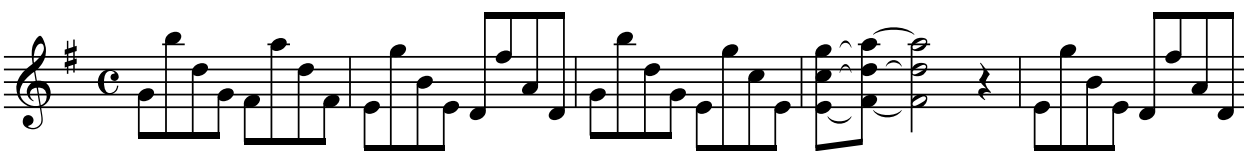


# Song For Luigi


Mark Robertson-Tessi

Mandolin



Musical notation for the first staff, starting in treble clef with a key signature of one sharp (F#) and a common time signature (C). The melody consists of eighth and quarter notes.

Mdn.



Musical notation for the second staff, starting at measure 6. It features a change in time signature to 2/4 + 5/8.

Mdn.



Musical notation for the third staff, starting at measure 11. It features a change in time signature to 3/4 + 5/8.

Mdn.



Musical notation for the fourth staff, starting at measure 16. It features a change in time signature to 3/4 + 5/8.

Mdn.



Musical notation for the fifth staff, starting at measure 21. It includes a triplet of eighth notes and a change in time signature to 2/4 + 5/8.

Mdn.



Musical notation for the sixth staff, starting at measure 26. It includes a change in time signature to common time (C).

Mdn.



Musical notation for the seventh staff, starting at measure 31. The melody continues with eighth and quarter notes.

Mdn.



Musical notation for the eighth staff, starting at measure 36. The melody continues with eighth and quarter notes.

Mdn.



Musical notation for the ninth staff, starting at measure 41. The melody continues with eighth and quarter notes.

Mdn.



Musical notation for the tenth staff, starting at measure 46. The melody continues with eighth and quarter notes.

Mdn.



Musical notation for the eleventh staff, starting at measure 51. It includes a change in key signature to one flat (Bb) and continues with eighth and quarter notes.

Song For Luigi

Mdn. <sup>2</sup><sub>56</sub>

Mdn. <sup>61</sup>

Mdn. <sup>66</sup>

Mdn. <sup>71</sup>

Mdn. <sup>76</sup>

Mdn. <sup>81</sup>

Mdn. <sup>86</sup>

Mdn. <sup>91</sup>

Mdn. <sup>96</sup>

Mdn. <sup>101</sup>

Mdn. <sup>106</sup>

Mdn. <sup>111</sup>

Song For Luigi

Mdn. 116

Mdn. 121

Mdn. 126

Mdn. 131

Mdn. 136

Mdn. 141

Mdn. 146

Mdn. 151

Mdn. 156 *8<sup>va</sup>*

Mdn. 161 *(8<sup>va</sup>)*

Mdn. 166

Mdn. 171 *rit.*