

# TUNE UP!

By Don Barrett.

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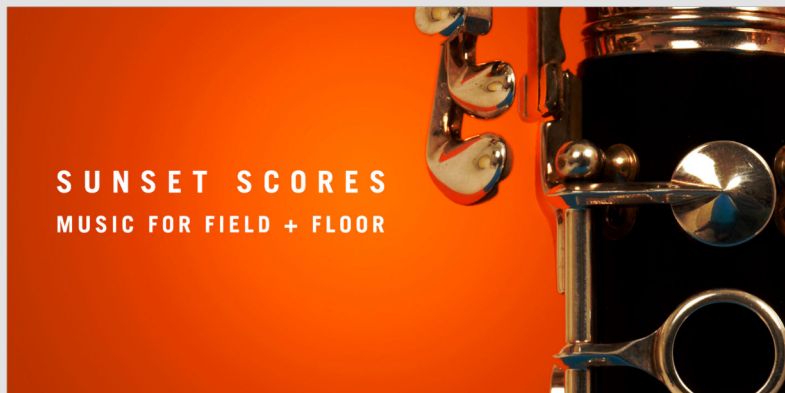
GRADE: MEDIUM  
DURATION: 4m 25s

## I. OPEN FOR BUSINESS II. LET THE GOOD TIMES ROLL III. JUMP START

### INSTRUMENTATION

Bells/Chimes  
Vibraphone 1/2 (3 Octave)  
Marimba 1/2 (4 $\frac{1}{3}$  Octave)  
Synth/1  
Synth/2  
Extra FX

Bass Guitar  
Tympani



Percussion 1	COMBINED LIST: Mark Tree, Small Triangle, Vibraslap, CBD, SC, Brake Drums, Shakers (w/Egg Shaker), Tam Tam, Tambourines, Piatti, Ride Cymbal, Concert Toms, China Spl., Temple Blocks, Piatti, Brake Drum, Claves, Ribbon Crasher, Claves, Ratchet, High Hat
Percussion 2	
Percussion 3	

BATTERY SNARE  
BATTERY TENOR  
BATTERY BASS DRUMS (4)  
BATTERY CYMBALS

### GLOSSARY

One Player, Two Players, Three Players	A1, A2, A3
Choke	Chk.
Crescendo	Cresc.
Diminuendo	Dim.
Left Hand	LH
Optional	Opt.
Right Hand	RH
Simile	Sim
Splash	Spl.
Concert Bass Drum	CBD
Concert	Conc.
Cymbal	Cym.
High Hat	H.H.
Let Resonate	L.R.
Marcato	Marc.
Pedal	Ped.
Pizzicato	Pizz.
Player	Pl.
Suspended Cymbal with Mallets	SC
Small	Sm.
Staccato	Stacc.

# TUNE UP!

I. OPEN FOR BUSINESS

DON BARRETT  
(BMI)

♩ = 124

5

Bells/Chimes

Vibraphone 1

Vibraphone 2

Marimba 1

Marimba 2

Synth 1

Synth 2

Extra FX

Bass Guitar/Bass Synth

Tympani

Percussion 1

Percussion 2

Percussion 3

Snare Drum

Tenor Drum

Bass Drum

Cymbals

Piano  $\text{p}$

Piano  $\text{p}$

Garage Door FX

$ff$

$f$

1 2 3 4 5 6 7

9

13

Bells

1 Vibes SC *mf*

2 Vibes SC *mf*

Mar. 1 *mf* 1 2 3 2 *sim.*

Mar. 2 *mf* 1 2 3 2 *sim.*

S1

S2 *mf* Strings Pizz.  $\frac{1}{4}$

FX

BG

Tymp. *mf*

8

9

10

11

12

13

Perc. 1 Ribbon Crasher *mf*

Perc. 2 Brake Drums *mf*

3 Vibes SC *mf*

SN

TN

BD

Cym.

Tambourines *f*

Temple Blocks (w/Medium Yarn) *mf*

High Hat

# TUNE UP!

— CONDUCTOR SCORE —  
DURATION 1:00

## II. LET THE GOOD TIMES ROLL

ARR.  
DON BARRETT  
(BMI)

♩ = 112

Repeat As Needed

5

The score is for a 4/4 piece in B-flat major. It includes parts for Bells/Chimes, Vibraphone (2 staves), Marimba (2 staves), Synth (2 staves), Extra FX, Bass Guitar/Bass Synth, Tympani, and Percussion (5 staves). The percussion part includes Mark Tree, L.R., Small Triangle, Vibraslap, and SC. A large '4' is written vertically on the left side of the score, indicating the time signature. A box with the number '5' is located at the top right. A watermark 'FOR DEMONSTRATION USE ONLY' is overlaid diagonally across the score. The score is divided into six measures, with measure numbers 1 through 6 indicated at the bottom of the percussion staff.

TUNE UP!\_II - CONT.

9

Bells

1

Vibes

2

Mar. 1

3/4 3/4 2 sim.

*f* *p* *f* *p* *f* *p*

Mar. 2

3/4 3/4 2 sim.

*f* *p* *f* *p* *f* *p*

S1

Piano

S2

FX

BG

Tymp.

7

8

9

10

11

Tambourines

1

*f* *p* *f* *p*

High Hat

2

*mf*

3

SN

TN

BD

Cym.

# TUNE UP!

## III. JUMP START

DON BARRETT  
(BMI)

— CONDUCTOR SCORE —  
DURATION 1:20

### Segue From Part Two

5

♩ = 176

Chimes  
Bells

Bells/Chimes  
*ff*  
SC  
>

Vibraphone  
1  
*ff*  
SC  
>

2  
*ff*  
SC  
>

Marimba  
1  
*ff*

Marimba  
2  
SC  
>  
*ff*  
*p*

Synth  
1  
Piano *ff*  
Piano *p*  
*cresc.*

Synth  
2  
Strings *ff*  
Strings *p*

Extra FX  
Bass Dive FX  
*ff*  
Car Start FX1

Bass Guitar/  
Bass Synth  
*ff*  
*p*  
*cresc.*

Tympani  
*ff*

1  
CBD

Percussion  
2  
*ff*  
SC  
>  
*p*  
*ff*

3  
*ff*  
SC  
>  
*p*  
*ff*

Snare  
Drum  
*ff*

Tenor  
Drum  
*ff*

Bass  
Drum  
*ff*

Cymbals  
Open  
>  
*ff*

1 2 3 4 5 6

TUNE UP!\_III - CONT.

9

Score for Percussion and Mallet Instruments, including Vibes, Maracas, Snare, and Cymbals. The score is divided into measures 7 through 12.

**Measures 7-8:** Vibes 1 and 2, Mar. 1 and 2, S1, and BG play a rhythmic pattern. Vibes 1 and 2 are marked *No Ped.* and *p*. Mar. 1 and 2 are marked *p*. S1 is marked *p*. BG is marked *p*. FX includes a *Car Start FX1* effect.

**Measure 9:** Vibes 1 and 2, Mar. 1 and 2, S1, and BG play a rhythmic pattern. Vibes 1 and 2 are marked *f*. Mar. 1 and 2 are marked *f*. S1 is marked *f*. BG is marked *f*.

**Measures 10-12:** Vibes 1 and 2, Mar. 1 and 2, S1, and BG play a rhythmic pattern. Vibes 1 and 2 are marked *f*. Mar. 1 and 2 are marked *f*. S1 is marked *f*. BG is marked *f*. S2 enters with a sustained chord marked *f*. Perc. 1 (Ribbon Crasher) plays a rhythmic pattern marked *f*. Perc. 2 (Vibraslap) plays a rhythmic pattern marked *f*. Perc. 3 (Cymbal) plays a rhythmic pattern marked *f*. SN (Snare) plays a rhythmic pattern marked *mp*. TN (Tom) and BD (Bass Drum) are marked *f*. Cym. (Cymbal) is marked *f*.

**Measure 11:** (+ Female Choir "Ah")