

PRINCESS LEIA'S THEME

Hautbois

Star Wars - A New Hope

John Williams

Andante (♩ = 72)

5 *A Tempo*
Rit.
mp *pp* *stagger breathing as needed*

6

11 *Slightly Faster* (♩ = 80)

19 *Tempo 1* (♩ = 72)
p *mp*

27 *mf* *mf*

30 5

37 *Poco Rall.* *A Tempo* *f*

42 *With Motion* (♩ = 80)
mf

46 *Molto Rall.* *A Tempo* *sfz*

50 *mp* *pp*

Detailed description: This is a musical score for the Hautbois part of Princess Leia's Theme. The score is written in 4/4 time and consists of nine staves of music. The key signature has two flats (B-flat and E-flat). The piece begins with a tempo marking of 'Andante' (♩ = 72). The first staff (measures 1-5) features a melodic line starting with a quarter rest, followed by eighth and sixteenth notes, with dynamics ranging from mezzo-piano (mp) to pianissimo (pp). A 'Rit.' (ritardando) marking is present above the staff, and a box containing the number '5' is placed above the final measure. The second staff (measures 6-11) continues the melodic line with slurs and dynamics of mp and pp. A box containing the number '11' is placed above the first measure. The third staff (measures 12-18) shows a change in tempo to 'Slightly Faster' (♩ = 80). The fourth staff (measures 19-26) returns to the original tempo of 'Tempo 1' (♩ = 72) and features a more active melodic line with dynamics of p and mp. A box containing the number '19' is placed above the first measure. The fifth staff (measures 27-36) continues with dynamics of mf and includes a box with the number '30' above a measure. The sixth staff (measures 37-41) includes a 'Poco Rall.' (poco ritardando) marking and a box with the number '40' above a measure. The seventh staff (measures 42-45) is marked 'With Motion' (♩ = 80) and features dynamics of mf. The eighth staff (measures 46-49) includes a 'Molto Rall.' (molto ritardando) marking and a box with the number '50' above a measure. The final staff (measures 50-54) concludes the piece with dynamics of mp and pp, and includes a box with the number '50' above the first measure.