Something Funky This Way Comes Performance notes and correction

Thank you for purchasing *Something Funky This Way Comes*.

As you have no doubt discovered, this is a very stylized and re-composed rendition of the melodic motives from *Stars and Stripes Forever* by John Philip Sousa. In making this piece, my intent is only to have fun with arguably the most beloved American march ever written. It is a simple way to pay homage to Sousa, with a wink and a nod.

With that in mind, here are a few performance notes to help make this most successful: In general, all 8th notes should be articulated long and connected unless otherwise marked. Bar 25 including the pickups to 25 are an example of this.

Notes marked staccato should, of course, be played short.

The inverted triangle accent should be played short as is typical in jazz arrangements.

The sticking for the drum parts is fairly obvious, but there could be subjective variations to that, and if desired, the part can be embellished in key places, with the guidance and input of a good percussion coach. That said, the parts as written should be just fine for intermediate high school players who have had good training.

The first trumpet part is written as a divisi part. The more advanced players should play the upper parts and the less advanced players should play the lower parts. If none of the players are up to the challenge of the upper parts, then all 1st players should play the lower parts. The result should still sound fine, albeit less energetic as you'd expect.

Care should be taken to assure a good balance between all of the trumpet parts considering your trumpet section's ability level.

Errata:

Trumpet 1, Bar 48 beat 3, the bottom note of the divisi, first 16th note should be a written Bb, not an Ab. The score is correct, but the part is not correct. My apologies. I missed that in proofreading.

I hope you find this piece enjoyable for all. I welcome your comments via email at <u>bruce@allsunmusic.com</u>

All the best to you and your band,

Bruce Healey