

DIXIELAND BEAT

WHAT'S YOUR INSTRUMENTATION?

These arrangements can be played effectively and with ease by as few as four men or as many as eight, as long as you have Piano and Drums in the rhythm section and Trumpet and Clarinet or Trumpet and Tenor in the front line.

IF YOU HAVE PIANO, DRUMS, 2 TRUMPETS, 1 SAXOPHONE

2nd Trumpet plays Tenor part an octave low.
Sax plays regular Clarinet part on Clarinet.

IF YOU HAVE PIANO, DRUMS, TRUMPET, 3 SAXOPHONES

3rd Alto man plays Trombone part on Baritone.

IF YOU HAVE PIANO, DRUMS, 2 SAXOPHONES

One Sax plays Trumpet part on Clarinet.
Other Sax plays Tenor or Clarinet on regular Clarinet part.

IF YOU HAVE PIANO, DRUMS, 3 SAXOPHONES, NO TRUMPET

1st Alto plays Trumpet part on Clarinet or Alto
3rd Alto plays Clarinet part on Clarinet
Tenor plays regular Tenor part.

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Published For:

Piano – Guitar – B♭ Clarinet – B♭ Tenor Sax – B♭ Trumpet – Trombone – Bass – Drums

1. When My Sugar Walks Down The Street

(All The Little Birdies Go Tweet, Tweet, Tweet)

Arranged by
ZEP MEISSNER

By GENE AUSTIN,
JIMMY Mc HUGH
and IRVING MILLS

Bass

Medium Tempo

A

B

C

D

2. Dixie Down Beat

By ZEP MEISSNER
and IRVING MILLS

Bass

Bright Bounce Tempo

The musical score is written for Bass in a 2/4 time signature. It begins with a treble clef and a key signature of one flat (B-flat). The tempo is marked 'Bright Bounce Tempo'. The score consists of several measures of music, with various dynamics and articulations. Key features include:

- Section A:** Starts with a dynamic of *f* (forte) and ends with *sf* (sforzando).
- Section B:** Starts with a dynamic of *mp* (mezzo-piano) and includes a *f* (forte) dynamic.
- Section C:** A section of music with a *ff* (fortissimo) dynamic.
- Section D:** A section of music with a *f* (forte) dynamic.
- Section E-F:** A section of music with a *f* (forte) dynamic.
- Section G:** A section of music with a *f* (forte) dynamic.
- Section H:** Starts with a dynamic of *p* (piano) and includes a *f* (forte) dynamic.

The score includes first and second endings (1. and 2.) and various musical notations such as slurs, accents, and dynamic markings.