



Jonathan Peh

Arranger, Composer, Director

Singapore

About the artist

Facebook (Jonathan Peh Singapore)

Twitter (Trombonathan)

Check out the world premiere of my "Pokemon Suite" for Symphony Orchestra at
<https://www.youtube.com/watch?v=c49yZ3JBk10>

Artist page : www.free-scores.com/Download-PDF-Sheet-Music-jonathan-peh.htm

About the piece



Title: Pokemon (Suite) for Orchestra [Pokemon Season 1 / Video Games ('Kanto' Region)]
Arranger: Peh, Jonathan
Copyright: Copyright © Jonathan Peh
Publisher: Peh, Jonathan
Instrumentation: Orchestra
Style: Contemporary
Comment: Pokemon Suite (Request for Full Orchestra Score + All Parts)
<https://www.youtube.com/watch?v=9YnQvZmULYk>
Pokemon Suite (First Live Performance)
<https://www.youtube.com/watch?v=c49yZ3JBk10>

Jonathan Peh on free-scores.com



- listen to the audio
- share your interpretation
- comment
- contact the artist

DEDICATED TO SINGAPORE POLYTECHNIC SYMPHONIC BAND &
STRING ENSEMBLE

POKÉMON SUITE

FULL SCORE

FEATURING JUNICHI MASUDA'S OST FROM POKÉMON SEASON 1
/ VIDEO GAMES ('KANTO' REGION)

GRADE 5

7 MINS 30 SECS

REORCHESTRATED & ARRANGED BY
JONATHAN PEH (2014)

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INSTRUMENTATION FOR SYMPHONY ORCHESTRA

1 Piccolo in C
2 Flutes in C
2 Oboes in C
2 Clarinets in Bb

4 Horns in F
3 Trumpets in Bb
3 Trombones in C
1 Tuba in C

1 Piano
1 Keyboard Synthesiser
1 Glockenspiel
1 Xylophone
1 Timpani

1 Harp
2 Violins
1 Viola
1 Violoncello
1 Double Bass

Percussion **1**:

Drum Set & Snare Drum

Percussion **2**:

*Tambourine, Wind Chimes, High-pitched Triangle,
Suspended Cymbals & Tubular Bells*

Percussion **3**:

Orchestral Bass Drum, Tam Tam & Orchestral Cymbals

PROFILE OF

JONATHAN PEH ZHUANG SHENG

Part-time Composer , Arranger & Conductor



Jonathan Peh is a Singaporean composer, arranger and conductor on a part-time basis. He loves a wide range of musical genres, especially Classical, Jazz and Film Music.

At the age of 8, he started his musical journey as a choir member at Greenridge Primary School, where he first discovered his talent of absolute pitch (i.e. perfect pitch). At a later part of his life, a musical performance by his school's brass band gave him a sudden desire for playing the 'Drum Set'. Back then, he hoped to be a percussionist in a band.

In 2008, Jonathan joined the Symphonic Band of Zhenghua Secondary School, as part of his Co-Curricular Activities (CCA). He expressed his interest in playing percussion instruments but was rejected by the band instructor, owing to overwhelming intake. In the Zhenghua Symphonic Band, Jonathan was asked to play several instruments such as the 'Trumpet' and 'Flute', before 'Trombone' became his principal instrument. Upon witnessing potential in his musical performance by his instructors, he was later appointed the principal player of the 'Trombone' section. Over his first few years in the band, his former conductor, Er Wee San, engendered him a strong feeling of conducting through his musical direction. Jonathan then picked up conducting at the age of 16. Under the tutelage of Er Wee San, he was given numerous opportunities to direct his conductor's bands for 2 years.

After completing his GCE 'O' level examination, Jonathan managed to enrol on a diploma course in Civil Engineering with Business offered by Singapore Polytechnic (SP). As an avid musician, he instantly joined the SP Symphonic Band (SPSB) as his primary CCA. In 2014, Jonathan was appointed as the Principal Trombonist and Concert Master of SPSB. Mastering the art of conducting with one of the most prominent conductors in Singapore, Adrian Chiang, he conducted the band in several rehearsals and live concerts. One of his most fulfilling experience was to conduct a classical piece namely, "Mars, the Bringer of War (by Gustav Holst)", at the Singapore's Esplanade Concert Hall. His present style of conducting has also been influenced by Yuri Temirkanov, Evgeny Svetlanov, Seiji Ozawa and Eiji Oue.

Today, Jonathan stays active in making music, notwithstanding that he has other life commitments. He is deviating from the band scene to be more involved in *Orchestral Composition* and *Film Scoring*. His preferable style of composition is usually made grand and epic, as influenced by his favourite composers. Some of whom are *Pyotr Ilyich Tchaikovsky*, *Ottorino Respighi*, *John Williams*, *John Powell*, *Danny Elfman* and *Mahito Yokota*. Reaping no monetary benefits, Jonathan hopes to share his musical works with everyone around the world.

POKÉMON SUITE

[ポケットモンスター]

Reorchestrated & Arranged by Jonathan Peh

Featuring Junichi Masuda's Original Soundtracks (OST) from Pokémon Anime Season 1 and Video Games for Red/Blue/Yellow/FireRED/LeafGREEN versions, the thematic songs ('Kanto' Region) below were reorchestrated and arranged:

1. I Choose You! / Game's Opening Theme
2. Kanto Wild Pokémon Battle
3. Team Rocket's Motto
4. An Extract from Game's Credits
5. Meeting & Parting
6. Route from Cerulean City to Mt. Moon / Matter's Settled
7. Pokémon OST Remix (Original Composition by Jonathan Peh)

Using purely human's transcription by ear, "Pokémon Suite" aims to evoke nostalgia for Pokémon Anime Season 1 and Video Games (Kanto). It is dedicated to SP Symphonic Band/String Ensemble and all fans of Pokémon.

This piece of music pictures the adventure of Ash Ketchum and his friends, since his first day as a Pokémon Trainer in the anime. Ranging from battling Pokémon to fighting against Team Rocket, the suite also depicts strong affinity between Ash and his Pokémon when being occasionally parted in the TV show. Relative to Pokémon, some passages have been remixed with original tunes by the arranger. Finally, the piece culminates into a stentorian roar by its conclusion, imaging the triumphant accomplishments by Ash and his friends.

Singapore Polytechnic Symphony Orchestra (SPSO) presented the premiere of "Pokémon Suite" by Jonathan Peh on 16 November 2014 at the School of the Arts (SOTA). Since this orchestral copy is the revision of the first draft, the live performance by SPSO is not emblematic of the latest interpretation.

Jonathan Peh would like to thank Nintendo® and its composer, Junichi Masuda, for producing great music for the games.



Pokémon Suite

(featuring various OST by Junichi Masuda for Anime Season 1 & Red/Blue/Yellow/FireRED/LeafGREEN Video Games)

THEME OF 'KANTO' REGION

"I Choose You! (Game's Opening Theme) / Kanto Wild Pokémon Battle / Team Rocket's Motto / An Extract from 'Game's Credits' / Meeting & Parting / Route to Cerulean City from Mt.Moon (Matter's Settled) / Pokémon OST Remix (Original Composition by Jonathan Peh)"

Reorchestrated and Arranged by
Jonathan Peh (2014)

Andante Furioso (♩=94)
"Opening (with a Pokémon Fight)"

The score is written for a full orchestra and includes the following instruments and parts:

- Piccolo**: Rests throughout.
- Flute 1 / Flute 2**: Melodic lines with dynamics *f*, *fp*, *f*, *ff*. Includes a 7-measure phrase marked (cut).
- Oboe 1 / Oboe 2**: Melodic lines with dynamics *f*, *fp*, *f*, *ff*. Includes a 7-measure phrase marked (cut) with the instruction "Play the Cl2 part (see below) if small notes are omitted".
- B♭ Clarinet 1 / B♭ Clarinet 2**: Melodic lines with dynamics *f*, *fp*, *f*, *ff*. Includes a 7-measure phrase marked (cut).
- F. Horn 1 / F. Horn 2 / F. Horn 3 / F. Horn 4**: Harmonic support with dynamics *f*.
- B♭ Trumpet 1 / B♭ Trumpet 2 / B♭ Trumpet 3**: Melodic lines with dynamics *f*, *fp*, *f*, *ff*. Includes a 7-measure phrase marked (cut) and a "Solo with cup mute" section.
- Trombone 1 / Trombone 2 / Trombone 3 (Bass)**: Rhythmic accompaniment with dynamics *ff*.
- C Tuba**: Rhythmic accompaniment with dynamics *mf*.
- Xylophone**: Rhythmic accompaniment with dynamics *f*, marked "Hard Sticks". Includes a 7-measure phrase marked (cut).
- Glockenspiel**: Rhythmic accompaniment.
- Timpani**: Rhythmic accompaniment with dynamics *sfz*.
- Percussion 1 (Drumset / Snare Drum)**: Rhythmic accompaniment with dynamics *mp*, *mf*, *CC*, *BD*.
- Percussion 2 (Tamb./Wind C./Tri./S.C. Tubular Bells)**: Rhythmic accompaniment.
- Percussion 3 (Bass D./T.T./C.Cym.)**: Rhythmic accompaniment with dynamics *f*, marked "Bass Drum (Orchestral)".
- Keyboard Synthesiser (pref. Roland)**: Bass line with dynamics *f*, marked "FOR ROLAND: (193)Return2base! ('Guitar/Bass' Function)" and "Bass Boost". Includes a 7-measure phrase marked (cut).
- Piano**: Melodic and harmonic accompaniment with dynamics *f*, *ff*. Includes a 7-measure phrase marked (cut).
- Harp**: Melodic accompaniment with dynamics *ff*. Includes a 7-measure phrase marked (cut).
- Violin 1 / Violin 2**: Melodic lines with dynamics *ff*, *fp*, *f*, *ff*. Includes a 7-measure phrase marked (cut).
- Viola**: Melodic line with dynamics *f*, *fp*, *f*, *ff*. Includes a 7-measure phrase marked (cut).
- Violoncello**: Melodic line with dynamics *f*, *ff*. Includes a 7-measure phrase marked (cut).
- Double Bass**: Rhythmic accompaniment with dynamics *f*, *ff*. Includes a 7-measure phrase marked (cut).

Allegro con spirito (♩=138)
"Pokémon, I Choose You!"

Ⓐ

The score is arranged in systems for various instruments. The woodwinds (Piccolo, Flutes, Oboes, Clarinets, Horns, Trumpets, Trombones, Tuba) and strings (Violins, Viola, Violoncello, Contrabass) play melodic and harmonic lines. The brass instruments (Trumpets, Trombones, Tuba) provide rhythmic support and dynamic contrast. The percussion section (Timpani, Percussion) includes a Bass Drum and Tambourine. The keyboard instruments (Piano, Harp, Synthesizer) provide harmonic accompaniment. The score includes dynamic markings such as *f*, *mf*, *mp*, and *ff*, and articulation marks like accents and slurs. The tempo is marked as **Allegro con spirito** with a metronome marking of $\text{♩} = 138$. The key signature is one flat (B-flat major/D minor).

This page contains the musical score for measures 15, 16, and 17 of the 'Pokémon Suite for Symphony Orchestra'. The score is arranged for a full orchestra and includes the following parts:

- Picc.
- Fl. 1, Fl. 2
- Ob. 1, Ob. 2
- B₁Cl. 1, B₁Cl. 2
- F. Hn. 1, F. Hn. 2, F. Hn. 3, F. Hn. 4
- B₁Tpt. 1, B₁Tpt. 2, B₁Tpt. 3
- Trb. 1, Trb. 2, Trb. 3
- C Tu.
- Xyl.
- Glk.
- Timp.
- Perc. 1, Perc. 2, Perc. 3
- Synth.
- Pno.
- Hrp.
- Vln. 1, Vln. 2
- Vla.
- Vlc.
- Cb.

The score features various dynamics such as *mf* (mezzo-forte) and *fp* (fortissimo), and includes performance markings like *tr* (trills) and *mf* (mezzo-forte). Measure 15 includes specific fingering and breath markings for woodwinds, such as '(A-B)' and '(B-C#)'. The percussion section includes a complex rhythmic pattern in measure 15, which continues through measures 16 and 17.

This page contains the musical score for measures 18 through 21 of the 'Pokémon Suite for Symphony Orchestra'. The score is written for a full symphony orchestra and includes parts for the following instruments:

- Picc.
- Fl. 1, Fl. 2
- Ob. 1, Ob. 2
- B₃Cl. 1, B₃Cl. 2
- F. Hn. 1, F. Hn. 2, F. Hn. 3, F. Hn. 4
- B₃Tpt. 1, B₃Tpt. 2, B₃Tpt. 3
- Trb. 1, Trb. 2, Trb. 3
- C Tu.
- Xyl. (Hard Sticks)
- Glk. (Hard Sticks)
- Timp.
- Perc. 1, Perc. 2, Perc. 3
- Synth.
- Pno.
- Hrp.
- Vln. 1, Vln. 2
- Vla.
- Vlc.
- Cb.

The score is in 4/4 time and features a variety of dynamics including *mf*, *f*, *mp*, *ff*, and *ff*. It includes numerous musical notations such as slurs, ties, and accents. The page is numbered 18, 19, 20, and 21 at the top.

This page contains the musical score for measures 22 through 25 of the 'Pokémon Suite for Symphony Orchestra'. The score is written for a full symphony orchestra and includes parts for the following instruments:

- Picc.
- Fl. 1, Fl. 2
- Ob. 1, Ob. 2
- B₁Cl. 1, B₁Cl. 2
- F. Hn. 1, F. Hn. 2, F. Hn. 3, F. Hn. 4
- B₁Tpt. 1, B₁Tpt. 2, B₁Tpt. 3
- Trb. 1, Trb. 2, Trb. 3
- C Tu.
- Xyl.
- Glk.
- Timp.
- Perc. 1, Perc. 2, Perc. 3
- Synth.
- Pno.
- Hrp.
- Vln. 1, Vln. 2
- Vla.
- Vlc.
- Cb.

The score features various musical notations including dynamics (e.g., *f*, *ff*, *mf*, *mp*), articulation (accents, slurs), and performance instructions (e.g., '(A-B)', '(B-C#)', 'glissando', 'Suspended Cymbal'). Measure numbers 22, 23, 24, and 25 are clearly marked at the top of the page.

(B)

26 27 28 29 30 31

Picc.

Fl. 1
Fl. 2

Ob. 1
Ob. 2

B_♭Cl. 1
B_♭Cl. 2

F. Hn. 1
F. Hn. 2

F. Hn. 3
F. Hn. 4

B_♭Tpt. 1
B_♭Tpt. 2

B_♭Tpt. 3

Trb. 1
Trb. 2

Trb. 3

C Tu.

Xyl.

Glk.

Timp.

Perc. 1

Perc. 2
Wind Chimes

Perc. 3

Synth.

Pno.

Hrp.

Vln. 1

Vln. 2

Vla.

Vlc.

Cb.

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