

FIRST YEAR CHARTS



Belwin JAZZ

a division of **Alfred**

FUN AND GAMES

CHUCK MANGIONE
Arranged by **MIKE STORY**

INSTRUMENTATION

Conductor

1st E_b Alto Saxophone
2nd E_b Alto Saxophone
1st B_b Tenor Saxophone
2nd B_b Tenor Saxophone (Optional)
E_b Baritone Saxophone (Optional)
1st B_b Trumpet
2nd B_b Trumpet
3rd B_b Trumpet (Optional)

1st Trombone

2nd Trombone (Optional)
3rd Trombone (Optional)
Guitar Chords
Guitar (Optional)
Piano
Bass
Drums

Optional Alternate Parts

C Flute
Tuba
Horn in F
(Doubles 1st Trombone)
Baritone T.C.
(Doubles 1st Trombone)



Legal Use Required
Review Purchased

FUN AND GAMES

**CHUCK MANGIONE
Arranged by MIKE STORY**

NOTES TO THE CONDUCTOR

For four decades, composer, arranger, trumpeter, and flugelhornist Chuck Mangione's boundless energy, unabashed enthusiasm, and pure joy have characterized his love affair with music and the resulting admiration of his audience. Originally from the Rochester, NY area, the album *Bellavia* earned Chuck his first Grammy award. To hear Mangione's original recording of "Fun and Games," I encourage you to purchase the Mangione CD *Fun and Games* and or the CD *Chuck Mangione: Greatest Hits*. Listening to the artist perform his or her own composition will provide insight, style, and appreciation for the students.

The marked tempo of 144–152 is just a guide. Feel free to increase the tempo as your ensemble develops precision...but not too fast. The many unison passages in this chart are great for developing ensemble phrasing and articulation. Listening to each other is key!

There are written solos for alto sax, tenor sax, trumpet, and trombone. Since the solo section is based on just one chord, concert F6 (F, A, C, D), encourage your young players to experiment with improvisation. Encourage the soloists to begin with learning the written solo, then experiment with the chord tones, and finally expand their knowledge to incorporate the F major scale and rhythms from the melody. FYI, when improvising on a major scale, all the notes are good/safe choices, but caution students not to linger on the 4th as it will clash with the 3rd. The repeated solo section can be played as many times as desired and encourage other players to improvise.

Regarding articulation, the marcato or (^) rooftop accent is played detached, not staccato or clipped, think "daht." The syncopation is easy to learn and it repeats often. If your 1st trumpet player has the chops, he or she may want to play the last two notes 8va.

I hope you and your ensemble find "Fun and Games" to be a fun and worthwhile musical experience.

—Mike Story

CONDUCTOR
26860S

FUN AND GAMES

By CHUCK MANGIONE
Arranged by MIKE STORY

BRIGHT SWING TEMPO $\text{♩} = 144-152$ (SWING EIGHTHS)

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FL.

ALTO 1

ALTO 2

TENOR 1

TENOR 2

BASS.

TPT. 1

TPT. 2

TPT. 3

TBN. 1

TBN. 2

TBN. 3

GTR.

PNO.

BASS

DRUMS

FILL AD LIB.

10 11 12 13 14 15 16 17 18

FL.

ALTO 1

ALTO 2

TENOR 1

TENOR 2

SAR.

TPT. 1

TPT. 2

TPT. 3

TBN. 1

TBN. 2

TBN. 3

GTR.

PNO.

BASS

DRUMS

FILL AD LIB. HI-HAT

19 20 21 22 23 24 25 26 27

CONDUCTOR

- 4 -

FUN AND GAMES

FL.

ALTO 1

ALTO 2

TENOR 1

TENOR 2

BASSOON

TPT. 1

TPT. 2

TPT. 3

TBN. 1

TBN. 2

TBN. 3

GTR.

PNO.

BASS

DRUMS

(29)

To COOA

FILL AD LIB.

FILL AD LIB.

28 29 30 31 32 33 34 35 36

CONDUCTOR

- 6 -

FUN AND GAMES

(37) OPEN FOR SOLOS (REPEAT AS NEEDED)

FL.

ALTO 1 SOLO D⁶

ALTO 2

TENOR 1 SOLO G⁶

TENOR 2

BARI.

TPT. 1 SOLO G⁶

TPT. 2

TPT. 3

TBN. 1 SOLO F⁶

TBN. 2

TBN. 3

GTR.

PNO.

BASS

DRUMS

FILL TO LIG. 3

37 38 39 40 41 42 43 44 45

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CONDUCTOR

- 6 -

FUN AND GAMES

FL.

ALTO 1

ALTO 2

TENOR 1

TENOR 2

BASS

TPT. 1

TPT. 2

TPT. 3

TBN. 1

TBN. 2

TBN. 3

GTR.

PNO.

BASS

DRUMS

(END SOLO)

PLAY EACH TIME

(END SOLO)

PLAY EACH TIME

(END SOLO)

PLAY EACH TIME

(NC)

(NC)

FILL AD LIB.

46 47 48 49 50 51 52 53 54

CONDUCTOR

-7-

D.S. $\frac{2}{3}$ AL COCA

Musical score for orchestra and band, page 7, measures 55-60. The score includes parts for Flute, Alto 1, Alto 2, Tenor 1, Tenor 2, Bassoon, Trombone 1, Trombone 2, Trombone 3, Bass Trombone 1, Bass Trombone 2, Bass Trombone 3, Guitar, Piano, Bass, and Drums. The key signature changes between measures 55 and 56. Measure 55 starts in B-flat major. Measures 56-60 start in E major. The vocal part "AL COCA" is written above the vocal parts in measures 56-60. The piano part includes a "FILL AD LIB." section in measures 59-60. The bassoon part has "REST LAST TIME" markings in measures 56-60. The drums play a rhythmic pattern throughout.

FUN AND GAMES

Musical score for orchestra and band, page 7, measures 61-62. The score continues from the previous page, featuring parts for Flute, Alto 1, Alto 2, Tenor 1, Tenor 2, Bassoon, Trombone 1, Trombone 2, Trombone 3, Bass Trombone 1, Bass Trombone 2, Bass Trombone 3, Guitar, Piano, Bass, and Drums. The vocal part "COCA" is written above the vocal parts in measure 61. The piano part includes a "FILL AD LIB." section in measure 62. The bassoon part has "REST LAST TIME" markings in measure 61. The drums play a rhythmic pattern throughout.

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