

GROOVE MACHINE

Part 3: Play That Funky Music - 7.29.26

ROBERT PARISSI
Arr. By: Lortz/Thompson/Zellers

Marimba 1

Funky Groove ♩ = 120

3

2

f 2 3 2 3 3 2 3

12 12 3 2 3

9

f *mf*

13

mp *f*

mf

21

mf *Drop 2 (Trade Turns)* *mp* *f*

25

mf *f* *f*

Sus. Cym.

26 27 28 29 30

(Play with 2 this time)

Measures 31-36. Treble clef: *f* (31-32), *f* (33-34), *f* (35-36). Bass clef: *f* (35-36).

Measures 37-39. Treble clef: *mf* (37-38), *f* (39). Bass clef: *mf* (37-38), *f* (39).

41 Faster ♩ = 132 **Faster** ♩ = 138 **Faster** ♩ = 144

Measures 40-43. Treble clef: *f* (40-41), *mp* (42-43). Bass clef: *f* (40-43).

45 Driving ♩ = 152 **Sus. Cymbal**

Measures 44-49. Treble clef: *f* (44-45), *p* (46-47), *f* (48-49). Bass clef: *f* (44-45), *p* (46-47), *f* (48-49).

Sus. Cymbal Mute

Measures 51-57. Treble clef: *f* (51-52), *p* (53-54), *f* (55-56), *p* (57). Bass clef: *f* (51-52), *p* (53-54), *f* (55-56), *p* (57).

Sus. Cymbal **Mute**

Measures 58-60. Treble clef: *f* (58-59), *p* (60). Bass clef: *f* (58-59), *p* (60).