



CONDUCTOR  
26860S

# FUN AND GAMES

By CHUCK MANGIONE  
Arranged by MIKE STORY

BRIGHT SWING TEMPO ♩ = 144-152 (SWING EIGHTHS) 



The score is arranged for the following instruments:

- C FLUTE (OPTIONAL)
- 1ST Eb ALTO SAXOPHONE
- 2ND Eb ALTO SAXOPHONE
- 1ST Bb TENOR SAXOPHONE
- 2ND Bb TENOR SAXOPHONE (OPTIONAL)
- Eb BARITONE SAXOPHONE (OPTIONAL)
- 1ST Bb TRUMPET
- 2ND Bb TRUMPET
- 3RD Bb TRUMPET (OPTIONAL)
- 1ST TROMBONE
- 2ND TROMBONE (OPTIONAL)
- 3RD TROMBONE (OPTIONAL)
- GIUITAR (OPTIONAL) (NC)
- PIANO
- BASS
- DRUMS (RIDE CYM.)

The score includes a 9-measure introduction and a main section of 9 measures. The drum part features a consistent ride cymbal pattern with a bass drum accompaniment.

FL.

ALTO 1

ALTO 2

TENOR 1

TENOR 2

BARI.

TPT. 1

TPT. 2

TPT. 3

TBN. 1

TBN. 2

TBN. 3

GTR.

PNO.

BASS

DRUMS

10 11 12 13 14 15 16 17 18

FILL AD L. 16.

5 3

Detailed description of the musical score: The score is for a conductor and a full band. It consists of 18 measures. The key signature has one sharp (F#) and the time signature is 4/4. The woodwind section includes Flute (FL.), Alto 1 and 2 (ALTO 1, 2), Tenor 1 and 2 (TENOR 1, 2), and Baritone (BARI.). The brass section includes Trumpets 1, 2, and 3 (TPT. 1, 2, 3) and Trombones 1, 2, and 3 (TBN. 1, 2, 3). The string section includes Guitar (GTR.), Piano (PNO.), and Bass (BASS). The drum part (DRUMS) features a consistent pattern of eighth notes. A rehearsal mark is placed at the beginning of measure 12. The score includes various musical notations such as stems, beams, slurs, and accents.