

**ELECTRONIC ORGANS**

UPPER: Flute 4'  
 LOWER: String 8'  
 PEDAL: Flute 8' (Sustain On)  
 TREM: On (Fast)  
 VIB: On (Light)

**RED RIVER VALLEY****DRAWBAR ORGANS**

UPPER: 00 4700 000  
 LOWER: (00) 3322 000  
 PEDAL: 2 2 Spinet 3  
 (Sustain On)  
 VIB: On (V2)

COWBOY SONG, U.S.A.

**Moderato**

UPPER 1 3 5

G C

From this val - ley they say you are go - ing.

*mf*

LOWER

PEDAL

G D7

1 3 5 1 3 5

We will miss your bright eyes and sweet smile;

G C

5

So re - mem - ber the Red Riv - er Val - ley

G D7 G

2 1 3

And the one that has loved you so true.

# REVIEW — UNIT 2

1. Relative Major and minor scales have the \_\_\_\_\_ key signatures.
2. The relative minor scale begins on the \_\_\_\_\_ tone of the Major scale.
3. There are \_\_\_\_\_ forms of minor scales. Their names are \_\_\_\_\_, \_\_\_\_\_, and \_\_\_\_\_.
4. Change this natural minor scale to harmonic minor. Play it.

**E minor**

5. Change this natural minor scale to melodic minor. Play it.

**A minor**

6. To find the relative minor key signature, count down \_\_\_\_\_ half steps from the Major key name.
7. Write the minor key name on the blanks below.

**G Major**      \_\_\_\_\_ minor

**F Major**      \_\_\_\_\_ minor


**D Major**      \_\_\_\_\_ minor

**C Major**      \_\_\_\_\_ minor

# UNIT 4

- 6/8 TIME SIGNATURE
- TRIADS OF THE SCALE

## GRACE NOTE

The GRACE NOTE  is a small-sized note usually written with a slash mark through the stem. It is not counted in rhythm but is played quickly, almost together with the next note.

# ORPHEUS IN THE UNDERWORLD

**ELECTRONIC ORGANS**  
 UPPER: Flutes 8' 4' Reed 8'  
 LOWER: Diapason 8' Flute 8'  
 PEDAL: 16' 8' (Sustain On)  
 TREM: On (Fast)  
 VIB: On (Light)

**DRAWBAR ORGANS**  
 UPPER: 00 4555 430  
 LOWER: (00) 2434 332  
 PEDAL: 2 2 Spinet 3  
 (Sustain On)  
 VIB: On (V2)

JACQUES OFFENBACH  
 (1819-1880)

**Lively**

**UPPER** 1 3 3 2 3 ① 5 1

**LOWER** *mf*

**PEDAL**

**G** **D7** **G** **C** **G** **D7** **G** **G** **Fine** **N.C.\***

**D7** **G** **N.C.** **D7** **G** **D.C. al fine**

\*N.C. means No Chord.

# DANUBE WAVES

(Anniversary Waltz)

**ELECTRONIC ORGANS**

UPPER: Flutes 16' 8' 4' Strings 8' 4'

LOWER: Diapason 8' Reed 8'

PEDAL: 16' 8' (Sustain On)

TREM: On (Fast)

VIB: On (Light)

RHYTHM: Waltz (3/4)

**DRAWBAR ORGANS**

UPPER: 42 8875 432

LOWER: (00) 7654 232

PEDAL: 4 3 Spinet 4

(Sustain On)

VIB: On (V3)

RHYTHM: Waltz (3/4)

Key of \_\_\_\_\_ minor

Waltz tempo

JAN IVANOVICI

The musical score is written for an electronic organ and consists of four systems of music. Each system includes a treble clef staff and a bass clef staff. The first system begins with an E7 chord and includes fingerings 1 and 2. The second system includes Am and Dm chords and fingerings 4 and 1/2. The third system includes Am and E7 chords and fingerings 1/2, 5, and 3. The fourth system includes Am chords and fingerings 1 and 2. The score includes various musical notations such as notes, rests, and ornaments.



**HESITATION WALTZ RHYTHM:**

The HESITATION WALTZ RHYTHM used in **MELODY OF LOVE** is 

**ELECTRONIC ORGANS**  
 UPPER: Flutes 16' 4'  
 LOWER: Flute 8' String 8'  
 PEDAL: 16' (Sustain On)  
 TREM: On (Fast)  
 VIB: Off

**MELODY OF LOVE**

**DRAWBAR ORGANS**  
 UPPER: 62 5820 000  
 LOWER: (00) 4535 222  
 PEDAL: 3 4 Spinet 4  
 (Sustain On)  
 VIB: On (V3)

Moderate waltz tempo

H. ENGLEMANN  
 (1872 - 1914)

\*For an explanation of the diminished seventh chord, see page 74.

**DISCO RHYTHM:** The DISCO RHYTHM used in FLASHING LIGHTS DISCO is



**ELECTRONIC ORGANS**

UPPER: Trombone 16' Flute 4' String 4'  
 LOWER: Diapason 8' Flutes 8' 4'  
 PEDAL: 16' 8' String Bass 8' (Sustain On)  
 TREM: On (Fast) VIB: Off  
 RHYTHM: Rock Beat (Fast)

# FLASHING LIGHTS DISCO

**DRAWBAR ORGANS**

UPPER: 14 8845 553  
 LOWER: (00) 6543 222  
 PEDAL: 5 5 Spinet 5  
 (Sustain On)  
 VIB: Off  
 RHYTHM: Rock Beat (Fast)

JAMES BASTIEN

**Fast!** C B $\flat$

UPPER *ff* *simile*

PEDAL *simile*

A Dm/A A $\flat$  G

C B $\flat$

A Dm/A A $\flat$  G

F E $\flat$  D

LOWER

*both hands to Lower*