

### Conductor Score

## Wii Shop

# For EngSci Dinner Dance '24

arr/orch. N. Biancolin

[illegible]

## #. Wii Shop Theme

[r. 2024-10-20]

- 2 -

Conductor

10 11 12 13 14 15 16 17

**A** Vamp until cue

Alto 1 *mp*

Alto 2 *mp*

Tenor 1 *mp*

Tenor 2 *mp*

Bari *mp*

Tpt. 1 1st X Only *mf*

Tpt. 2 1st X Only *mf*

Tpt. 3 1st X Only *mf*

Tpt. 4 1st X Only *mf*

Tbn. 1 1st X Only *mf*

Tbn. 2 1st X Only *mf*

Tbn. 3 1st X Only *mf*

Tbn. 4 1st X Only *mf*

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

Pno. Gma9 Cma7 Cmi7 F9

Bass Gma9 Cma7 Cmi7 F9

D. Kit Bossa Beat (8)

#. Wii Shop Theme  
[r. 2024-10-20]

- 3 -

Conductor

Score for #. Wii Shop Theme, measures 18 to 26. The score includes parts for Alto 1, Alto 2, Tenor 1, Tenor 2, Bari, Tpt. 1, Tpt. 2, Tpt. 3, Tpt. 4, Tbn. 1, Tbn. 2, Tbn. 3, Tbn. 4, Gtr., Pno., Bass, and D. Kit. The key signature is D major (two sharps). Measure 18 is marked with a 'B' in a box. Dynamics include *mf*, *f*, *fp*, and *mp*. The piano part includes chord markings: Bmi11, Bbo7, Ami9, G#o7, Ami9, Ab9, Gma7, and a section marked 'Do some kind of turnaround fill' with Ami7 and D7. The drum kit part features a rhythmic pattern of eighth and sixteenth notes.

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

[1-6] *f*

*mp*

*mf* *fp*

*mp*

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 **3** 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*

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 piece begins with a mezzo-forte (mf) dynamic. Measures 1-4 show a rhythmic pattern of eighth and quarter notes. Measures 5-9 feature a crescendo leading to a forte (f) dynamic. Measure 10 starts section A, marked 'Vamp until cue1' at mezzo-piano (mp). Measures 11-13 continue the vamp with sustained notes. Measures 14-17 show a melodic line. Section B begins at measure 18, marked with a repeat sign. Measures 19-21 are a triplet of eighth notes. Measures 22-25 continue the melodic line, ending with a fortissimo (fp) dynamic and a repeat sign. Measure 26 is a final measure at mezzo-piano (mp).



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

3

[18-20]

*f*

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. A section labeled 'B' (measures 18-21) is marked with a mezzo-forte (*mf*) dynamic. Measures 22-25 are marked with a fortissimo (*fp*) dynamic. The score ends with a final measure (26) marked with a fermata.

Trumpet 3

# 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

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, with measures 19 and 20 connected by a slur. Measures 22-25 continue the piece, with measures 23 and 24 connected by a slur, and a fortissimo (*fp*) dynamic. Measure 26 is a final measure with a double bar line and repeat dots.

Trombone 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**

*f*

*mf*

*fp*

26

10 11 12 13 14 15

16 17 18 19 20 21

22 23 24 25

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 12 13 14 15 *mf*

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

22 23 24 25 *mf* *fp*

26  $\Phi$

The musical score is written for Trombone 3 in the key of D major (two sharps) and 4/4 time. It begins with a tempo marking of 'Straight, ♩ = 150'. The first staff (measures 1-9) starts with a whole rest for measures 1-6, followed by eighth notes in measures 7-9, with a mezzo-forte (mf) dynamic. The second staff (measures 10-15) is marked with a box 'A' and the instruction 'Vamp until cue 1st X Only'. It features a repeating eighth-note pattern starting in measure 11, with a mezzo-forte (mf) dynamic. The third staff (measures 16-21) is marked with a box 'B'. It begins with a whole rest in measure 16, followed by eighth notes in measure 17, and then a series of eighth and sixteenth notes in measures 18-21, with a forte (f) dynamic and crescendo/decrescendo hairpins. The fourth staff (measures 22-25) continues the melodic line with eighth and sixteenth notes, featuring a mezzo-forte (mf) dynamic in measure 22 and a fortissimo (fp) dynamic in measure 24. The fifth staff (measure 26) begins with a whole rest and a fermata, marked with a circled Phi symbol (Φ).

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

*f*

*mf*

*f*

*fp*



# Wii Shop

For EngSci Dinner Dance '24

arr/orch. N. Biancolin

150

**A** 10 **B** 18

Straight, 9 Vamp until cue 8 8

[1-9] [10-17] [18-25]

26 Gma9

8 8 8

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 is divided into two main sections, A and B. Section A begins at measure 10 with a 'Vamp until cue' instruction and a Cma9 chord. It continues through measures 13, 14 (Cma7), 15, 16 (Cmi7), and 17 (F9). Section B begins at measure 18 with a Bmi11 chord and continues through measures 19 (Bbo7), 20 (Ami9), 21 (G#o7), 22 (Ami9), 23 (Ab9), 24 (Gma7), and 25 (Ami7 and D7). The piece concludes at measure 26 with a final chord marked with a circle containing a cross (Φ).

# 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