

WINNERS

Theme from MAURIE

Words and Music by
JOE RAPOSO

Moderately slow, with a beat

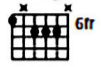
B \flat sus2



B \flat



B \flat maj7 \sharp 5



B \flat +/F



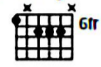
B \flat 6



B \flat 6



B \flat maj7 \sharp 5



B \flat +/F



The first system of the piano accompaniment features a 4/4 time signature and a key signature of two flats. The melody in the right hand consists of eighth and quarter notes, while the left hand provides a steady bass line with some chordal accompaniment. The dynamic marking is *mp*.

With pedal

B \flat (add2)



B \flat maj7



D7/B \flat



The second system includes the vocal line and piano accompaniment. The vocal line has lyrics: "Here's to the win - ners, lift up the glass - es;". The piano accompaniment features triplets in the right hand and a steady bass line. The dynamic marking is *mf*.

B \flat (add2)



B \flat 9



A \flat m/B \flat



E \flat maj7



Am7 \flat 5/D



D7(\flat 9)



The third system includes the vocal line and piano accompaniment. The vocal line has lyrics: "here's to the glo - ry still to be.". The piano accompaniment features triplets in the right hand and a steady bass line. The dynamic marking is *mf*.

Gm(add#7) Gm7/C C7 Fmaj7 Bbmaj7 Bb6

Here's to the bat - tle, _____ what - ev - er it's for, _____ to ask the

Ebmaj7 Gm6/A A7b9(lb5) Dm7 G7(b9) Cm7 F7(b9)

best of our - selves _____ then give much more. _____

Bb(add2) Bbmaj7 D7/Bb

Here's to the he - roes, _____ those who move moun - tains; _____

B \flat (add2) B \flat ⁹ A \flat m/B \flat E \flat maj⁷ Am⁷ \flat 5 D⁷(\flat 9)

here's to the mir - a - cles _____ they make us see. _____

cresc. poco a poco

Gm(add \sharp 7) Gm⁷ C⁹ To Coda \oplus C \flat ⁹

Here's to all broth - ers, _____ here's to all peo - ple, _____

B \flat /F B \flat +/F F⁹ B \flat B \flat +

here's to the win - ners _____ all of us can be. _____

Gm⁷ Cm⁷ F7(b9) D.S. al Coda

dim.

B^b/F B^b+/F F⁹

here's to the win - ners all of us can

ten. ten.

B^b E^bmaj⁹

be.

ff

F⁹sus B^bmaj⁹ B^b

cresc.