

SCORE

ETUDE #1: FUNK "THE DUCK WALK"

SHAWN MARREN, SR.

FUNKY SHUFFLE ♩ = 88

The musical score is arranged for a jazz ensemble. It features ten staves: Alto Sax, Tenor Sax, Bari Sax, Trumpet, Trombone, Vibraphone, Guitar, Piano, Bass, and Drums. The key signature is one sharp (F#) and the time signature is 4/4. The tempo is marked 'FUNKY SHUFFLE' with a quarter note equal to 88 beats per minute. The score begins with a double bar line and a first ending bracket. The saxophones and brass instruments play a melodic line starting with a half rest, followed by eighth and sixteenth notes. The vibraphone and piano play a similar melodic line. The guitar plays a rhythmic accompaniment with chords. The bass plays a walking bass line. The drums play a shuffle pattern. The score includes dynamic markings such as *mf* and *sim.*, and chord symbols like F7(#9), Ab6, Bb, and B°. The score is divided into three measures, with measure numbers 1, 2, and 3 indicated below the drum staff.

ALTO
TENOR
BARI
TRP.
TBN.
VIBES
GTR.
PNO.
BASS
DR.

Chord progression in Bass line:
 F7(#9) | Ab | Bb | F7(#9) | Ab | Bb | G7

Drum notation includes: **HOENS**

Musical score for "THE DUCK WALK" featuring instruments: ALTO, TENOR, BARI, TPT., TB.N., VIBES, GTR., PNO., BASS, and DR.

Measures 6, 7, and 8 are shown. Dynamics include *sfz*, *mp*, *f*, and *sub. mp*. Chord symbols include $G7(b13)$, $G7$, C^9 , $F7(\#9)$, and $C7alt.$. A "FILL" section is indicated in measure 8.

ALTO
TENOR
BARI
TP.T.
TB.N.
VIBES
GTR.
PNO.
BASS
DR.

mf *f* *mf* *f*

F7 E7 Eb7 D7 Db7 C7 F7 E7 Eb7 D7 Db7 C7 F7 E7 Eb7 D7 Db7 C7

9 10 11

Musical score for "The Duck Walk" featuring Alto, Tenor, Baritone, Trumpet, Trombone, Vibes, Guitar, Piano, Bass, and Drums. The score is written in 4/4 time with a key signature of one sharp (F#). The music is divided into measures 12, 13, and 14. The Alto, Tenor, Baritone, and Trumpet parts feature melodic lines with accents and slurs. The Trombone part includes slurs and accents. The Vibes part features a complex melodic line with slurs and accents. The Guitar part includes a melodic line with slurs and accents, and a section with chords: F, Ab, Db, and C7alt. The Piano part includes a complex melodic line with slurs and accents. The Bass part includes a melodic line with slurs and accents, and a section with chords: F, Ab, Db, and C7alt. The Drums part includes a fill and a complex rhythmic pattern with slurs and accents.

Musical score for "The Duck Walk" featuring vocal parts and instrumental accompaniment.

Vocal Parts: ALTO, TENOR, BARI

Instrumental Parts: TP.T., TBN., VIBES, GTR., PNO., BASS, DR.

The score is divided into measures 15, 16, and 17. Measures 15 and 16 contain vocal lines and instrumental accompaniment. Measure 17 features a guitar solo with the following chord progression: F, Ab, Db, C7alt., Bb7.

Musical score for "THE DUCK WALK" featuring parts for ALTO, TENOR, BARI, TRP., TBN., VIBES, GTR., PNO., BASS, and DR.

The score is written in 4/4 time with a key signature of one sharp (F#). It consists of 20 measures. Measures 18 and 19 are marked with measure numbers below the staff. Measure 20 is marked with a measure number below the staff.

Instrument parts include:

- ALTO: Melodic line with triplets and accents.
- TENOR: Melodic line with triplets and accents.
- BARI: Melodic line with triplets and accents.
- TRP.: Melodic line with triplets and accents.
- TBN.: Melodic line with triplets and accents.
- VIBES: Melodic line with triplets and accents.
- GTR.: Rhythmic accompaniment with chords A7, Ab7, G7, Gb7, F7, and F13(#11). Includes the instruction "AD LIB." at the end of the measure.
- PNO.: Harmonic accompaniment with chords A7, Ab7, G7, Gb7, F7, and N.C. (No Chords).
- BASS: Bass line with eighth and quarter notes.
- DR.: Drum part with a simple rhythmic pattern.

Dynamic markings include *sfz* (sforzando) and *AD LIB.* (Ad libitum). The score concludes with a *FILL* instruction in measure 20.

ALTO SAX

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mf 2 3 4

5 sfz sfz mp

6 7

8 sfz f 9 10 mf

11 12 13

14 15

16 17 18 3

19 sfz 20

TENOR SAX

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FUNKY SHUFFLE ♩ = 88

2 *mf* 3 4

5 6 *sfz* *sfz* 7 *mp*

8 *sfz* *f* 9 10 *mf*

11 12 13

14 15

16 17 18 3

19 20 *sfz*

BARI SAX

ETUDE #1: FUNK "THE DUCK WALK"

FUNKY SHUFFLE ♩ = 88

SHAWN MARREN, Sr.

OPT. 8va

1 2 3 4

5 6 7

8 9 10

11 12 13

14 15

16 17 18

19 20

LEAD TRUMPET

ETUDE #1: FUNK "THE DUCK WALK"

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FUNKY SHUFFLE ♩ = 88

1 *mf* 2 3 4

5 *sfz* *sfz* *mp* 6 7

8 *sfz* *f* 9 10 *f*

11 *mf* 12 13

14 15

16 17 18 3

19 *sfz* 20

TRUMPET

ETUDE #1: FUNK "THE DUCK WALK"

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FUNKY SHUFFLE ♩ = 88

The musical score is written in treble clef with a key signature of one sharp (F#) and a 4/4 time signature. It consists of seven staves of music, numbered 1 through 20. The piece is in a 'Funky Shuffle' style with a tempo of 88 beats per minute. The notation includes various rhythmic patterns, slurs, and dynamic markings such as *mf*, *sfz*, *f*, and *mp*. There are also accents and breath marks throughout the score. The piece concludes with a final *sfz* marking and a double bar line at measure 20.

TROMBONE

ETUDE #1: FUNK "THE DUCK WALK"

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2 *mf* 3 4

5 6 *sfz* *sfz* 7 *mp*

8 *sfz* *f* 9 10 *mf*

11 *f* 12 13

14 15

16 17 18 19 20 *sfz*

VIBRAPHONE

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1 *mf* 2 3 4

5 6 *sfz* *sfz* 7 *mp*

8 *sfz* *f* 9 10

11 12 13

14 15

16 17 18 3

19 20 *sfz*

GUITAR

ETUDE #1: FUNK "THE DUCK WALK"

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FUNKY SHUFFLE ♩ = 88

The score is written in 4/4 time with a key signature of one flat (Bb). It consists of six staves of music. The first staff (measures 1-3) features a funky shuffle rhythm with chords F7(#9), Ab6, Bb, and F7(#9). The second staff (measures 4-6) continues with chords Ab, Bb, F7(#9), Ab, G13, G7(b13), G7, and C9. The third staff (measures 7-9) includes chords F7(#9), C7alt., F7, E7, Eb7, D7, Db7, C7, and F7. The fourth staff (measures 10-12) features chords E7, Eb7, D7, Db7, C7, F7, E7, Eb7, D7, and Db7, C7. The fifth staff (measures 13-16) shows chords F, Ab, Db, and C7alt. The sixth staff (measures 17-20) includes chords F, Ab, Db, C7alt., Bb7, A7, Ab7, G7, Gb7, F7, and F13(#11). The piece concludes with a fortissimo (sfz) dynamic marking.

PIANO

ETUDE #1: FUNK "THE DUCK WALK"

SHAWN MARRIN, SR.

FUNKY SHUFFLE ♩ = 88

Musical notation for measures 1-3. Measure 1 is a whole rest. Measures 2 and 3 contain a rhythmic pattern in the bass clef with chords in the treble clef. Measure 3 includes the marking "sim." above the treble staff.

Musical notation for measures 4-5. Both measures feature a consistent rhythmic pattern in the bass clef and chords in the treble clef.

Musical notation for measures 6-8. Measure 6 has a chord progression: G13, G7(b13), G7, C9. Measure 7 has F9 and F7(#9). Measure 8 has C7alt. Dynamics include mp and f.

Musical notation for measures 9-10. Measure 9 has a chord progression: F7, E7, Eb7, D7. Measure 10 has Db7, C7, F7, E7, Eb7, D7. Measure 11 has Db7, C7, F7.

PIANO

- 2 -

E7 Eb7 D7

Db7 C7

11 12

F Ab Db C7alt.

4

F Ab Db C7alt. Bb7

13 14 15 16 17

A7 Ab7

G7

Gb7

F7 N.C.

F13(#11)

18 19 20

BASS

ETUDE #1: FUNK "THE DUCK WALK"

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Chord progression: F7(#9), Ab, Bb, F7(#9), Ab, Bb, F7(#9), Ab, Bb, G7, C9, F9, C7alt.

Measure numbers: 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12

Dynamic markings: *mf*, *mp*, *sfz*, *f*

SUGGESTED SLAP AD LIB.

F Ab Db C7alt.

Measure numbers: 13, 14, 15, 16

F Ab Db C7alt. Bb7

Measure numbers: 17, 18, 19, 20

Dynamic marking: *sfz*

DRUMS

ETUDE #1: FUNK "THE DUCK WALK"

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The drum score is written on a grand staff with a 4/4 time signature and a tempo of 88 BPM. It consists of 20 measures. The notation includes various rhythmic patterns such as eighth-note runs, sixteenth-note patterns, and triplet eighth notes. Dynamics range from *mf* (mezzo-forte) to *sfz* (sforzando). Articulations include accents (>), slurs, and staccato marks. Specific instructions include 'R R R R' for a snare roll, 'sim.' for simultaneous playing, and 'HORNS' for a horn-like sound. The score also includes 'FILL' markings and a 'SUB. *mp*' (substituted mezzo-piano) section. The piece concludes with a final *sfz* dynamic marking.