Belwin JAZZ
a division of Alfred

FUN AND GAMES
CHUCK MANGIONE
Arranged by MIKE STORY

INSTRUMENTATION

Conductor
1st Eb Alto Saxophone
2nd Eb Alto Saxophone
1st Bb Tenor Saxophone
2nd Bb Tenor Saxophone (Optional)
Eb Baritone Saxophone (Optional)
1st Bb Trumpet
2nd Bb Trumpet
3rd Bb Trumpet (Optional)

1st Trombone
2nd Trombone (Optional)
3rd Trombone (Optional)
Guitar Chords
Guitar (Optional)
Piano
Bass
Drums

Optional Alternate Parts
C Flute
Tuba
Horn in F
(Doubles 1st Trombone)
Baritone T.C.
(Doubles 1st Trombone)
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NOTES TO THE CONDUCTOR

For four decades, composer, arranger, trumpeter, and flugelhornist Chuck Mangione’s boundless energy, unabashed enthusiasm, and pure joy have characterized his love affair with music and the resulting admiration of his audience. Originally from the Rochester, NY area, the album *Bellavia* earned Chuck his first Grammy award. To hear Mangione’s original recording of “Fun and Games,” I encourage you to purchase the Mangione CD *Fun and Games* and or the CD *Chuck Mangione: Greatest Hits*. Listening to the artist perform his or her own composition will provide insight, style, and appreciation for the students.

The marked tempo of 144–152 is just a guide. Feel free to increase the tempo as your ensemble develops precision...but not too fast. The many unison passages in this chart are great for developing ensemble phrasing and articulation. Listening to each other is key!

There are written solos for alto sax, tenor sax, trumpet, and trombone. Since the solo section is based on just one chord, concert F6 (F, A, C, D), encourage your young players to experiment with improvisation. Encourage the soloists to begin with learning the written solo, then experiment with the chord tones, and finally expand their knowledge to incorporate the F major scale and rhythms from the melody. FYI, when improvising on a major scale, all the notes are good/safe choices, but caution students not to linger on the 4th as it will clash with the 3rd. The repeated solo section can be played as many times as desired and encourage other players to improvise.

Regarding articulation, the marcato or (*) rooftop accent is played detached, not staccato or clipped, think “daht.” The syncopation is easy to learn and it repeats often. If your 1st trumpet player has the chops, he or she may want to play the last two notes sva.

I hope you and your ensemble find “Fun and Games” to be a fun and worthwhile musical experience.

—Mike Story