

Salt Marsh Rag

For 5 wind instruments and jazz rhythm section

Composed by Roger Aldridge

This piece is scored for flexible Instrumentation. Alternate parts are available for each of the 5 wind instruments.
This enables the music to be performed by many configurations of instruments.

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A

♩ = 160

The musical score is arranged in a system with the following parts from top to bottom:

- Wind Instruments (I-V):** Five staves for wind instruments. Staves I-IV have a treble clef and a key signature of one sharp (F#). Staff V has a bass clef and the same key signature. Each staff starts with a triplet of eighth notes marked *f*, followed by a melodic phrase marked *mf* with accents (^).
- Keyboard:** Treble clef, one sharp key signature. It features a "comp (New Orleans style)" section with slanted lines and an instruction to "improvise freely around melody (New Orleans style)". Chords G, C, D7, G, D7, Em, and Am are indicated above the staff.
- Bass:** Bass clef, one sharp key signature. It features a "LEAD" section starting with a triplet marked *mf*, followed by a melodic line with various articulations.
- Drum Set:** Common time signature (C), with a drumstick icon. The staff is mostly empty, indicating a specific drum pattern or improvisation.

B

To Coda

LEAD

3

10

The musical score is arranged in a system with eight staves. The top five staves (I-V) are for melodic instruments. Staff I and II are mostly rests. Staff III and IV have melodic lines starting in measure 5. Staff V has a continuous bass line. The Keyboard staff shows chords (D7, G, C, D7, G, G7, C, D7, G, G7) and tremolo markings. The Bass staff has a melodic line with dynamics and a '3' marking. The Drum Set staff shows cymbal rolls and a fill at the end.

fill ---

19 **C** **D**

I
II
III
IV
V

mf f

Keyboard

comp (New Orleans style)

Bass

walking bass (New Orleans style)

Drum Set

swing (New Orleans style)

C F G⁷ C G⁷ C Am Dm G⁷ C

(5) (7)

mf f

E

29

I *mf* *f* *mf* *f* *mp*

II *mf* *f* *mf* *f* *mp* **LEAD**

III *mf* *f* *mf* *f* *mp*

IV *mp*

V *mp*

1. 2.

Keyboard *mf* *f* *mf* *f* *mp*

Bass *mf* *f* *mf* *f* *mp*

Drum Set *mf* *f* *mf* *f* *mp*

F G7 C C7 F C Am Dm G7 C G7 C C7 F Bb F Gm

(3)

39

F

Staff I: Treble clef, melodic line with dynamics *mp*, *mf*, *mp*. Includes accents and slurs.

Staff II: Treble clef, melodic line with dynamics *mf*, *mp*. Includes accents and slurs.

Staff III: Treble clef, melodic line with dynamics *mf*, *mp*. Includes accents and slurs.

Staff IV: Bass clef, melodic line with dynamics *mf*, *mp*. Includes accents and slurs.

Staff V: Bass clef, melodic line with dynamics *mf*, *mp*. Includes accents and a trill (*tr*) at the end.

Keyboard: Treble clef, chord charts (C7, F, C, Bb, C7, F, C7, F, Bb, F, Gm, C7, F) and rhythmic slashes. Dynamics *mf*, *mp*.

Bass: Bass clef, chord charts (C7, F, C, Bb, C7, F, C7, F, Bb, F, Gm, C7, F) and rhythmic slashes. Dynamics *mf*, *mp*. Includes fingerings (5) and (5).

Drum Set: Rhythmic slashes. Dynamics *mf*, *mp*.

49

I

II

III

IV

V

Keyboard

Bass

Drum Set

1.

2.

mf

f

trm

C Am Dm G7 C C7 Dm G7 Dm G7 Dm G7 C F

(4)

7

D.S. al Coda

PLAY ASCENDING OR DESCENDING GLISSES (VARYING SPEEDS) AS HIGH/LOW AS POSSIBLE.

PLAY ASCENDING OR DESCENDING GLISSES (VARYING SPEEDS) AS HIGH/LOW AS POSSIBLE.

PLAY ASCENDING OR DESCENDING GLISSES (VARYING SPEEDS) AS HIGH/LOW AS POSSIBLE.

PLAY ASCENDING OR DESCENDING GLISSES (VARYING SPEEDS) AS HIGH/LOW AS POSSIBLE.

PLAY ASCENDING OR DESCENDING GLISSES (VARYING SPEEDS) AS HIGH/LOW AS POSSIBLE.

// SLOWLY ON CUE

// SLOWLY ON CUE

// SLOWLY ON CUE

// SLOWLY

// SLOWLY

// SLOWLY

// SLOWLY

// SLOWLY

56

I *mf* *ff*

II *mf* *ff*

III *mf* *ff*

IV *mf* *ff*

V *mf* *ff*

Keyboard C D7(#9) *mf* *ff*

Bass C D7(#9) *mf* *ff*

Drum Set *mf* *ff*

PLAY ASCENDING OR DESCENDING GLISSES (VARYING SPEEDS) AS HIGH/LOW AS POSSIBLE.

PLAY ASCENDING OR DESCENDING GLISSES (VARYING SPEEDS) AS HIGH/LOW AS POSSIBLE.

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tr

mf *f* *mp*

mf *f* *mp*

G7 *tremolo*

C D7 G // SLOWLY

C D7 G // SLOWLY

cymbal rolls

mf *f*

mf *f*

mf *f*