

Part 1-Give Up the Funk/Superstition *Arr. By: Lortz/Thompson/Zellers*

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The Groove Machine - Part 1-Give Up the Funk/Superstition - Score - 2

This page contains the musical notation for measures 7 through 12 of a piece. The instrumentation includes:

- Picc-Fl.
- B♭ Cl.
- A. Sx.
- T. Sx.
- B. Sx.
- B♭ Tpt. 1
- B♭ Tpt. 2
- Mello.
- T. Brs.
- Sousa.
- E.B.
- Gtr.
- Synth. 1
- Synth. 2
- Bls.
- Xyl.
- Vib. 1
- Vib. 2
- Mrb. 1
- Mrb. 2
- Cowbell
- Perc. 1
- Perc. 2
- D. S.
- S. Dr.
- T. Dr.
- B. Dr.

The score features complex rhythmic patterns, including sixteenth and thirty-second notes, as well as rests. Dynamics such as *f*, *ff*, *p*, *mp*, and *mf* are indicated throughout. Performance instructions like "Stick Click (Shot)" and "Sus. Cym." are present. Measure numbers 7, 8, 9, 10, 11, and 12 are clearly marked at the bottom of the page.

The Groove Machine - Part 1-Give Up the Funk/Superstition - Score - 3

This page contains the musical notation for measures 13 through 18 of a piece. The instrumentation includes:

- Picc-Fl.
- B♭ Cl.
- A. Sx.
- T. Sx.
- B. Sx.
- B♭ Tpt. 1
- B♭ Tpt. 2
- Mello.
- T. Brs.
- Sousa.
- E.B.
- Gtr.
- Synth. 1
- Synth. 2
- Bls.
- Xyl.
- Vib. 1
- Vib. 2
- Mrb. 1
- Mrb. 2
- Perc. 1
- Perc. 2
- D. S.
- S.Dr.
- T. Dr.
- B. Dr.

The score features complex rhythmic patterns, particularly in the percussion and drum sections, with dynamic markings such as *f*, *p*, *mp*, and *fz*. Measure numbers 13, 14, 15, 16, 17, and 18 are indicated at the bottom of the page.

The Groove Machine - Part 1-Give Up the Funk/Superstition - Score - 4

19

Picc-Fl. *f* *unis.*

B♭ Cl. *f*

A. Sax.

T. Sax.

B. Sax.

B♭ Tpt. 1 *f*

B♭ Tpt. 2 *f*

Mello. *f*

T. Bsns.

Sousa.

E.B.

Gtr.

Synth. 1

Synth. 2

Bls.

Xyl.

Vib. 1

Vib. 2

Mrb. 1 *f* 4 3 2 3 2 4 3 2 3 2 4 3 2 3 2

Mrb. 2 *f* 4 3 2 3 2 4 3 2 3 2 4 3 2 3 2

Cowbell

Perc. 1 *mf*

Perc. 2 *mf* *Sus. Cym.*

D. S. *mf* *p* *mf*

S. Dr. *mf*

T. Dr. *mf* *p* *f*

B. Dr. *mf*

23

24

The Groove Machine - Part 1-Give Up the Funk/Superstition - Score - 5

[illegible]

The Groove Machine - Part 1-Give Up the Funk/Superstition - Score - 6

Superstition:
Funk Groove ♩ = 116

36 39

Picc. Fl. *ff* *mf*

B♭ Cl. *ff* *mf*

A. Sax. *ff* *mf*

T. Sax. *ff* *f* *mf*

B. Sax. *ff* *f* *mf*

B♭ Tpt. 1 *ff* *mf*

B♭ Tpt. 2 *ff* *mf*

Mello. *ff*

T. Bsns. *ff* *f* *mf*

Sousa. *ff* *f* *mf*

E. B. *f* *mf*

Gtr. *f* *mf*

Synth. 1 *ff* Synth Bass Organ

S14 Rise *ff* Melody Support

Synth. 2 *mf*

Bls. *mf*

Xyl. *mf*

Vib. 1 *ff* *mf*

Vib. 2 *ff* *mf*

Mrb. 1 *ff* *mf*

Mrb. 2 *ff*

Perc. 1 Crashes *ff* *mf* HH/Hat/Snare Toms

Perc. 2 *ff* *mf*

Bass Drum *ff* *mp*

D. S. Light 16th swing *ff* *mf*

S. Dr. *mf* *p* *f* *ff* *f* *mp* *f* *mp*

T. Dr. *mf* *p* *f* *ff* *f* *mp* *f* *mp*

B. Dr. *mf* *p* *f* *ff* *f* *mp* *f* *mp*

32 33 34 35 36 37 38 39

The Groove Machine - Part 1-Give Up the Funk/Superstition - Score - 7

This musical score is for a 12-piece band, including Piccolo Flute, B♭ Clarinet, Alto Saxophone, Tenor Saxophone, Baritone Saxophone, B♭ Trumpet 1, B♭ Trumpet 2, Mellophone, Trombone, Sousaphone, Electric Bass, and Guitar. The score is written for measures 40 through 45. The key signature is B♭ major (two flats), and the time signature is 4/4. The score includes various musical notations such as notes, rests, ties, and dynamic markings. The percussion section includes Vibraphone 1 and 2, Maracas 1 and 2, Congas 1 and 2, and Drums (Snare, Symbals, Tom-toms, and Bass Drum). The woodwinds and brass sections play melodic and harmonic lines, while the strings provide a steady bass line. The percussion section provides a complex rhythmic foundation. The score is marked with dynamics such as *mf* (mezzo-forte), *mp* (mezzo-piano), and *f* (forte). The score is divided into measures 40 through 45, with measure numbers 40, 41, 42, 43, 44, and 45 indicated at the bottom.

40 41 42 43 44 45

48

Picc-Fl.

B♭ Cl.

A. Sax.

T. Sax.

B. Sax.

B♭ Tpt. 1

B♭ Tpt. 2

Mello.

T. Bsns.

Sousa.

E. B.

Gtr.

Synth. 1

Synth. 2

Bls.

Xyl.

Vib. 1

Vib. 2

Mrb. 1

Mrb. 2

Toms

Perc. 1

Perc. 2

D. S.

S. Dr.

T. Dr.

B. Dr.

46

47

48

49

50

The Groove Machine - Part 1-Give Up the Funk/Superstition - Score - 9

This musical score is for a percussion ensemble, featuring a variety of instruments including Piccolo Flute, B♭ Clarinet, Alto Saxophone, Tenor Saxophone, Baritone Saxophone, B♭ Trumpet 1 & 2, Mellophone, Tenor Trombone, Sousaphone, Electric Bass, Guitar, Synthesizer 1 & 2, Bells, Xylophone, Vibraphone 1 & 2, Maracas 1 & 2, Percussion 1 & 2, Conga, Snare Drum, Tom Drum, and Bass Drum. The score is written in 4/4 time and includes dynamic markings such as *mp* (mezzo-piano), *f* (forte), *mf* (mezzo-forte), *ff* (fortissimo), and *mf-p* (mezzo-forte-piano). The score is divided into five measures, each labeled with a measure number (51, 52, 53, 54, 55) at the bottom. The notation includes various rhythmic patterns, including eighth and sixteenth notes, rests, and articulation marks like accents and slurs. The percussion parts are particularly detailed, with specific notations for different drum types and cymbals.

Picc-Fl.

B♭ Cl.

A. Sax.

T. Sax.

B. Sax.

B♭ Tpt. 1

B♭ Tpt. 2

Mello.

T. Bsns.

Sousa.

E. B.

Gtr.

Synth. 1

Synth. 2

Bls.

Xyl.

Vib. 1

Vib. 2

Mrb. 1

Mrb. 2

Perc. 1

Perc. 2

D. S.

S. Dr.

T. Dr.

B. Dr.

51

52

53

54

55

The Groove Machine - Part 1-Give Up the Funk/Superstition - Score - 10

56

Picc-F1.

B♭-Cl.

A. Sx.

T. Sx.

B. Sx.

B♭ Tpt. 1

B♭ Tpt. 2

Mello.

T. Brs.

Sousa.

E.B.

Gtr.

Synth. 1

Synth. 2

Bls.

Xyl.

Vib. 1

Vib. 2

Mrb. 1

Mrb. 2

Crashes

Perc. 1

Perc. 2

D. S.

S. Dr.

T. Dr.

B. Dr.

57

58

59

60

61

The Groove Machine - Part 1-Give Up the Funk/Superstition - Score - 11

[illegible]