

WACKY MISADVENTURE

JOE WALKER

PLAYFUL SWING ♩ = 130

GUITAR/FLUTE PLAY MELODY. PIANO COMPS. EMPHASIZING DOUBLE STOPS.

A B^{13} Bbm^9 Am^9 D^{13} Eb^{13}

$Gbmaj7(\#11)$ Gm^{11} $Em7(b5)$ $A^7_{ALT.}$ $Fmaj9$

5

B $Bb^{13}(\#11)$

9 *BASS PLAYS LINE. GUITAR AD LIB.*

$C^{13}(\#11)$ $Bb^{13}(\#11)$

13

C B^{13} Bbm^9 Am^9 D^{13} Eb^{13}

17

$Ab^{13}(SUS4)$ $F^{13}(SUS4)$ $Gm7(b5)$ $C^7_{ALT.}$ **TO CODA**

21

SOLOS

25

B¹³ Bbm⁹ Am⁹ D¹³ Eb¹³

29

Gbmaj7(#11) Gm¹¹ Em7(b5) A⁷ALT. Fmaj9

33

B¹³ Bbm⁹ Am⁹ D¹³ Eb¹³

37

Ab¹³(SUS4) F¹³(SUS4) Gm7(b5) C⁷ALT.

CODA

41

Gmaj9

SOLO CUES

SOLOS BEGIN ON STATED FORM. SOLOIST PLAYS EACH OF THE THREE "WRONG TURN CUES" BELOW IN ORDER, AT ANY POINT IN THE SOLO, FOLLOWED BY THE FINAL CUE, ENDING THE SOLO.

"WRONG TURN CUE": TARGET INSTRUMENT IMMEDIATELY DOES SOMETHING UNEXPECTED, DISREGARDING FORM WHILE STILL INTERACTING WITH OTHER PLAYERS. OTHER PLAYERS ROUGHLY MAINTAIN FORM UNTIL THEIR CUE IS PLAYED.

NONE OF THE CUES USE EXACT PITCHES UNTIL THE CUE TO END THE SOLO.

"WRONG TURN CUE" FOR COMPING INSTRUMENT (PIANO/GUITAR)

42 

"WRONG TURN CUE" FOR BASS

44 

"WRONG TURN CUE" FOR DRUMS

46 

CUE TO END SOLO.

48 