

Score

FAMILY GUY

Walter Murphy
Arr. Ryan Spencer
ASCAP

Swing, ♩ = 144

The musical score is arranged in a standard orchestral format with 13 staves. The key signature is one sharp (F#) and the time signature is 4/4. The score includes the following parts and dynamics:

- Piccolo:** Treble clef, 4/4 time. Starts with a quarter rest, then a quarter note G4.
- Clarinet in B \flat 1/2:** Treble clef, 4/4 time. Starts with a quarter rest, then a quarter note G4. Dynamics: *f*, *ff*, *mf*.
- Alto Sax.:** Treble clef, 4/4 time. Starts with a quarter rest, then a quarter note G4. Dynamics: *ff*, *f*.
- Tenor Sax.:** Treble clef, 4/4 time. Starts with a quarter rest, then a quarter note G4. Dynamics: *mf*.
- Trumpet in B \flat 1:** Treble clef, 4/4 time. Starts with a quarter rest, then a quarter note G4. Dynamics: *ff*.
- Trumpet in B \flat 2/3:** Treble clef, 4/4 time. Starts with a quarter rest, then a quarter note G4. Dynamics: *f*.
- Mellophone 1/2:** Treble clef, 4/4 time. Starts with a quarter rest, then a quarter note G4. Dynamics: *f*.
- Trombone 1/2:** Bass clef, 4/4 time. Starts with a quarter rest, then a quarter note G2. Dynamics: *f*, *mf*.
- Baritone:** Bass clef, 4/4 time. Starts with a quarter rest, then a quarter note G2. Dynamics: *mf*.
- Tuba:** Bass clef, 4/4 time. Starts with a quarter rest, then a quarter note G2. Dynamics: *ff*, *mf*. Includes the instruction: "Bouncy, like a string bass...".
- Cymbals:** Percussion clef, 4/4 time. Starts with a quarter rest, then a quarter note G4. Dynamics: *mf*.
- Snare Drum:** Percussion clef, 4/4 time. Starts with a quarter rest, then a quarter note G4. Dynamics: *f*.
- Bass Drums:** Percussion clef, 4/4 time. Starts with a quarter rest, then a quarter note G2. Dynamics: *f*.

This musical score page, titled "Family Guy" and numbered "2", contains the following parts and markings:

- Picc.**: Piccolo part, starting at measure 4 with a *f* dynamic and a triplet.
- B \flat Cl. 1/2**: Clarinet in B-flat part, featuring a triplet in the first measure and a *f* dynamic later.
- A. Sx.**: Alto Saxophone part, featuring a triplet in the first measure and a *f* dynamic later.
- T. Sx.**: Tenor Saxophone part, featuring a triplet in the first measure and a *f* dynamic later.
- B \flat Tpt. 1**: Trumpet in B-flat part 1, featuring a triplet in the first measure and a *ff* dynamic later.
- B \flat Tpt. 2/3**: Trumpet in B-flat part 2/3, featuring a triplet in the first measure and a *ff* dynamic later.
- Mello. 1/2**: Melodion part, featuring a triplet in the first measure and a *f* dynamic later.
- Tbn. 1/2**: Trombone part, featuring a *f* dynamic and a *sfz* dynamic later.
- Bar.**: Baritone part, featuring a *f* dynamic and a *sfz* dynamic later.
- Tuba**: Tuba part, featuring a *sfz* dynamic and a *f* dynamic later.
- Cym.**: Cymbal part, featuring a triplet in the first measure.
- S.Dr.**: Snare Drum part, featuring a triplet in the first measure.
- B. Dr.**: Bass Drum part, featuring a triplet in the first measure and triplets in the final measure.

This musical score page, numbered 4, is for the piece "Family Guy". It features a full orchestral arrangement with the following parts:

- Picc.** (Piccolo): Starts at measure 14 with a trill, then plays a melodic line. Dynamics include *f* and *ff*.
- B♭ Cl. 1/2** (B-flat Clarinet 1/2): Plays a melodic line with dynamics *ff*.
- A. Sx.** (Alto Saxophone): Plays a melodic line with dynamics *ff*.
- T. Sx.** (Tenor Saxophone): Plays a melodic line with dynamics *ff*.
- B♭ Tpt. 1** (B-flat Trumpet 1): Plays a melodic line with dynamics *ff*. Includes a trill and a dynamic marking *fff*.
- B♭ Tpt. 2/3** (B-flat Trumpet 2/3): Plays a melodic line with dynamics *ff*. Includes a trill and a dynamic marking *fff*.
- Mello. 1/2** (Mellophone 1/2): Plays a melodic line with dynamics *ff*. Includes a trill and a dynamic marking *fff*.
- Tbn. 1/2** (Trombone 1/2): Plays a rhythmic accompaniment.
- Bar.** (Baritone): Plays a rhythmic accompaniment.
- Tuba**: Plays a rhythmic accompaniment. Includes a dynamic marking *fff* and an optional marking *opt. 8^{vb}*.
- Cym.** (Cymbal): Plays a rhythmic accompaniment.
- S.Dr.** (Snare Drum): Plays a rhythmic accompaniment.
- B. Dr.** (Bass Drum): Plays a rhythmic accompaniment. Includes a dynamic marking *fff* and a triplet marking *3*.

The score is written in a key signature of one sharp (F#) and a common time signature (C). It begins at measure 14. The overall dynamics range from *f* (forte) to *fff* (fortissimo).