

rit. ----- a Tempo

32 *mf*

get it— no, I know I'm not gon-na get it. That's o - kay. An-

36 *(mf)* *f* *mf*

oth-er curve\_\_\_ will do me just fine. I can hit a curve as good as an - y - one.

40 *f* *mf*

All those nights with dad\_\_\_ in the bat - ting cage,\_\_\_\_\_ when my hands were freez - ing cold, I still kept hit - ting. For

44 *a little slower* *p* *rit.* ----- *ff* [He calls time out.]

him. Je - sus,\_\_\_ I did - n't e - ven say thanks. What if I don't get the chance?

♩ = ca. 80, worried rit. -----

50 *pp* 3 3

8 What am I do- ing here? \_\_\_\_\_ Dad is watch - ing, \_\_\_\_\_ he knows what I'm think - ing. \_\_\_\_\_ He's say- ing, \_\_\_\_\_

♩ = ca. 72, powerful  
with an Italian-American, father-like timbre

54 *f* 3 3 poco rit.

8 "Kid-do, \_\_\_\_\_ for- get a- bout me, \_\_\_\_\_ get your head in the game. \_\_\_\_\_ Hit that ball, show me what your made \_\_\_\_\_

♩ = ca. 80 normale

59a Tempo [He resumes play.]

8 of." You can't know what's gon - na hap - pen, all you can do is do your best. And pray. \_\_\_\_\_

♩ = ca. 120, allegro con fuoco (Tempo I°)

64 *ff* / *mf* dim. second time only

8 *steady*

*ff* / *mf* *f* *mf* / *f* *mf* *f* *mf* *f*

68 *mf*

Knowl-edge Tim-ing. Luck. Knowl-edge Tim-ing. Luck.

*percussive*

*f* *mf*

72 *f* *ff*

That's all it takes. The game is a game, it goes on, and I'm read-y.

*f* *ff*

*f* *ff*

*ta-dah!*