

# Blowin' Blues

Score

Brian West

Medium Rock

The first system of the score includes the following parts:

- Melody:** Treble clef, 4/4 time, starting with a *mf* dynamic. The melody consists of quarter and eighth notes with rests.
- Harmony 1:** Treble clef, 4/4 time, starting with a *mf* dynamic. It provides harmonic support with chords and single notes.
- Harmony 2:** Treble clef, 4/4 time, starting with a *mf* dynamic. It provides harmonic support with chords and single notes.
- Bass Guitar/Tuba:** Bass clef, 4/4 time, starting with a *mf* dynamic. It plays a steady bass line with quarter notes.
- Keyboard:** Grand staff (treble and bass clefs), 4/4 time, starting with a *mf* dynamic. It provides harmonic support with chords and single notes.
- Guitar:** Treble clef, 4/4 time, starting with a *mf* dynamic. It plays a steady rhythm with chords, including *Em* and *C7*.
- Drum Kit:** Drum notation, 4/4 time, starting with a *mf* dynamic. It features a consistent pattern of snare and bass drum hits.

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To Coda ♪

The second system of the score includes the following parts:

- Melody:** Treble clef, 4/4 time, starting with a *mp* dynamic, followed by a *cresc.* and ending with a *f* dynamic. It features a melodic line with rests.
- Harmony 1:** Treble clef, 4/4 time, starting with a *mp* dynamic, followed by a *cresc.* and ending with a *f* dynamic. It provides harmonic support with chords and single notes.
- Harmony 2:** Treble clef, 4/4 time, starting with a *mp* dynamic, followed by a *cresc.* and ending with a *f* dynamic. It provides harmonic support with chords and single notes.
- Bass Guitar/Tuba:** Bass clef, 4/4 time, starting with a *mp* dynamic, followed by a *cresc.* and ending with a *f* dynamic. It plays a steady bass line with quarter notes.
- Keyboard:** Grand staff (treble and bass clefs), 4/4 time, starting with a *mp* dynamic, followed by a *cresc.* and ending with a *f* dynamic. It provides harmonic support with chords and single notes.
- Guitar:** Treble clef, 4/4 time, starting with a *mp* dynamic, followed by a *cresc.* and ending with a *f* dynamic. It plays a steady rhythm with chords, including *Em*, *C*, *D*, and *Em*.
- Drum Kit:** Drum notation, 4/4 time, starting with a *mp* dynamic, followed by a *cresc.* and ending with a *f* dynamic. It features a consistent pattern of snare and bass drum hits.

