

DO NOTHIN' TILL YOU HEAR FROM ME

Words and Music by Bob Russell and Duke Ellington

Suggested Registration: Brass

Rhythm: Swing

Tempo: $J=100$

Do no-thin' till you hear from me, pay no at - ten-tion to what's

said. Why peo - ple tear the seam of a - ny - one's dream_____

— is o - ver my head. Do no-thin' till you hear from me,

at least con - si - der our ro - mance. If you should take the word of

oth - ers you've heard, I have - n't a chance. —

True, I've been seen with some-one new, — but does that mean

IT DON'T MEAN A THING (IF IT AIN'T GOT THAT SWING)

Words by Irving Mills / Music by Duke Ellington

Suggested Registration: Jazz Organ

Rhythm: Swing

Tempo: $\text{♩} = 170$

Gm

It don't mean a thing if it ain't got that swing,

Musical score for 'Doo Wah Doo' in G major. The score consists of three measures. The first measure is in C7, the second in Cm7, and the third in F7. The lyrics 'doo wah,_' are repeated in each measure. Measure 3 is marked with a '3' above the staff. The melody is simple, using quarter notes and eighth notes on the G4 and A4 ledger lines.

Music notation for the first line of the song 'Doo Wah Doo'. The key signature is B-flat major (Bb), the chord is D7, and the key signature changes to G minor (Gm). The lyrics are: "doo wah, doo wah, doo wah. It don't mean a thing, all you". The melody consists of eighth and sixteenth notes on the treble clef staff.

Music score for 'Doo Wah Doo' in B-flat major (Bb), F major (Fm), and B-flat major (Bb). The lyrics are: "doo wah, doo wah, doo wah. It makes no diff'rence if it's sweet or". The score includes a treble clef, a key signature of one flat, a 4/4 time signature, and a 3/4 time signature. The vocal line consists of eighth and sixteenth note patterns. The lyrics are placed below the notes.

TAKE THE "A" TRAIN

Words and Music by Billy Strayhorn and The Delta Rhythm Boys

Suggested Registration: Brass

Rhythm: Swing

Tempo: $\text{♩} = 150$

3 2 5 1 2 1 5 4

to go to Sug-ar Hill way up in Har - lem. _____

Dm **G7** **C** **G7**

3 2 5 1 2 1 5 4

to go to Sug-ar Hill way up in Har - lem. _____

Dm **G7** **C** **G7**

Dm 3 **G7** 2 **C** 4 **C7** 5

 you'll find you've missed the quick-est way to Har - lem.

F 2 4 5 **Fmaj7** 3

Hur - rv. get on board it's com - ing.