

5. Postgame Interview

♩ = ca. 56, *largo*, introspective

poco rit. - 1

like a pop music cliché
mf *f* *mf* *mp*

(pedal every beat)

7 *a Tempo* *mf* (♩ = ♩) *rit.* *a Tempo* *poco rit.* *a Tempo*

8 You al-ways ask your-self, "What could I ___ have done dif-fer-ent-ly?" ___ There's

11 *mf* *rit.* *f* *mf* *a Tempo*

8 plen-ty I could tell you— there was a curve in the third that I real-ly should've hit, there was a

(pedal each chord)

15 *f* *rit.* *mf* *a Tempo* *rit.* *mp* *a Tempo*

8 slid-er in the sixth that I should've stopped. But some-times the game does-n't go your way,

21 *mf*

there's things you can't con-troll: We worked hard, and to-day, that's as good as we can do. _____

27 *f*

Sure, I wish I could have walked to the mound

30 / *mf*

af - ter that last out, know-ing I called all the right pitch es, _____

34

know-ing I left an im-print on the game. I don't

38 *rit.* ----- *a Tempo*

know if I can say that to-day. Ask me a-gain to mor-ow.

p *mf*

43 **Caffeinated misterioso** *p (molto)*

Some-times, I think the on-ly

perky *p*

46

thing that keeps me go-ing is cof - fee and Ad - vil.

like headache pangs

f

49

But the rest of the team, they're feel - ing strong. And they're think-ing on their feet, you know?

p (molto) *ff* *f* *mf*

Sost. Ped.

52 *mf* *f* *sfz* *mf*

Men-tal - ly, the sea-son beats the hell out of you,

56 *ff* *f*

it's like the feel - ing you get af - ter run - ning a mar - a - thon, but do - ing it

59 *mf*

eve - ry day. It takes a toll.

62 *rit.* *a Tempo* *(mf)*

So you learn, you got - ta com - plete - ly min - i - mize your mis - takes.