

FIRST YEAR CHARTS



Belwin JAZZ

a division of Alfred

FUN AND GAMES

CHUCK MANGIONE
Arranged by **MIKE STORY**

INSTRUMENTATION

Conductor

1st E \flat Alto Saxophone
2nd E \flat Alto Saxophone
1st B \flat Tenor Saxophone
2nd B \flat Tenor Saxophone (Optional)
E \flat Baritone Saxophone (Optional)
1st B \flat Trumpet
2nd B \flat Trumpet
3rd B \flat 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)



FUN AND GAMES

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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 ♩ = 144-152 (SWING EIGHTHS)

5/8

C FLUTE (OPTIONAL)

1ST E♭ ALTO SAXOPHONE

2ND E♭ ALTO SAXOPHONE

1ST B♭ TENOR SAXOPHONE

2ND B♭ TENOR SAXOPHONE (OPTIONAL)

E♭ BARITONE SAXOPHONE (OPTIONAL)

1ST B♭ TRUMPET

2ND B♭ TRUMPET

3RD B♭ TRUMPET (OPTIONAL)

1ST TROMBONE

2ND TROMBONE (OPTIONAL)

3RD TROMBONE (OPTIONAL)

GIUITAR (OPTIONAL) (NC)

PIANO

BASS

DRUMS

Ride Cym.

1 2 3 4 5 6 7 8 9

FL.

ALTO 1

ALTO 2

TENOR 1

TENOR 2

BARI.

TRP. 1

TRP. 2

TRP. 3

TBN. 1

TBN. 2

TBN. 3

GTR.

PNO.

BASS

DRUMS

10 11 12 13 14 15 16 17 18

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13

FULL AD LIB.

5

3

FL.

ALTO 1

ALTO 2

TENOR 1

TENOR 2

BARI.

TRP. 1

TRP. 2

TRP. 3

TBN. 1

TBN. 2

TBN. 3

GTR.

PNO.

BASS

DRUMS

21

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HI-HAT

19 20 21 22 23 24 25 26 27

FL. To CODA (C)

ALTO 1

ALTO 2

TENOR 1

TENOR 2

BARI.

TRP. 1

TRP. 2

TRP. 3

TBN. 1

TBN. 2

TBN. 3

GTR.

PNO.

BASS

DRUMS

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FILL AD LIB. 5

28 29 30 31 32 33 34 35 36

37 OPEN FOR SOLOS (REPEAT AS NEEDED)

45

FL.

ALTO 1

ALTO 2

TENOR 1

TENOR 2

BARI.

TRP. 1

TRP. 2

TRP. 3

TBN. 1

TBN. 2

TBN. 3

GTR.

PNO.

BASS

DRUMS

SOLO

D6

G6

F6

F6

F6

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37 38 39 40 41 42 43 44 45

FL.

ALTO 1

ALTO 2

TENOR 1

TENOR 2

BARI.

TRP. 1

TRP. 2

TRP. 3

TBN. 1

TBN. 2

TBN. 3

GTR.

PNO.

BASS

DRUMS

52

(END SOLO)

PLAY EACH TIME

(END SOLO)

PLAY EACH TIME

(END SOLO)

PLAY EACH TIME

(END SOLO)

PLAY EACH TIME

(NC)

(NC)

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46 47 48 49 50 51 52 53 54

FL. *D.S. AL CODA*

ALTO 1

ALTO 2

TENOR 1

TENOR 2

BARI.

TRP. 1

TRP. 2

TRP. 3

TBN. 1

TBN. 2

TBN. 3

GRP.

PNO.

BASS

DRUMS

55 56 57 58 59 60

REST LAST TIME

FILL AD LIS.

FL. *CODA*

ALTO 1

ALTO 2

TENOR 1

TENOR 2

BARI.

TRP. 1

TRP. 2

TRP. 3

TBN. 1

TBN. 2

TBN. 3

GRP.

PNO.

BASS

DRUMS

61 62

OPF. SVA

FILL AD LIS.



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