

# Power Play

3  
by RALPH GINGERY

(Rock) (♩ = 144)

\* ALTO SAX 1

ALTO SAX 2

\* TENOR SAX 1

TENOR SAX 2

\* BARI SAX

\* TRUMPET 1

\* TRUMPET 2

\* TRUMPET 3

TRUMPET 4

\* TROMBONE 1

TROMBONE 2

TROMBONE 3

TROMBONE 4 (OPT. DIV)

AUX. PERCUSSION (optional)

GUITAR (W/DISTORTION) (FUZZ etc.) (DISTORT) (FILLS) (+ VIBRA SLAP FILLS)

\* PIANO (OR)

\* BASS

\* DRUM SET (HI HAT)

\* MINIMUM RECOMMENDED INSTRUMENTATION







© **SOLO** Bm1 A Bm1 A Bm1 **2ND XO** A Bm1 A

ALTO SAX 1

ALTO SAX 2

TENOR SAX 1

TENOR SAX 2

BARI SAX

TRUMPET 1

TRUMPET 2

TRUMPET 3

TRUMPET 4

TROMBONE 1

TROMBONE 2

TROMBONE 3

TROMBONE 4

AUX. PERCUSSION (optional) **2 Cowbells**

GUITAR **SOLO** Dm1 C 2 2 2

PIANO Dm1 C 2 Dm1 C 2

BASS

DRUM SET

ALTO SAX 1

ALTO SAX 2

TENOR SAX 1

TENOR SAX 2

BARI SAX (2ND XO)

TRUMPET 1 (2ND XO)

TRUMPET 2

TRUMPET 3

TRUMPET 4

TROMBONE 1 (2ND XO)

TROMBONE 2

TROMBONE 3

TROMBONE 4

AUX. PERCUSSION (optional) (12) (16)

GUITAR

PIANO

BASS

DRUM SET (+ FILLS)

Chords: G, A, Bmi, G, A, F#7sus, F#7, C, D, Emi, C, D, B7sus, B7, Bb, C, Dmi, Bb, C, A7sus, A7, Eb, C, Dmi, Bb, C, A7sus, A7.

**ALTO SAX 1** **(D)** **ENS.** **f** **D.S. AL CODA**

**ALTO SAX 2** **Col. Alto**

**TENOR SAX 1** **f**

**TENOR SAX 2** **Col. Tenor**

**BARI SAX**

**TRUMPET 1** **(D)** **ENS.** **f**

**TRUMPET 2** **Col. 1**

**TRUMPET 3** **Col. 1**

**TRUMPET 4** **Col. 1**

**TROMBONE 1** **(D)** **ENS.** **f** **D.S. AL CODA**

**TROMBONE 2** **Col. 1**

**TROMBONE 3** **Col. 1**

**TROMBONE 4** **Col. 1**

**AUX. PERCUSSION** **(optional)** **(TAMB.) (STICK ACROSS FACE)**

**GUITAR** **Dm1 C Dm1 C** **A7**

**PIANO** **Dm1 C Dm1 C Dm1 C**

**BASS** **Col. Bass**

**DRUM SET** **D.S. AL CODA**

CODA ⊕

CODA ⊕

CODA ⊕

Musical score for various instruments including Alto Sax, Tenor Sax, Bari Sax, Trumpet, Trombone, Guitar, Piano, Bass, and Drum Set. The score includes dynamic markings such as *f*, *sfz*, *sfpp*, and *sfp*. Performance instructions include *LOCQ*, *PHASER*, *FILL HOLES*, *FILL*, *CHIMES*, *OPT. BVB*, *AS*, *IS*, *4 BVB*, and *Bb/Ab*. The score is divided into sections by Coda symbols.