, A3, B3, C4, D4, E4, F4, G4, A4, B4, C5. There are dynamic markings *f* and *D.S. al Coda* above the staff.

74



Musical staff 77: Bass clef, 2/4 time signature. The staff contains a sequence of eighth notes with stems pointing up, grouped in pairs. The notes are: G2, A2, B2, C3, D3, E3, F3, G3, A3, B3, C4, D4, E4, F4, G4, A4, B4, C5. There are dynamic markings *f* and *D.S. al Coda* above the staff.

77

Double Cherry Pass

from Super Mario 3D World, Mario Kart World version
10-brass version

Mahito Yokota (2013)

Trombone 3

Arranged by Brian Einstein Lassiter

♩ = 168, Joyous Rock, Mangione-ish

Bucket mute

Drum cue

mf

5

9

mp

13

17

22

mf

27

12

f

43

mp

51 *mf*

55

59 *mf* 3x 2nd time only

62

65

68

71 *mp*

74 *f* 1. 2. 3. *D.S. al Coda*

77

Double Cherry Pass

from Super Mario 3D World, Mario Kart World version
10-brass version

Mahito Yokota (2013)

Trombone 4 (optional)

Arranged by Brian Einstein Lassiter

♩ = 168, Joyous Rock, Mangione-ish

Solo-tone mute (or straight mute)

Drum cue

8 9

mf

12

17

17

20

23

1. 2.

27

f

31

35

Double Cherry Pass

from Super Mario 3D World, Mario Kart World version
10-brass version

Mahito Yokota (2013)

Trombone 5 (bass)

Arranged by Brian Einstein Lassiter

$\text{♩} = 168$, Joyous Rock, Mangione-ish

Drum cue

Bucket mute

mf

5

9 *mp*

13

17

22

27 *f* *mf*

43 *mp*

51

Musical staff 51-54. Bass clef, 2/4 time signature. Measure 51 starts with a *mf* dynamic. The staff contains eighth notes with stems pointing up, followed by quarter notes with stems pointing up. Accents are present over the final notes of measures 51, 52, 53, and 54.

51

mf

Musical staff 55-58. Bass clef, 2/4 time signature. Measure 55 continues the eighth-note pattern. Measure 56 has a quarter rest. Measure 57 has a quarter note with a stem pointing up. Measure 58 has a quarter note with a stem pointing up and an accent.

55

59

2nd time only

3x

Musical staff 59-61. Bass clef, 2/4 time signature. Measure 59 starts with a *mf* dynamic and a first ending bracket. The staff contains eighth notes with stems pointing up, followed by quarter notes with stems pointing up. Measure 60 has a quarter rest. Measure 61 has a quarter note with a stem pointing up and an accent.

59

mf

Musical staff 62-64. Bass clef, 2/4 time signature. Measure 62 has a quarter rest. Measure 63 has a quarter note with a stem pointing up. Measure 64 has a quarter note with a stem pointing up and an accent.

62

Musical staff 65-67. Bass clef, 2/4 time signature. Measure 65 has a quarter rest. Measure 66 has a quarter note with a stem pointing up. Measure 67 has a quarter note with a stem pointing up and an accent.

65

Musical staff 68-70. Bass clef, 2/4 time signature. Measure 68 has a quarter rest. Measure 69 has a quarter note with a stem pointing up. Measure 70 has a quarter note with a stem pointing up and an accent.

68

Musical staff 71-73. Bass clef, 2/4 time signature. Measure 71 has a quarter rest. Measure 72 has a quarter note with a stem pointing up. Measure 73 has a quarter note with a stem pointing up and an accent. The dynamic *mp* is indicated below the staff.

71

mp

Musical staff 74-76. Bass clef, 2/4 time signature. Measure 74 has a quarter rest. Measure 75 has a quarter note with a stem pointing up. Measure 76 has a quarter note with a stem pointing up and an accent. The dynamic *f* is indicated below the staff. The staff is divided into three first ending sections labeled 1., 2., and 3. Section 3 ends with the instruction *D.S. al Coda*.

74

f

D.S. al Coda



Musical staff 77. Bass clef, 2/4 time signature. Measure 77 has a quarter note with a stem pointing up. Measure 78 has a quarter note with a stem pointing up and an accent.

77

Double Cherry Pass

from Super Mario 3D World, Mario Kart World version
10-brass version

Mahito Yokota (2013)

Electric Bass

Arranged by Brian Einstein Lassiter

♩ = 168, Joyous Rock, Mangione-ish

Drum cue

5

9

13

17

21

27

31

35

39

43

B^bMaj7

A^bMaj7/B^b

Musical staff 43-46. Measure 43 starts with a bass clef, a key signature of two flats, and a 2/4 time signature. The melody consists of eighth notes: G2, A2, B2, C3, D3, E3, F3, G3. Measure 44 contains a slash. Measure 45 contains a slash. Measure 46 contains a slash. A circled measure rest symbol is positioned above the staff.

43

B^bMaj7

A^bMaj7/B^b



Musical staff 47-50. Measure 47 contains a slash. Measure 48 contains a slash. Measure 49 contains a slash. Measure 50 contains a slash. A circled measure rest symbol is positioned above the staff.

47

51

Musical staff 51-54. Measure 51 starts with a bass clef, a key signature of two flats, and a 2/4 time signature. The melody consists of eighth notes: G2, A2, B2, C3, D3, E3, F3, G3. Measure 52 contains a slash. Measure 53 contains a slash. Measure 54 contains a slash. A circled measure rest symbol is positioned above the staff.

51

Musical staff 55-58. Measure 55 starts with a bass clef, a key signature of two flats, and a 2/4 time signature. The melody consists of eighth notes: G2, A2, B2, C3, D3, E3, F3, G3. Measure 56 contains a slash. Measure 57 contains a slash. Measure 58 contains a slash. A circled measure rest symbol is positioned above the staff.

55

59

3x E^bMaj7

B^bm9

Musical staff 59-62. Measure 59 starts with a bass clef, a key signature of two flats, and a 2/4 time signature. The melody consists of eighth notes: G2, A2, B2, C3, D3, E3, F3, G3. Measure 60 contains a slash. Measure 61 contains a slash. Measure 62 contains a slash. A circled measure rest symbol is positioned above the staff.

59

E^bMaj7

B^bm9

Musical staff 63-66. Measure 63 starts with a bass clef, a key signature of two flats, and a 2/4 time signature. The melody consists of eighth notes: G2, A2, B2, C3, D3, E3, F3, G3. Measure 64 contains a slash. Measure 65 contains a slash. Measure 66 contains a slash. A circled measure rest symbol is positioned above the staff.

63

G^bMaj9

F m7

Musical staff 67-70. Measure 67 starts with a bass clef, a key signature of two flats, and a 2/4 time signature. The melody consists of eighth notes: G2, A2, B2, C3, D3, E3, F3, G3. Measure 68 contains a slash. Measure 69 contains a slash. Measure 70 contains a slash. A circled measure rest symbol is positioned above the staff.

67

E^bpedal

F7

1. B^b9

2. B^b9

3. D.S. al Coda

Musical staff 71-76. Measure 71 starts with a bass clef, a key signature of two flats, and a 2/4 time signature. The melody consists of eighth notes: G2, A2, B2, C3, D3, E3, F3, G3. Measure 72 contains a slash. Measure 73 contains a slash. Measure 74 contains a slash. Measure 75 contains a slash. Measure 76 contains a slash. A circled measure rest symbol is positioned above the staff.

71



Musical staff 77-80. Measure 77 starts with a bass clef, a key signature of two flats, and a 2/4 time signature. The melody consists of eighth notes: G2, A2, B2, C3, D3, E3, F3, G3. Measure 78 contains a slash. Measure 79 contains a slash. Measure 80 contains a slash. A circled measure rest symbol is positioned above the staff.

77

Double Cherry Pass

from Super Mario 3D World, Mario Kart World version
10-brass version

Mahito Yokota (2013)

Piano

Arranged by Brian Einstein Lassiter

♩ = 168, Joyous Rock, Mangione-ish

Drum cue



9



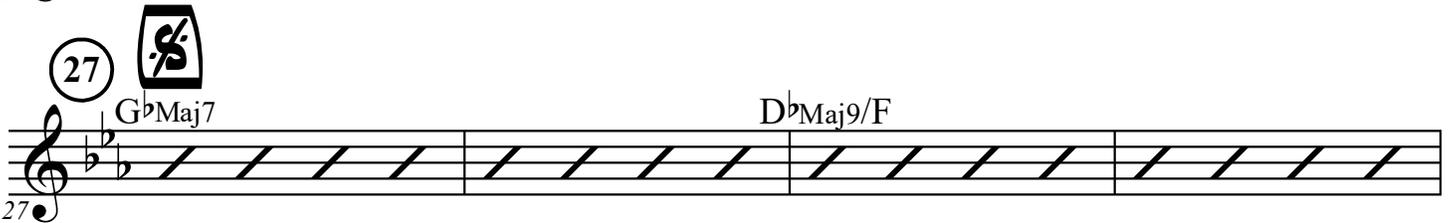
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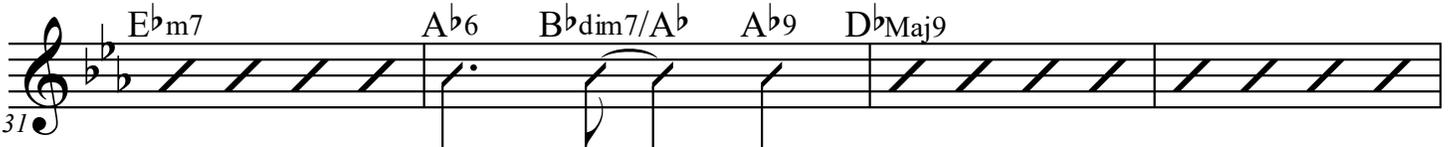
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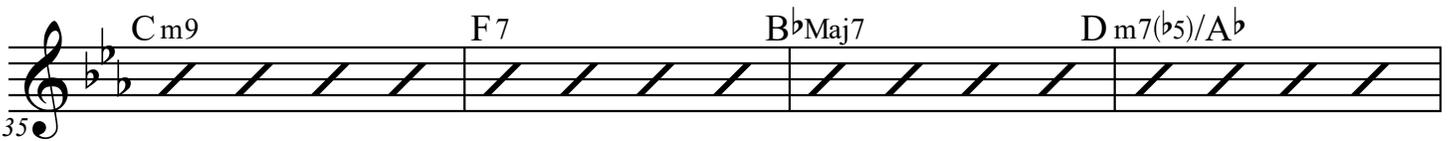
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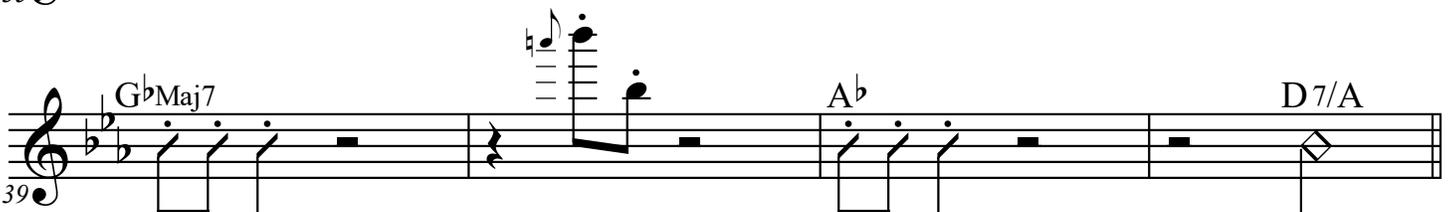
31



35



39



43 **B^bMaj7** **6** 

51 **6**

59 **3x** Solo 1st time if no guitar **E^bMaj7** **B^bm9**

63 **E^bMaj7** **B^bm9**

67 **G^bMaj9** **F m7**

71 **E^bMaj9** **E^b7sus4** **D/E^b** **E^b7** **F7**

74 1. **B^b9** 2. **B^b9** 3. **B^b9** *D.S. al Coda*

 **A^bMaj7/B^b** **B^bMaj9**

Double Cherry Pass

from Super Mario 3D World, Mario Kart World version
10-brass version

Mahito Yokota (2013)

Drums

Arranged by Brian Einstein Lassiter

$\text{♩} = 168$, Joyous Rock, Mangione-ish

Musical notation for measures 1-4. Measure 1 starts with a dynamic marking of *f*. Measure 2 starts with a dynamic marking of *mf*. The notation includes a treble clef, a common time signature (C), and various rhythmic patterns including eighth and sixteenth notes, and rests. A double bar line with a repeat sign and a '2' above it is at the end of measure 4.

Musical notation for measures 5-8. Measure 5 starts with a double bar line with a repeat sign and a '2' above it. The notation includes a treble clef, a common time signature (C), and various rhythmic patterns including eighth and sixteenth notes, and rests.

Musical notation for measures 9-12. Measure 9 starts with a circled '9' above the staff and a dynamic marking of *mf*. The notation includes a treble clef, a common time signature (C), and various rhythmic patterns including eighth and sixteenth notes, and rests. Double bar lines with repeat signs and '2' above them are at the end of measures 10, 11, and 12.

Musical notation for measures 13-16. Measure 13 starts with a circled '17' above the staff. The notation includes a treble clef, a common time signature (C), and various rhythmic patterns including eighth and sixteenth notes, and rests. Double bar lines with repeat signs are at the end of measures 14, 15, and 16.

Musical notation for measures 17-20. Measure 17 starts with a circled '21' above the staff. The notation includes a treble clef, a common time signature (C), and various rhythmic patterns including eighth and sixteenth notes, and rests. A first ending bracket labeled '1.' spans measures 18-20.

Musical notation for measures 21-24. Measure 21 starts with a circled '25' above the staff. The notation includes a treble clef, a common time signature (C), and various rhythmic patterns including eighth and sixteenth notes, and rests. A second ending bracket labeled '2.' spans measures 22-24.



27 *f*

31

35

39 *f*

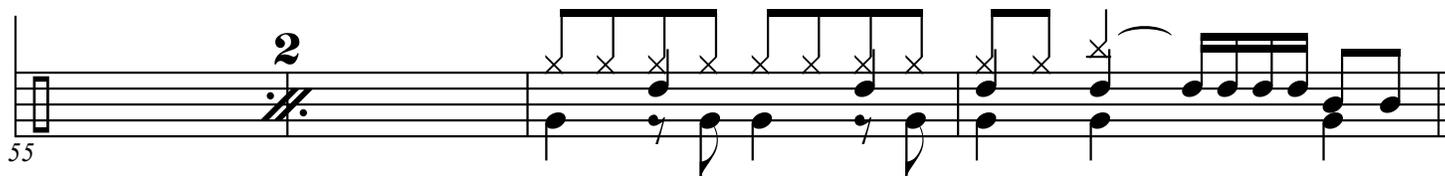
43 *mf*

47

51 *mf*

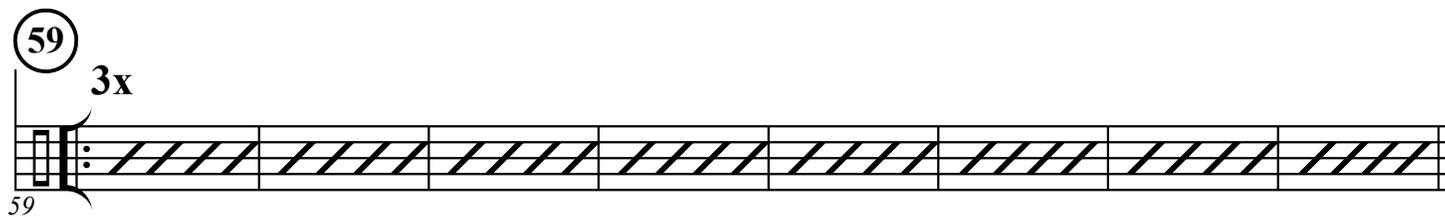
55

2



59

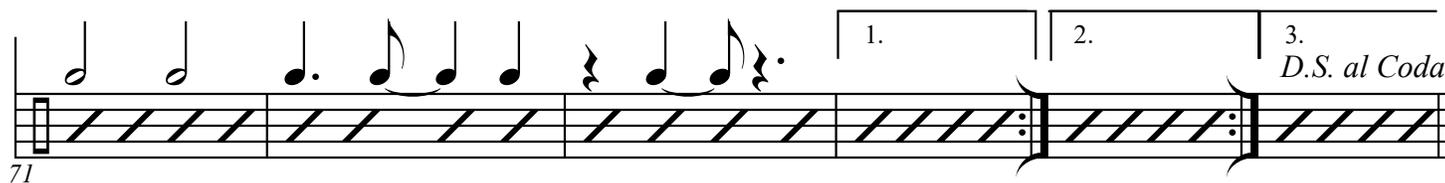
3x



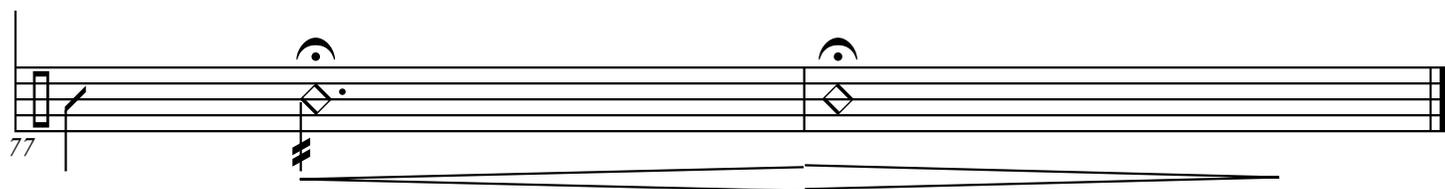
67



71



77



Double Cherry Pass

from Super Mario 3D World, Mario Kart World version
10-brass version

Mahito Yokota (2013)

Guitar

Arranged by Brian Einstein Lassiter

♩ = 168, Joyous Rock, Mangione-ish

Drum cue

8 9

mf

12

17

20

23

27

f

31

35

1. 2.

3

Musical staff 39-42. Treble clef, key signature of two flats (Bb, Eb), 8/8 time signature. The staff contains a melodic line with eighth and quarter notes, including a triplet of eighth notes at measure 40.

Musical staff 43-46. Treble clef, key signature of two flats, 8/8 time signature. Measure 43 starts with a circled number 43. Measure 44 has a circled number 51. A guitar chord diagram for a barre at the 5th fret is shown above measure 45. Measure 46 ends with a circled number 8.

Musical staff 59-62. Treble clef, key signature of two flats, 8/8 time signature. Measure 59 starts with a circled number 59 and a '3x' marking. Above the staff, it says 'Solo 1st time only'. Chord symbols E^bMaj7 and B^bm9 are placed above the staff. The staff contains a rhythmic pattern of eighth notes.

Musical staff 63-66. Treble clef, key signature of two flats, 8/8 time signature. Chord symbols E^bMaj7 and B^bm9 are placed above the staff. The staff contains a rhythmic pattern of eighth notes.

Musical staff 67-70. Treble clef, key signature of two flats, 8/8 time signature. Chord symbols G^bMaj9 and $Fm7$ are placed above the staff. The staff contains a rhythmic pattern of eighth notes.

Musical staff 71-74. Treble clef, key signature of two flats, 8/8 time signature. Chord symbols E^bMaj9 , E^b7sus4 , D/E^b , E^b7 , and $F7$ are placed above the staff. The staff contains a rhythmic pattern of eighth notes.

Musical staff 74-76. Treble clef, key signature of two flats, 8/8 time signature. The staff contains three measures of a rhythmic pattern with diagonal lines. Above the staff are markings: '1. Bb9', '2. Bb9', and '3. Bb9'. The text 'D.S. al Coda' is written at the end of the staff.

Musical staff 77-78. Treble clef, key signature of two flats, 8/8 time signature. A guitar chord diagram for a barre at the 2nd fret is shown above measure 77. The staff contains a rhythmic pattern of eighth notes.