

Don't Rock The Boat

C.D. Alley

Moderate rock tempo (♩=114)

A

The musical score is arranged in a system with seven staves. Part I (Melody) is in treble clef, 4/4 time, with a dynamic of *f*. Part II (Melody) is in treble clef, 4/4 time, with a dynamic of *f*. Part III (Melody) is in treble clef, 4/4 time, with a dynamic of *f*. Part IV (Bass) is in bass clef, 4/4 time, with a dynamic of *f*. The Guitar part is in treble clef, 4/4 time, with chords G, B^b, C, G, G, B^b and a dynamic of *mf*. The Keyboard part consists of two staves (treble and bass clefs), 4/4 time, with a dynamic of *f*. The Bass part is in bass clef, 4/4 time, with a dynamic of *f*. The Drum Kit part is in bass clef, 4/4 time, with a dynamic of *f*. The score is divided into two measures by a double bar line. The first measure contains the first four parts and the guitar and keyboard parts. The second measure contains the first four parts and the guitar and keyboard parts. The score is marked with dynamics *f* and *mf*. The tempo is Moderate rock tempo (♩=114). The key signature has one flat (B^b).

Don't Rock The Boat

7

I *mf*

II *f*

III *mf*

IV *mf*

Gtr. C G G B^b C G

Kbd.

Bass

Dr. (3) (4) (5) (6) (7) (8)

Detailed description: This is a musical score for a piece titled "Don't Rock The Boat". The score is arranged for a band and includes staves for instruments I, II, III, IV, Guitar (Gtr.), Keyboard (Kbd.), Bass, and Drums (Dr.). The piece begins at measure 7. The first four staves (I, II, III, IV) are marked with dynamics: *mf* for I, *f* for II, and *mf* for III and IV. The guitar part (Gtr.) features a series of chords: C, G, G, B^b, C, and G. The keyboard part (Kbd.) consists of two staves, with the right hand playing chords and the left hand playing a bass line. The bass part (Bass) features a complex bass line with various notes and accidentals. The drum part (Dr.) is indicated by numbers (3) through (8) above the staff, with a slash symbol indicating a specific drum pattern or rhythm.

Don't Rock The Boat

13 **B**

The musical score consists of eight staves. The first four staves (I, II, III, IV) are for melodic instruments. The fifth staff (Gtr.) shows guitar chords: B^b, F, C, G, B^b, F, C, B^b, G, B^b, F, C, G. The sixth staff (Kbd.) shows piano accompaniment with chords and bass lines. The seventh staff (Bass) shows a bass line. The eighth staff (Dr.) shows a drum pattern with 'x' marks for cymbals and numbered measures (2) through (6) for other drums.

I *mf*

II *mp* *f* *mp*

III *mp* *f* *mp*

IV *mf*

Gtr. *mp* *f* *mp*

Kbd. *mp* *f* *mp*

Bass *mp* *f* *mp*

Dr. (2) (3) (4) (5) (6)

Don't Rock The Boat

C

19

The musical score consists of eight staves. Staves I, II, III, and IV are melodic lines. Staff I starts with a treble clef and a key signature of one flat. It features dynamics of *f* and *mf*. Staff II also starts with a treble clef and one flat, with dynamics of *f* and *mf*. Staff III starts with a treble clef and one flat, with dynamics of *f* and *f*. Staff IV starts with a bass clef and one flat, with dynamics of *f* and *mf*. Staff V is the guitar part, starting with a treble clef and one flat, with dynamics of *f* and *mf*. It includes chord symbols: B^b, F, C, D⁷, G, B^b, and C. Staff VI is the keyboard part, starting with a grand staff (treble and bass clefs) and one flat, with dynamics of *f* and *mf*. Staff VII is the bass line, starting with a bass clef and one flat, with dynamics of *f* and *mf*. Staff VIII is the drum part, starting with a drum set icon and including measures with slash marks and rhythmic patterns of 'x' marks.

Don't Rock The Boat

D

25

The musical score consists of the following parts and dynamics:

- I:** Treble clef, melodic line with dynamics *mf* and *f*.
- II:** Treble clef, melodic line with dynamics *mf* and *f*.
- III:** Treble clef, chordal accompaniment with dynamics *mf* and *f*.
- IV:** Bass clef, bass line with dynamic *f*.
- Gtr.:** Treble clef, guitar accompaniment with dynamics *mf* and *f*. Chords G, B^b, and C are indicated above the staff.
- Kbd.:** Grand staff (treble and bass clefs), keyboard accompaniment with dynamic *mf*.
- Bass:** Bass clef, bass line.
- Dr.:** Drum set notation with measures numbered (4) through (8).

31

The musical score is arranged in a standard rock band format. It consists of the following parts:

- I (Vocal):** Treble clef, featuring a melodic line with a key signature of one flat and a 7/8 time signature.
- II (Vocal):** Treble clef, providing harmonic support with sustained notes.
- III (Vocal):** Treble clef, providing harmonic support with sustained notes.
- IV (Bass):** Bass clef, featuring a rhythmic bass line with eighth notes and some melodic movement.
- Gtr. (Guitar):** Treble clef, featuring a rhythmic pattern with chords G, C, and A7.
- Kbd. (Keyboard):** Grand staff (treble and bass clefs), featuring a complex accompaniment with chords and a steady eighth-note bass line.
- Bass:** Bass clef, featuring a steady eighth-note bass line.
- Dr. (Drums):** Bass clef, featuring a simple drum pattern with snare and bass drum hits.

Chord symbols: G, C, A7

Drum notation: (2), (3), (4), (5), (6), (7)

Don't Rock The Boat

E

37

The musical score consists of eight staves. Staves I, II, III, and IV are for electric guitars, each starting with a forte (*f*) dynamic. Staff I includes a key signature change to one sharp (F#) and a time signature change to 7/8. Staff V is for guitar with chords D7, C, G, and C. Staff VI is for keyboard with a key signature of one sharp (F#). Staff VII is for bass. Staff VIII is for drums, with a snare drum symbol (H) and various rhythmic notations including eighth notes and rests.

Don't Rock The Boat

43

I *f*

II *mf*

III *mf*

IV *mf*

Gtr. *mf* A7 D7 G B^b C

Kbd. *mf*

Bass

Dr. (6) (7) (8) (2) (3)

Detailed description of the musical score: The score is for a piece titled "Don't Rock The Boat" on page 8, starting at measure 43. It features seven staves: I (Melody), II, III, IV (Rhythm), Gtr. (Guitar), Kbd. (Keyboard), Bass, and Dr. (Drums). The key signature has one flat (B-flat). The I staff begins with a dynamic of *f* and a boxed chord symbol **F**. The II, III, and IV staves begin with a dynamic of *mf*. The Gtr. staff includes chord markings A7, D7, G, B^b, and C, with a dynamic of *mf*. The Kbd. staff also has a dynamic of *mf*. The Dr. staff shows a pattern of sixteenth notes with accents, marked with numbers (6), (7), (8), (2), and (3) above the staff.

Don't Rock The Boat

49

The musical score consists of eight staves. Staves I, II, III, and IV are vocal parts. Staff I has a melodic line with rests. Staves II, III, and IV have accompaniment with *mf* dynamics. Staff V is guitar with chords G, G, B^b, C, G. Staff VI is keyboard with chords and accompaniment, also marked *mf*. Staff VII is bass with a rhythmic line. Staff VIII is drums with a pattern of four eighth notes per measure, numbered (4) through (8).

54 **G**

The musical score consists of eight staves. Staves I, II, III, and IV are for strings, each marked with a forte (*ff*) dynamic. Staff I (Violin I) features eighth-note patterns with accents. Staff II (Violin II) has eighth-note patterns with accents and slurs. Staff III (Viola) has eighth-note patterns with slurs. Staff IV (Cello/Double Bass) has eighth-note patterns with slurs. The Guitar (Gtr.) staff shows chords G, B \flat , C, and G, marked with *ff*. The Keyboard (Kbd.) staff shows block chords in both hands, marked with *ff*. The Bass staff has eighth-note patterns with slurs, marked with *ff*. The Drums (Dr.) staff shows a pattern of eighth notes with asterisks, followed by rests marked with a slash and a vertical line, and then a final pattern with asterisks, marked with *ff*.