

JUST FOR FRIENDS

Jerry B. Bensman

Moderato

A

Musical score for the first page of 'Just for Friends'. The score includes parts for C Soloist, Flute, Oboe, B♭ Clarinet 1, B♭ Clarinet 2, E♭ Alto Saxophone, B♭ Tenor Saxophone, B♭ Trumpet 1, B♭ Trumpet 2, F Horn, C Trombone, C Baritone, C Bass, Percussion 1, Percussion 2, and Percussion 3. The tempo is Moderato. A rehearsal mark 'A' is placed at the beginning of the second system. Dynamics include *f*, *mf*, *espressivo*, *2nd time only*, *mp*, *p*, and *sim.*. Percussion parts include *Glock.*, *S.C.*, *T.T.*, and *H.H.*. The C Bass part includes *B.D.* and *f*. There are three large grey logos with a spiral design overlaid on the score: one on the C Soloist part, one on the Percussion 1 part, and one on the C Bass part.

Musical score for the second page of 'Just for Friends'. The score includes parts for C Soloist, Flute, Oboe, B♭ Clarinet 1, B♭ Clarinet 2, E♭ Alto Saxophone, B♭ Tenor Saxophone, B♭ Trp. 1, B♭ Trp. 2, F Horn, C Trb., C Bar., C Bass, Perc. 1, Perc. 2, and Perc. 3. The score continues from the first page. There are two large grey logos with a spiral design overlaid on the score: one on the C Soloist part and one on the C Bass part.

B

C Soloist

Flute

Oboe

B \flat Clar. 1

B \flat Clar. 2

E \flat Alto Sax.

B \flat Ten. Sax.

B \flat Trp. 1

B \flat Trp. 2

F Horn

C Trb.

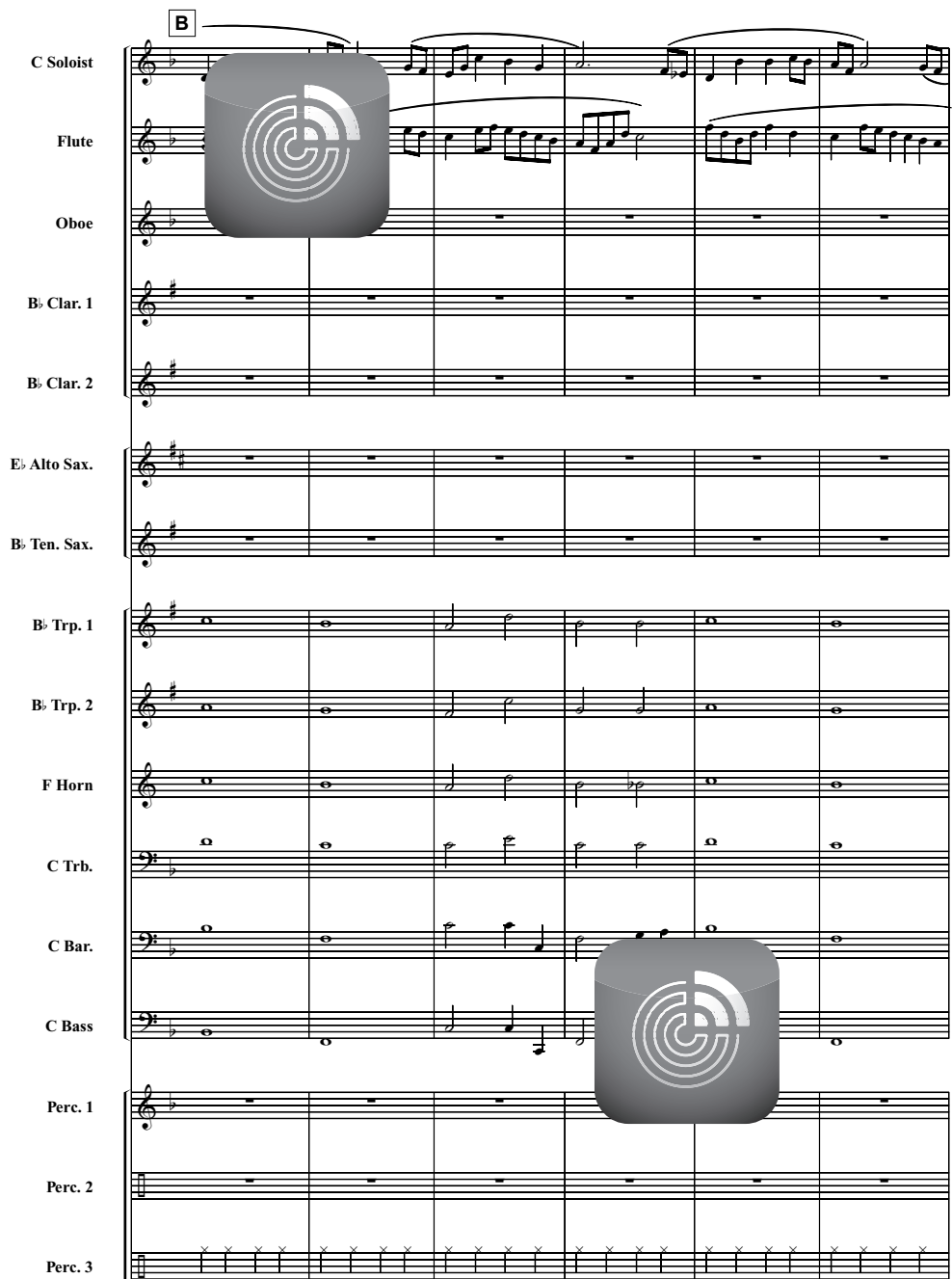
C Bar.

C Bass

Perc. 1

Perc. 2

Perc. 3



1. **C** 2.

C Soloist

Flute

Oboe

B \flat Clar. 1

B \flat Clar. 2

E \flat Alto Sax.

B \flat Ten. Sax.

B \flat Trp. 1

B \flat Trp. 2

F Horn

C Trb.

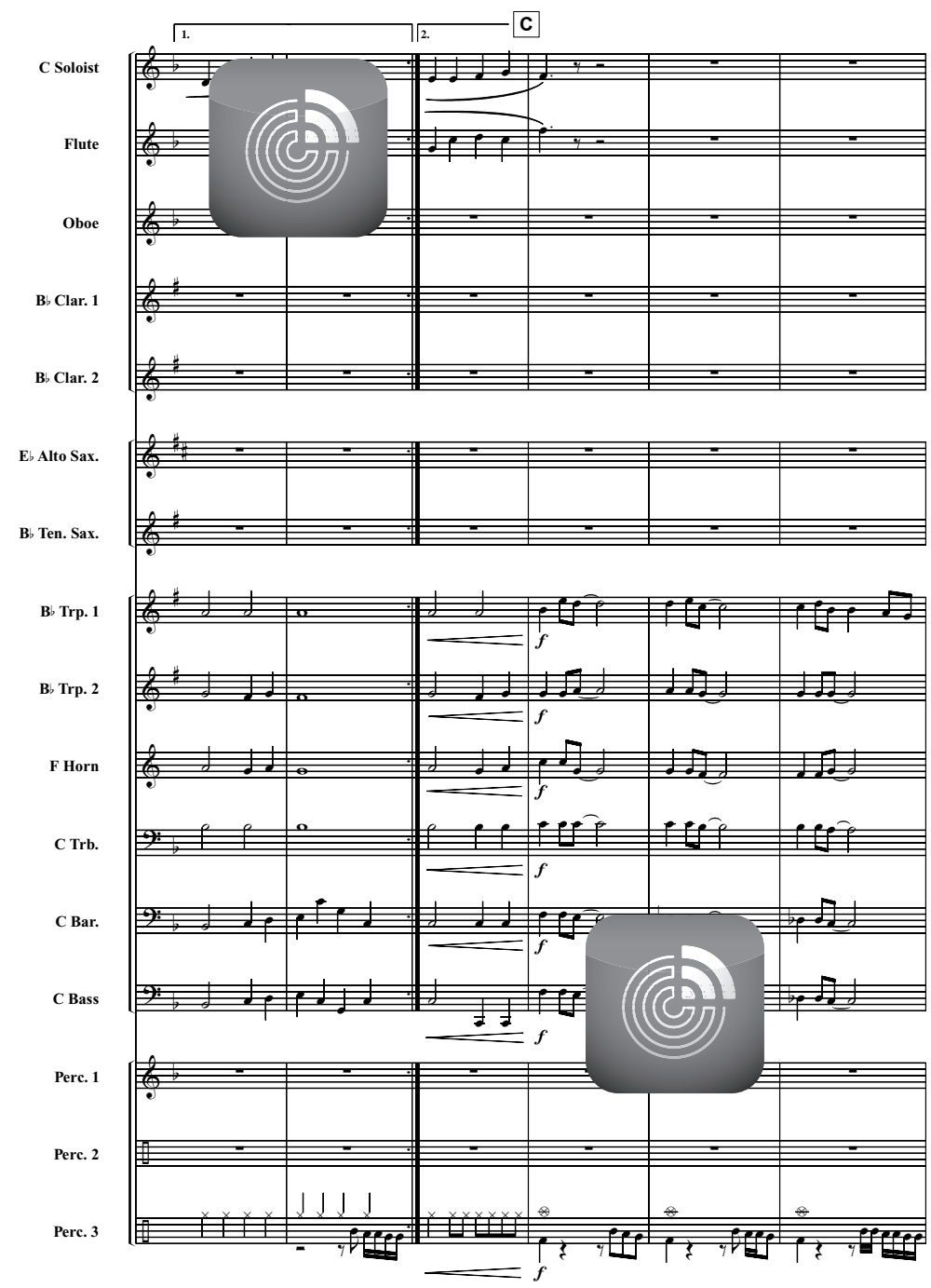
C Bar.

C Bass

Perc. 1

Perc. 2

Perc. 3



C Soloist

Flute

Oboe

B \flat Clar. 1

B \flat Clar. 2

E \flat Alto Sax.

B \flat Ten. Sax.

B \flat Trp. 1

B \flat Trp. 2

F Horn

C Trb.

C Bar.

C Bass

Perc. 1

Perc. 2

Perc. 3

C Soloist

Flute

Oboe

B \flat Clar. 1

B \flat Clar. 2

E \flat Alto Sax.

B \flat Ten. Sax.

B \flat Trp. 1

B \flat Trp. 2

F Horn

C Trb.

C Bar.

C Bass

Perc. 1

Perc. 2

Perc. 3

F

Rit.

mf freely