

C BLUES SCALE

# 1. C BLUES

B $\flat$

## A MELODY

## Kenny'll Make It

$\text{♩} = 96$

## B SWING FEEL - Play 4 Choruses

## C BOSSA NOVA FEEL - Play 4 Choruses

Bb INSTRUMENTS

HEAD

# THE PREACHER

LISTEN AND ANALYZE HEAD

Track 7  
JAZZ DEMO

PLAY THE HEAD

Track 8  
PLAY ALONG

By HORACE SILVER

DOWN-HOME SWING  
INTRO

3

TO CODA

Detailed description: This section contains the first five staves of musical notation for the head of the piece. It begins with a treble clef, a key signature of one sharp (F#), and a 4/4 time signature. The first staff shows a whole rest followed by a triplet of eighth notes. The subsequent staves contain a melodic line with various rhythmic values and accidentals. A repeat sign with first and second endings is present. The section concludes with a 'TO CODA' instruction and a diamond symbol.

SOLO CHORD CHANGES - 2 CHORUSES  
CREATE YOUR OWN IMPROVISATION

Track 8  
JAZZ DEMO

1. 2.

G<sup>6</sup> G<sup>7</sup>

C C#<sup>7</sup> G<sup>6</sup>

A<sup>7</sup> D<sup>7</sup> G<sup>6</sup> G<sup>7</sup>

C<sup>6</sup> B<sup>7</sup> A<sup>mi7</sup> A#<sup>7</sup> B<sup>mi7</sup> E<sup>7</sup>

A<sup>mi7</sup> D<sup>7</sup> G<sup>6</sup> AFTER LAST SOLO A<sup>mi7</sup> D<sup>7</sup> G<sup>6</sup> D.S. AL CODA

CODA

Detailed description: This section provides chord changes for two choruses of improvisation. It consists of six staves of chord notation. The first staff shows first and second endings. The second staff has chords C, C#7, and G6. The third staff has A7, D7, G6, and G7. The fourth staff has C6, B7, Ami7, A#7, Bmi7, and E7. The fifth staff has Ami7, D7, G6, and then a section labeled 'AFTER LAST SOLO' with Ami7, D7, and G6, followed by 'D.S. AL CODA'. The sixth staff is labeled 'CODA' and contains a diamond symbol.

Detailed description: This section contains the musical notation for the coda. It starts with a treble clef, a key signature of one sharp (F#), and a 4/4 time signature. The notation includes a diamond symbol, a whole rest, and a melodic line with various rhythmic values and accidentals, ending with a final cadence.