



## もっと meet みとちゃん

水戸市マスコットキャラクター みとちゃん 応援ソング

詞曲／宮本智美  
編曲／大竹美路

Piccolo

**Intro**  $\text{♩} = 152$

**A**

**B**

**C**

**D**

**E**

**F**

**G**

**Coda**

**1.**

**2.**

**D.S.**

**r.rit.**

**ff**

This sheet music is for the Piccolo part of the song 'Motto meet みとちゃん'. It consists of seven staves (A through G) and a Coda section. The tempo is indicated as  $\text{♩} = 152$ . The key signature is one flat. The music begins with an 'Intro' section, followed by staves A, B, C, D, E, F, and G. Staff A starts with a dynamic  $f$ . Staff B ends with a dynamic  $mf$ . Staff C features a dynamic  $f$  and a crescendo line. Staff D has a dynamic  $f$ . Staff E features a dynamic  $mp$  and a crescendo line, followed by a dynamic  $mf$  and a 'D.S.' (Da Capo) instruction. Staff F starts with a dynamic  $mf$ . Staff G ends with a dynamic  $f$ . The Coda section begins with a dynamic  $ff$  and ends with a dynamic  $r.rit.$ .



## もっと meet みとちゃん

水戸市マスコットキャラクター みとちゃん 応援ソング

詞曲／宮本智美  
編曲／大竹美路

1st Flute

Intro

♩ = 152

A

1st Flute

Intro

$\text{♩} = 152$

A

$f$

B

B

$mf$

$1x$

$2x$

$mf$

C

$f$

D

$cresc.$

$mf$

$f$

$2.$

$3$

$2$

$mf$

E

$mf$

$cresc.$

$mf$

$Aloda$

$mf$

D.S.

$f$

$rit.$



# もっと meet みとちゃん

水戸市マスコットキャラクター みとちゃん 応援ソング

詞曲／宮本智美  
編曲／大竹美路

2nd Flute

Intro       $\text{♩} = 152$

A

Musical score for the 2nd Flute. The score begins with an intro section at  $\text{♩} = 152$ . The key signature is one flat (B-flat), and the time signature is common time (C). Measure 1 starts with a dynamic  $f$ , followed by a series of eighth-note patterns. The first measure ends with a repeat sign.

B

Section B continues with a new pattern. The first measure begins with a dynamic  $mf$ . The second measure starts with a dynamic  $1x$ , followed by a sixteenth-note pattern. The third measure starts with a dynamic  $2x$ , followed by another sixteenth-note pattern. The section concludes with a dynamic  $mf$ .

Measure 4 shows a simple eighth-note pattern with dynamics  $f$  and  $mf$ .

C

Measure 5 begins with a dynamic  $f$ . The section ends with a dynamic  $cresc.$  followed by  $mf$ .

Measure 6 begins with a dynamic  $f$ . The section ends with a dynamic  $mf$ .

Measure 7 begins with a dynamic  $f$ .

Measure 8 begins with a dynamic  $mf$ .

Measure 9 begins with a dynamic  $mf$ .

Measure 10 begins with a dynamic  $cresc.$  The section ends with a dynamic  $mf$ .

Measure 11 begins with a dynamic  $mf$ . The section ends with a dynamic  $D.S.$ .

Measure 12 begins with a dynamic  $f$ . The section ends with a dynamic  $rit.$

Measure 13 concludes the piece with a dynamic  $f$ .



## もっと meet みとちゃん

水戸市マスコットキャラクター みとちゃん 応援ソング

詞曲／宮本智美  
編曲／大竹美路

Oboe

Intro  $\text{♩} = 152$ 

**A**

**B**

**C**

**D**

**E**

**F**

**G**



## もっと meet みとちゃん

水戸市マスコットキャラクター みとちゃん 応援ソング

詞曲／宮本智美  
編曲／大竹美路

Bassoon

Intro  $\text{♩} = 152$ 

A

B

C

D

E

F

G



## もっとmeetみとちゃん

水戸市マスコットキャラクター みとちゃん 応援ソング

詞曲／宮本智美  
編曲／大竹美路

1st Clarinet

Intro  $\text{♩} = 152$

A

B

C

D

E

F

G

D.S.

1st Clarinet part score



## もっと meet みとちゃん

水戸市マスコットキャラクター みとちゃん 応援ソング

詞曲／宮本智美  
編曲／大竹美路

2nd Clarinet

Intro  $\text{♩} = 152$

A

B

C

D

E

F

G

1.

2.

Coda

rit.

ff



# もっと meet みとちゃん

水戸市マスコットキャラクター みとちゃん 応援ソング

3rd Clarinet

詞曲／宮本智美  
編曲／大竹美路

Intro  $\text{J}=152$  [A]

[B]

[C]

[D]

[E]

[F]

[G]

D.S.



# もっと meet みとちゃん

水戸市マスコットキャラクター みとちゃん 応援ソング

詞曲／宮本智美  
編曲／大竹美路

Bass Calrinet

[Intro]

$\text{♩} = 152$

A

Musical score for Bass Calrinet, section A. The score shows a melodic line starting with quarter notes and eighth-note patterns.

B

Musical score for Bass Calrinet, section B. The score shows a steady eighth-note pattern.

C

Musical score for Bass Calrinet, section C. The score shows a continuous eighth-note pattern.

D

Musical score for Bass Calrinet, section D. The score shows a eighth-note pattern with a dynamic change.

$\text{♩} = \frac{1}{16}$

Musical score for Bass Calrinet, section E. The score shows a eighth-note pattern with a dynamic change.

Musical score for Bass Calrinet, section F. The score shows a eighth-note pattern with a dynamic change.

Musical score for Bass Calrinet, section G. The score shows a eighth-note pattern with a dynamic change.

Musical score for Bass Calrinet, section H. The score shows a eighth-note pattern with a dynamic change.

Coda

F

cresc.

D.S.

Musical score for Bass Calrinet, section I. The score shows a eighth-note pattern with a dynamic change.

G

Musical score for Bass Calrinet, section J. The score shows a eighth-note pattern with a dynamic change.

rit.

Musical score for Bass Calrinet, section K. The score shows a eighth-note pattern with a dynamic change.



# もっと meet みとちゃん

水戸市マスコットキャラクター みとちゃん 応援ソング

1st Alto Saxophone

詞曲／宮本智美  
編曲／大竹美路

Intro  $\text{♩} = 152$

A

B

C

D

E

F

G

D.S.

Coda



## もっと meet みとちゃん

水戸市マスコットキャラクター みとちゃん 応援ソング

2nd Alto Saxophone

詞曲／宮本智美  
編曲／大竹美路

Intro       $\text{♩} = 152$

A

B

C

D

E

F

G

D.S.

Coda

rit.



## もっと meet みとちゃん

水戸市マスコットキャラクター みとちゃん 応援ソング

Tenor Saxophone

詞曲／宮本智美  
編曲／大竹美路

Intro  $\text{♩} = 152$

A

B

C

D

E

F

G

1.

2.

Coda

D.S.

rit.

ff

This musical score is for Tenor Saxophone, titled "もっと meet みとちゃん". It consists of 12 staves of music. The key signature is mostly G major (one sharp). The tempo is indicated as  $\text{♩} = 152$ . The score includes various dynamics such as  $\text{mf}$ ,  $\text{f}$ ,  $\text{ff}$ ,  $\text{cresc.}$ , and  $\text{rit.}$ . Performance instructions include '1x' and '2x' for a repeat section, and 'D.S.' (Da Capo) at the end. The score is divided into sections labeled A through G, with some sections further subdivided (e.g., 1. and 2. for section E). The music features a mix of eighth and sixteenth-note patterns, with some sections including rests and sustained notes.



# もっと meet みとちゃん

水戸市マスコットキャラクター みとちゃん 応援ソング

Baritone Saxophone

詞曲／宮本智美  
編曲／大竹美路

Intro

$\text{♩} = 152$

A

B

C

D

E

F

G

H

I

J

K



# もっと meet みとちゃん

水戸市マスコットキャラクター みとちゃん 応援ソング

詞曲／宮本智美  
編曲／大竹美路

1st Trumpet

Intro  $\text{♩} = 152$

A

B

C

D

E

F

G

D.S.

Coda

rit.



# もっと meet みとちゃん

水戸市マスコットキャラクター みとちゃん 応援ソング

詞曲／宮本智美  
編曲／大竹美路

2nd Trumpet

Intro  $\text{♩} = 152$

A

B

C

D

E

F

G

D.S.

Coda

rit.



## もっと meet みとちゃん

水戸市マスコットキャラクター みとちゃん 応援ソング

詞曲／宮本智美  
編曲／大竹美路

3rd Trumpet

Intro  $\text{♩} = 152$

**A**

**B****C**

**D**

1.

2.

**E**

**F**

D.S.

**G**

**H**



## もっと meet みとちゃん

水戸市マスコットキャラクター みとちゃん 応援ソング

1st&amp;2nd Horn

詞曲／宮本智美  
編曲／大竹美路

[Intro]  $\text{♩} = 152$

A

B  $2x$

mf  
amp  
1x and 8va Higher

C

amp cresc.

D

f

E

1.  
f

2.  
f

cresc.

F

G

rit.  
ff

1st & 2nd Horn part score



# もっと meet みとちゃん

水戸市マスコットキャラクター みとちゃん 応援ソング

詞曲／宮本智美  
編曲／大竹美路

3rd&4th Horn

[Intro]  $\text{♩} = 152$

A

B

C

D

E

F

G

D.S.

Coda

rit.

The musical score consists of seven staves of music for 3rd & 4th Horn. Staff 1 (Intro) starts with a dynamic of  $\text{mf}$ . Staff 2 (A) begins with a dynamic of  $f$ . Staff 3 (B) starts with a dynamic of  $\text{mp}$ . Staff 4 (C) has a dynamic of  $\text{mp}$  followed by  $\text{cresc.}$ . Staff 5 (D) features a dynamic of  $f$ . Staff 6 (E) includes dynamics of  $\text{f}$ ,  $\text{cresc.}$ ,  $\text{ff}$ , and  $\text{mf}$ . Staff 7 (F) ends with a dynamic of  $\text{ff}$  and a instruction "D.S.". Staff 8 (G) ends with a dynamic of  $\text{rit.}$ .



## もっと meet みとちゃん

水戸市マスコットキャラクター みとちゃん 応援ソング

詞曲／宮本智美  
編曲／大竹美路

1st Trombone

Intro

♩ = 152

9: b C  $\frac{4}{4}$

*mf*

A

9: b  $\frac{4}{4}$

f

B

$\geq$  *mf*

9: b  $\frac{4}{4}$

*lx*

*f* *2x*

9: b  $\frac{4}{4}$

*mf*

C

*mf* *cresc.*

D

*f*

1.

9: b  $\frac{4}{4}$

*mf*

9: b  $\frac{4}{4}$

*f* *ff*

2.

9: b  $\frac{4}{4}$

E

9: b  $\frac{3}{4}$

*mp* *cresc.*

*f*

Coda

F

*mf*

D.S.

G

*mf* *rit.*

*ff*



## もっと meet みとちゃん

水戸市マスコットキャラクター みとちゃん 応援ソング

2nd Trombone

詞曲／宮本智美  
編曲／大竹美路

Intro

♩ = 152

A

Intro ♩ = 152

A

A

B

2x

C

mf

mf

cresc.

D

f

1.

mf

2.

f

mf

>

E

mp

cresc.

f

D.S.

Coda

F

mf

rit.

mf

G

ff

rit.

3



# もっと meet みとちゃん

水戸市マスコットキャラクター みとちゃん 応援ソング

3rd Trombone

詞曲／宮本智美  
編曲／大竹美路

[Intro]  $\text{J}=152$

A

B

1x

C

D

1.

2.

E

Coda

F

D.S.

G

rit.



# もっと meet みとちゃん

水戸市マスコットキャラクター みとちゃん 応援ソング

Euphonium

詞曲／宮本智美  
編曲／大竹美路

[Intro] ♩ = 152

**A**

**B**

**C**

**D**

1.

2.

**E**

**F**

**G**



# もっと meet みとちゃん

水戸市マスコットキャラクター みとちゃん 応援ソング

詞曲／宮本智美  
編曲／大竹美路

Tuba

**Intro**

**A**

**B**

**C**

**D**

**E**

**F**

**G**

**Coda**

*cresc.*

*r.s.*

*rit.*

*3*

**1.**

**2.**

Electric Bass  
(Strings Bass)



# もっと meet みとちゃん

水戸市マスコットキャラクター みとちゃん 応援ソング

詞曲／宮本智美  
編曲／大竹美路

[Intro]

(pizz.)

**A**

**B**

**C**

**D**

**E**

**F**

**G**

**H**

**I**

**J**

**K**

**L**

**M**

**N**

**O**



# もっと meet みとちゃん

水戸市マスコットキャラクター みとちゃん 応援ソング

詞曲／宮本智美  
編曲／大竹美路

Electric Guitar

**[Intro]**  $\text{♩} = 152$

**A** Clean Tone

**B**

**C**

**D**

**E**

**F**

**G**

The sheet music consists of ten staves of electric guitar notation. Staff 1 starts with an intro section (Intro) followed by a section labeled 'A' with 'Clean Tone'. Staff 2 begins with a section labeled 'B'. Staff 3 starts with a section labeled 'C'. Staff 4 begins with a section labeled 'D'. Staff 5 starts with a section labeled 'E'. Staff 6 begins with a section labeled 'F'. Staff 7 begins with a section labeled 'G'. The notation includes various chords (e.g., F, C/Bb, Bb, C, C/F, Gm7, Dm7, Am, Bb, C, Dm, A, C/E, Bb, C, Dm, C7, F, Bb, C, F, C/E, Dm7, Bb, F, F/EF, F/G), rests, and dynamic markings like mf, f, cresc., and rit.



# もっと meet みとちゃん

水戸市マスコットキャラクター みとちゃん 応援ソング

詞曲／宮本智美  
編曲／大竹美路

Drums

**Intro** ♩=152

**A**

**B**

**C**

**D**

This is a drum sheet music page for the song 'More meet mitochan'. It features four staves (A, B, C, D) with various drum patterns and dynamics like f, mf, and ff. The tempo is indicated as ♩=152.

The first staff (Intro) starts with a series of 'x' marks on the top line, followed by a bass note on the bottom line. The second staff continues with 'x' marks and a bass note. Staff A consists of two lines of sixteenth-note patterns. Staff B has two lines of eighth-note patterns. Staff C has two lines of sixteenth-note patterns. Staff D has two lines of eighth-note patterns. The music includes various dynamic markings such as forte (f), mezzo-forte (mf), and piano (p). There are also grace notes and fermatas.

1.

2.

E

cresc.

D.S.

Coda

F

G

rit.

Percussions 1  
(Tambourine,CowBell)  
Percussions 2  
(Castanet,Triangle,WindChime)



# もっと meet みとちゃん

水戸市マスコットキャラクター みとちゃん 応援ソング

詞曲／宮本智美  
編曲／大竹美路

Intro  $\text{J}=152$

**Percussions 1**

**A**

**B**

**Percussions 2**

Triangle

**C**

Tambourine

**Perc.1**

**Perc.2**

Castanet

**D**

Tambourine

**Perc.1**

Triangle

**Perc.2**

1.

CowBell

**Perc.1**

**Perc.2**

2.

**Perc.1**

**Perc.2**

**E**

Perc.1

Tambourine

cresc.

f

Perc.2

WindChime

mf

D.S.

Coda

Perc.1

Tambourine

F

Triangle

Perc.2

mf

Perc.1

Perc.2

G

CowBell

Perc.1

Perc.2

Perc.1

Tambourine

f

rit.

3

Perc.2

WindChime

mf

Glockenspiel  
Vibraphon



# もっと meet みとちゃん

水戸市マスコットキャラクター みとちゃん 応援ソング

詞曲／宮本智美  
編曲／大竹美路

Intro  $\text{♩} = 152$

Glockenspiel

Vibraphon

Glock.

Vib.

**A**

Glock.

Vib.

**B**

Glock.

Vib.

Glock.

Vib.

**C**

Glock.

Vib.

Glock.

Vib.

**D**

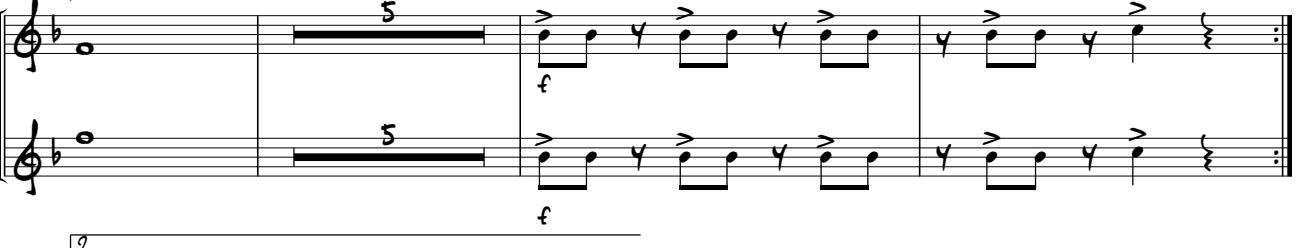
Glock.

Vib.

Glock.

Vib.

1.

Glock. 

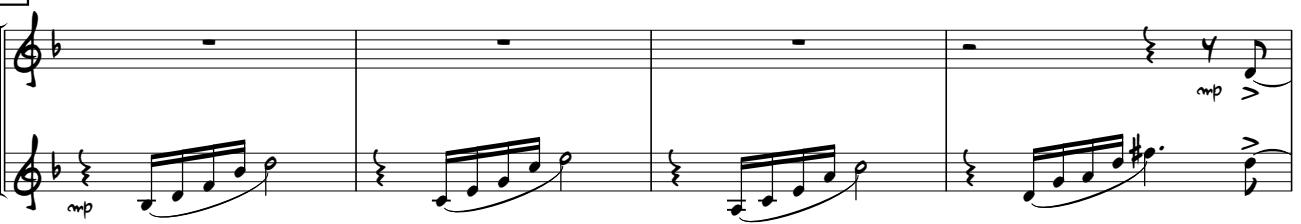
Vib. 

2.

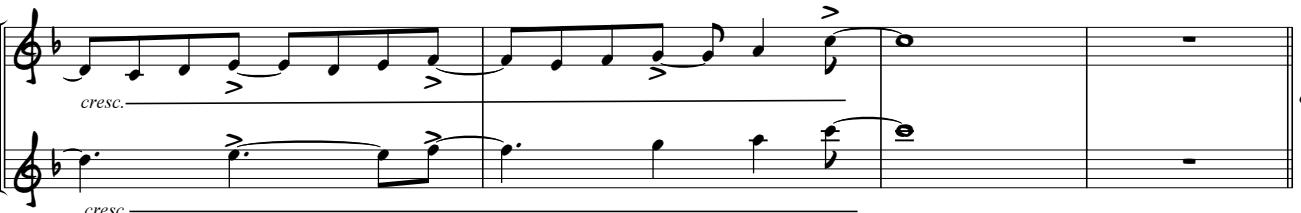
Glock. 

Vib. 

E

Glock. 

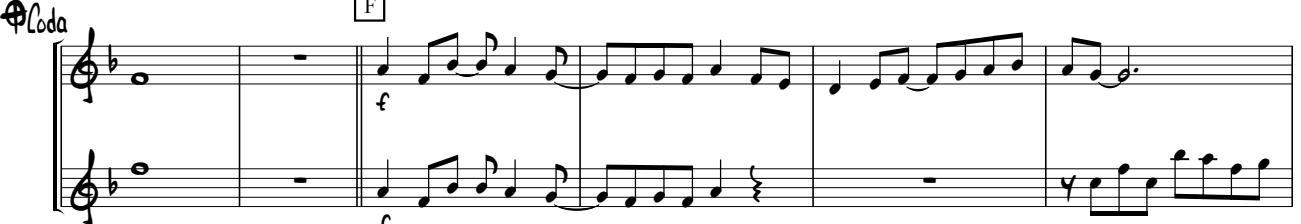
Vib. 

Glock. 

Vib. 

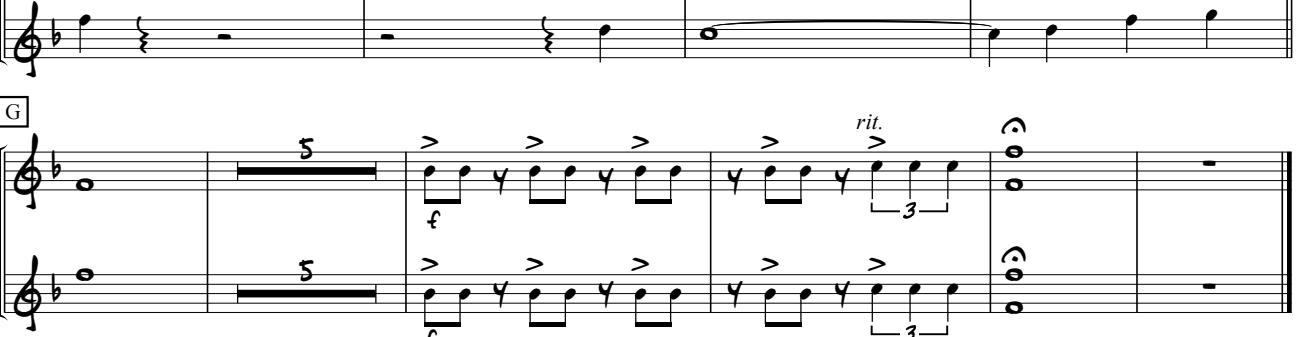
Coda

F

Glock. 

Vib. 

Glock. 

Vib. 



# もっと meet みとちゃん

水戸市マスコットキャラクター みとちゃん 応援ソング

Timpani

詞曲／宮本智美  
編曲／大竹美路

[Intro]  $\text{♩} = 152$

**A**

**B**

**C**

**D**

1.

2.

**E**

**F** Coda

**F**

**G**

rit.