

# STAYING ALIVE

ARR. ROB VAN REITMERSDAL

**FLUIT 1-2**

**ALTO SAX 1**

**ALTO SAX 2**

**TENORSAX 1**

**TENORSAX 2**

**BARITONESAX**

**TROMPET 1**

**TROMPET 2**

**TROMPET 3**

**TROMPET 4**

**TROMBONE 1**

**TROMBONE 2**

**TROMBONE 3**

**BASTROMBONE**

**VOCALS**

**GITAAR**

**PIANO**

**BASGITAAR**

**PERCUSSION**

**DRUMS**

*mf* *f* *f* *f* *f* *mf* *mf* *mf* *mf* *mf*

*Ewi* *A7* *Ewi*

Musical score for page 1 of 'Staying Alive'. The score includes parts for Flute 1-2, Alto Saxophones 1-2, Tenor Saxophones 1-2, Baritone Saxophone, Trumpets 1-4, Trombones 1-3, Bass Trombone, Vocals, Guitar, Piano, Bass Guitar, and Percussion/Drums. The key signature is two sharps (F# and C#), and the tempo is quarter note = 102. The score starts with a first measure marked '1' and includes dynamic markings such as *mf* and *f*. The guitar part includes the chords Ewi and A7. The percussion part is divided into Shaker and Snare Drum.

**FL 1-2**

**ALTO 1**

**ALTO 2**

**TENOR 1**

**TENOR 2**

**SARITON**

**TOP 1**

**TOP 2**

**TOP 3**

**TOP 4**

**TBS 1**

**TBS 2**

**TBS 3**

**TBS BAS**

**VOCALS**

**GITAAR**

**PIANO**

**BASS**

**PERC**

**DRUM**

(A)

Musical score for page 2 of 'Staying Alive'. This page contains the second system of staves for all instruments and vocals. A circled 'A' in the top left corner of the first staff indicates the start of a new section. The score continues with dynamic markings and includes the chords Ewi and A7 in the guitar part. The percussion part continues with Shaker and Snare Drum parts.

B

FL 1-2  
ALTO 1  
ALTO 2  
TENOR 1  
TENOR 2  
BARITON

TRP 1  
TRP 2  
TRP 3  
TRP 4

TRE 1  
TRE 2  
TRE 3  
TRE BAS

VOCALS

GUITAR

Ewi

PIANO

BASS

PERC

DRUM

FL 1-2  
ALTO 1  
ALTO 2  
TENOR 1  
TENOR 2  
BARITON

TRP 1  
TRP 2  
TRP 3  
TRP 4

TRE 1  
TRE 2  
TRE 3  
TRE BAS

VOCALS

GUITAR

Ewi<sup>7</sup> D-Ewi Ewi<sup>7</sup> Ewi<sup>7</sup> Ewi

PIANO

BASS

PERC

DRUM