

Alto Sax 1

# Wii Shop

For EngSci Dinner Dance '24

arr/orch. N. Biancolin

Straight,  $\frac{6}{8} = 150$

10 **A** Vamp until cue

14

18 **B**

26

The musical score is written for Alto Sax 1 in 4/4 time with a key signature of three sharps (F#, C#, G#). The tempo is marked 'Straight, 6/8 = 150'. The score consists of five staves. The first staff (measures 1-9) begins with a rest for measures 1-6, followed by eighth-note patterns in measures 7-9, ending with an accent (^) on the final note. The second staff (measures 10-13) is marked 'mp' and contains a 'Vamp until cue' section with a repeat sign and a fermata over measure 10. The third staff (measures 14-17) continues the melodic line. The fourth staff (measures 18-25) is marked 'mf' and 'fp', featuring a triplet of eighth notes in measure 19 and a crescendo leading to a fortissimo (fp) section in measure 24. The fifth staff (measure 26) is marked 'mp' and ends with a final chord and a repeat sign.

Alto Sax 2

# Wii Shop

For EngSci Dinner Dance '24

arr/orch. N. Biancolin

Straight,  $\frac{6}{8} = 150$

7 8 9

[1-6] *f*

10 **A** Vamp until cue *mp* 12 13 *gliss.*

14 15 16 17

18 **B** 19 22 23 24 25 *mf* *fp*

26 *mp*

Tenor Sax 1

# Wii Shop

For EngSci Dinner Dance '24

arr/orch. N. Biancolin

Straight,  $\text{♩} = 150$

7 8 9

[1-6] *f*

10 **A** Vamp until cue *mp* 12 13 *gliss.*

14 15 16 17

18 **B** 19 22 23 24 25 *mf* *fp*

26 *mp*

Tenor Sax 2

# Wii Shop

For EngSci Dinner Dance '24

arr/orch. N. Biancolin

Straight,  $\frac{1}{6} = 150$

7 8 9

[1-6]

10 **A** Vamp until cue 1 *mp*

12 13 *gliss.*

14 15 16 17

18 **B**

19 22 23 24 25

*mf* *fp*

[19-21]

26 *mp*

Bari Sax

# Wii Shop

For EngSci Dinner Dance '24

arr/orch. N. Biancolin

**Straight**  $\text{♩} = 150$

**Bari Sax**

*mf*

2 3 4

5 6 7 8 9

*f*

**A** Vamp until cue<sup>1</sup>

*mp*

10 12 13

14 15 16 17

**B**

18 19 22 23 24 25

*mf* *fp*

[19-21]

26

*mp*

The musical score is written for Bari Sax in 4/4 time with a key signature of three sharps (F#, C#, G#). The tempo is marked 'Straight' at 150 beats per minute. The score consists of several measures, some of which are grouped with repeat signs and first/second endings. Measure 10 is the start of section 'A', which is a vamp until a cue. Measure 18 is the start of section 'B'. The score includes dynamic markings such as *mf* (mezzo-forte), *f* (forte), *mp* (mezzo-piano), and *fp* (fortissimo piano). The piece ends with a final measure marked with a double bar line and a repeat sign.

Trumpet 1

# Wii Shop

For EngSci Dinner Dance '24

arr/orch. N. Biancolin

Straight,  $\text{♩} = 150$

[1-6]

*f*

*mf*

10 **A** Vamp until cue  
1st X Only

11 12 13 14

*mf*

15 16 17 **B** 18 21

*f*

[18-20]

22 23 24 25

*fp*

26

Trumpet 2

# Wii Shop

For EngSci Dinner Dance '24

arr/orch. N. Biancolin

Straight,  $\text{♩} = 150$

[1-6]

*f*

*mf*

**A** Vamp until cue  
1st X Only

*mf*

**B**

*mf*

*fp*

26

The musical score is written for a Trumpet 2 part in 4/4 time with a key signature of three sharps (F#, C#, G#). The tempo is marked 'Straight' at 150 beats per minute. The score consists of several measures, some of which are repeated. Measure 7 is marked with a forte (*f*) dynamic. Measures 8 and 9 are marked with a mezzo-forte (*mf*) dynamic. A section labeled 'A' (measures 10-13) is marked 'Vamp until cue' and '1st X Only', with a mezzo-forte (*mf*) dynamic. Measure 14 is marked with a mezzo-forte (*mf*) dynamic. Measure 15 is marked with a mezzo-forte (*mf*) dynamic. Measure 16 is marked with a mezzo-forte (*mf*) dynamic. Measure 17 is marked with a mezzo-forte (*mf*) dynamic. Measure 18 is marked with a mezzo-forte (*mf*) dynamic. Measure 19 is marked with a mezzo-forte (*mf*) dynamic. Measure 20 is marked with a mezzo-forte (*mf*) dynamic. Measure 21 is marked with a mezzo-forte (*mf*) dynamic. Measure 22 is marked with a mezzo-forte (*mf*) dynamic. Measure 23 is marked with a mezzo-forte (*mf*) dynamic. Measure 24 is marked with a fortissimo (*fp*) dynamic. Measure 25 is marked with a fortissimo (*fp*) dynamic. Measure 26 is marked with a fortissimo (*fp*) dynamic.

Trumpet 3

# Wii Shop

For EngSci Dinner Dance '24

arr/orch. N. Biancolin

Straight,  $\frac{1}{6} = 150$

[1-6]

*f*

*mf*

7 8 9

10 **A** Vamp until cue  
1st X Only

*mf*

11 12 13

14 15 16 17

18 **B**

*mf*

19 20 21

22 23 24 25

*fp*

26



Trumpet 4

# Wii Shop

For EngSci Dinner Dance '24

arr/orch. N. Biancolin

Straight,  $\frac{1}{6} = 150$

[1-6]

*f*

*mf*

**A** Vamp until cue  
1st X Only

*mf*

**B**

*mf*

*fp*

26

Trombone 1

# Wii Shop

For EngSci Dinner Dance '24

arr/orch. N. Biancolin

Straight,  $\text{♩} = 150$

[1-6] *f* *mf*

10 **A** 1st X Only Vamp until cue *mf* 12 13 14 15 16

17 **B** *f* 18 19 20 21

22 *mf* 23 24 25 *fp*

26

The musical score is written for Trombone 1 in 4/4 time with a key signature of two sharps (F# and C#). The tempo is marked 'Straight' at 150 beats per minute. The score consists of 26 measures. Measures 1-6 are marked with a bracket and include a forte (*f*) dynamic. Measures 7-9 are marked with a mezzo-forte (*mf*) dynamic. Measure 10 begins a section labeled 'A' with the instruction '1st X Only Vamp until cue' and a mezzo-forte (*mf*) dynamic. Measures 11-16 continue this section. Measure 17 begins a section labeled 'B' with a forte (*f*) dynamic. Measures 18-21 continue this section. Measures 22-25 continue the piece, with measure 24 marked with a fortissimo (*fp*) dynamic. Measure 26 is a final measure with a fermata.

Trombone 2

# Wii Shop

For EngSci Dinner Dance '24

arr/orch. N. Biancolin

Straight,  $\text{♩} = 150$

[1-6]

*f*

*mf*

7

8

9

10

**A** Vamp until cue

1st X Only

*mf*

12

13

14

15

16

17

**B**

18

19

20

21

*f*

22

*mf*

23

24

25

*fp*

26

The musical score is written for Trombone 2 in 4/4 time with a key signature of two sharps (F# and C#). The tempo is marked 'Straight, ♩ = 150'. The score consists of 26 measures. Measures 1-6 are a rest, indicated by a bracket and the label '[1-6]'. Measures 7-9 feature eighth-note patterns starting on G4, with dynamics *f* and *mf* respectively. Measure 10 begins section 'A', marked 'Vamp until cue' and '1st X Only', with a dynamic of *mf*. Measures 11-15 continue the vamp pattern. Measure 16 begins section 'B'. Measures 17-21 feature a melodic line starting on G4, with dynamics *f* and *fp*. Measures 22-25 continue the melodic line, with dynamics *mf* and *fp*. Measure 26 is a final whole note on G4.

Trombone 3

# Wii Shop

For EngSci Dinner Dance '24

arr/orch. N. Biancolin

Straight,  $\text{♩} = 150$

7 8 9

[1-6] *mf*

10 **A** Vamp until cue 1st X Only *mf* 12 13 14 15

16 **B** 17 18 19 20 21 *f*

22 *mf* 23 24 25 *fp*

26  $\Phi$

The musical score is written for Trombone 3 in 4/4 time with a key signature of two sharps (F# and C#). The tempo is marked 'Straight' at 150 beats per minute. The score consists of 26 measures. Measures 1-6 are marked with a bracket and measure numbers 7, 8, and 9. Measures 10-15 are marked with measure numbers 10 through 15. Measures 16-21 are marked with measure numbers 16 through 21. Measures 22-25 are marked with measure numbers 22 through 25. Measure 26 is marked with a circle containing a cross. Dynamics include *mf* (mezzo-forte) and *fp* (fortissimo). Performance markings include accents, slurs, and a 'Vamp until cue' instruction. The score ends with a double bar line and repeat dots.

Trombone 4

# Wii Shop

For EngSci Dinner Dance '24

arr/orch. N. Biancolin

Straight, ♩ = 150

1 2 3 4

5 6 7 8 9

10 **A** Vamp until cue 1st X Only 12 13 14 15

16 17 18 **B** 19 20 21

22 23 24 25

26

The musical score is written for Trombone 4 in 4/4 time with a tempo of 150 beats per minute. The key signature has two sharps (F# and C#). The score consists of 26 measures. Measures 1-4 are marked with a forte (f) dynamic. Measures 5-9 are marked with mezzo-forte (mf). Measures 10-15 are a vamp section marked with mf, with a box 'A' above measure 10 and the instruction 'Vamp until cue 1st X Only'. Measures 16-21 are marked with forte (f), with a box 'B' above measure 18. Measures 22-25 are marked with mezzo-forte (mf) and fortissimo (fp). Measure 26 is a whole rest. The score includes various musical notations such as eighth notes, quarter notes, and rests, as well as dynamic markings and articulation symbols.

## Guitar

# Wii Shop

For EngSci Dinner Dance '24

arr/orch. N. Biancolin

Musical notation for Guitar, showing a sequence of measures with fret numbers and section markers.

Section A: Straight, 9 150 (measures 1-9)

Section B: Vamp until cue 8 (measures 10-17)

Section C: 8 (measures 18-25)

Section D: 26 Gma9 (measures 26-27)

Piano

# Wii Shop

For EngSci Dinner Dance '24

arr/orch. N. Biancolin

Straight,  $\text{♩} = 150$

4 5 6

[1-2] 2 *f*

[1-2]

7 Dsus2 8 9 *mf*

1st X - play melody  
2nd X to \inf - Light fills / solos over changes

**A** Gma9 Vamp until cue 11 12 13

14 Cma7 15 16 Cmi7 17 F9

**B** 18 Bmi11 19 Bbo7 20 Ami9 21 G#o7

22 Ami9 23 Ab9 24 Gma7 25 Do some kind of turnaround fill  
Ami7 D7 26 Gma9

Acoustic Bass

# Wii Shop

For EngSci Dinner Dance '24

arr/orch. N. Biancolin

Straight,  $\text{♩} = 150$

2 3 4

5 6 7 8 9

10 **A** **Cma9** **Vamp until cue** 11 12 13

14 **Cma7** 15 16 **Cmi7** 17 **F9**

18 **B** **Bmi11** 19 **Bbo7** 20 **Ami9** 21 **G#o7**

22 **Ami9** 23 **Ab9** 24 **Gma7** 25 **Ami7** **D7** 26  $\Phi$

The sheet music is written for acoustic bass in 4/4 time with a key signature of two sharps (F# and C#). The tempo is marked 'Straight, 150' with a quarter note equal to 150 beats. The piece consists of 26 measures. Measures 1-9 are a single melodic line. Measure 10 begins section 'A' with a 'Vamp until cue' instruction. Measures 11-13 continue the vamp. Measures 14-17 show a series of chords: Cma7, Cmi7, and F9. Measures 18-21 show another series of chords: Bmi11, Bbo7, Ami9, and G#o7. Measures 22-25 show a final series of chords: Ami9, Ab9, Gma7, and Ami7, followed by a D7 chord in measure 25. Measure 26 is a whole note chord, indicated by a circle with a cross (Phi symbol). The music is written on a single staff with a bass clef.



# Wii Shop

## For EngSci Dinner Dance '24

arr/orch. N. Biancolin

Intro to Soul Bossa Nova Groove (? - idk)

Straight, 150

2 3 4 (4) 5 6 FILL - 1 bar

7 8 9 LIGHT FILL

10 **A** Vamp until cue  
Bossa Beat 11 12 13 14 15

16 17 (8) **B** 18 19 20 21

22 23 24 25 26