

**2024/2025**

**Celly Squad**

**Band Audition Packet**

Thank you for your interest in auditioning for the 2024/2025 Celly Squad Band. During the audition process, you will be expected to be able to read and play the charts that are provided . Please see the expectations for each instrument listed below.

**Trombone/ Horns:**

- Prepare to improvise and solo over all provided songs.
- Sheet music is not provided for all of the songs. Listen to the original source music for inspiration.

**Guitar/ Bass Guitar:**

- Sheet music is provided for each tune.
- Prepare to improvise and solo over all provided songs.

**Drum set:**

- Sheet music is not provided for all songs. Listen to the original source music for inspiration.
- Prepare to improvise and solo over all provided songs

Please reach out to [Skylinecelly@gmail.com](mailto:Skylinecelly@gmail.com) with any questions.

# Ain't Talkin' 'Bout Love

Van Halen

♩ = 140

Electric Guitar

Bass Guitar

E. Gtr.

Bass

E. Gtr.

Bass

30 Seconds

13 Guitar or Trombone Solo

E. Gtr.

Bass

17

E. Gtr.

T	1	1	3	3	1	1	3	3	
A	2	2	0	0	2	2	0	0	0 5 5 7 7 9 9 12
B	0	0	0	0	0	0	0	0	3 3 0 3 2 3 0 0 0 0 0 0 3 3

Bass

21

E. Gtr.

T	1	1	3	3				
A	2	2	0	0				
B	0	0	0	0	0	0	3	2 3

Bass

23

E. Gtr.

T	1	1	3	3	3	3	3	3	
A	2	2	0	0	0	0	0	0	2
B	0	0	0	0	0	0	0	0	0

1 minute

Bass

# Hysteria

Muse

♩ = 94

Electric Guitar

T  
A  
B

Bass Guitar

3

E. Gtr.

T  
A  
B

Bass

5

Pick Scrape all 4 bars

E. Gtr.

T  
A 2  
B 0

Bass

7

E. Gtr.

T  
A 2  
B 0

Bass

9

Bend and pull off

E. Gtr.

T  
A 14 14-14-14 14-14 7 12-13-12 10 13 13-13-13 13-13 7 12-13-12 10  
B 12 12-12-12 12-12 11 11-11-11 11-11

Bass

2

11

E. Gtr.

T 10 10-10-10 10-10 12-13-12 10

A 9 9-9-9 9-9 12-13-12

B 8 8-8-8 8-8 7 7-7-7 7-7

Bass

13

E. Gtr.

T 14 14-14-14 14-14 12-13-12 10

A 13 13-13-13 13-13 12-13-12 10

B 12 12-12-12 12-12 11 11-11-11 11-11

Bass

15

E. Gtr.

T 10 10-10-10 10-10 12-13-12 10

A 9 9-9-9 9-9 7 7-7-7 7-7

B 8 8-8-8 8-8 7 7-7-7 7-7 5 5-5-5 5-5

Bass

17 40 Seconds

E. Gtr.

T

A

B 0-0-10-0-10-12-0-10-0-10-9-0-9-8-0-8 7-0-10-0-10-12-0-10-0-10-9-0-9-8-0-8

Bass

19 53 Seconds

E. Gtr.

T

A

B 7-0-10-0-10-12-0-10-0-10-9-0-9-8-0-8 7-0-10-0-10-12-0-10-0-10-9-0-9-8-0-8 0

Bass

# Shut Up and Dance

Walk The Moon

♩ = 126

Trombone

Electric Guitar

Bass Guitar

Drum Set

Match effects from original

*f*

*mf*

♩ = 126

This system of the musical score includes staves for Trombone, Electric Guitar, Bass Guitar, and Drum Set. The Trombone staff shows a melodic line starting in the second measure with a dynamic marking of *f*. The Electric Guitar staff features a complex fretboard diagram with fingerings (13, 14, 15, 16) and a dynamic marking of *mf*. The Bass Guitar and Drum Set staves are currently silent, indicated by a whole rest in the bass line and a vertical bar in the drum staff. A tempo marking of ♩ = 126 is present at the beginning and end of the system.

3

Tbn.

E. Gtr.

Bass

Dr.

*mp*

*mf*

This system continues the musical score with staves for Trombone (Tbn.), Electric Guitar (E. Gtr.), Bass, and Drums (Dr.). The Trombone staff begins with a triplet of eighth notes marked with a '3' above it. The Electric Guitar staff shows a fretboard diagram with fingerings (13, 14, 15, 16) and a dynamic marking of *mp*. The Bass staff plays a steady eighth-note pattern with a dynamic marking of *mp*. The Drums staff plays a simple pattern of eighth notes with a dynamic marking of *mf*.

7

Tbn.

E. Gtr.

Bass

Dr.

*p* ————— *f*

11

Tbn.

E. Gtr.

Bass

Dr.

Comp. Listen to original

Open Hi Hat

*mf*

*f*



14

Tbn.

*f*

E. Gtr.

T  
A  
B

*mp*

Bass

*mf*

Dr.

17

Tbn.

E. Gtr.

T  
A  
B

Bass

Dr.

20

B

Tbn. *f*

E. Gtr. *Distortion* *mf*

Bass *mf*

Dr. *p* *mf*

24

C

Tbn. *mf*

E. Gtr. *mf*

Bass *mf*

Dr. *mf*

28

Tbn.

E. Gtr.

T	.		.						.				
A	3		6	7	6	4	3	3	6	6	6	4	7
B	1		6		4	4	1	1	6	6	4	4	2

Bass

Dr.

32

Tbn.

E. Gtr.

T	.		.						.			
A	3		6	7	6	4	3	3	6	6		
B	1		6		4	4	1	1	6	6		

Bass

Dr.

# WON'T TAKE ME ALIVE

SCORE

*Avs Celly Squad*

Dirty Honey  
Arranged by Zack Demos

Rock ♩ = 116 (INTRO)

**TROMBONE**

**GUITAR**

**BASS**

**DRUMS**

1 2 3 4 5

OPTIONAL START HERE :

**BONE**

**GR.**

**Bs**

**Dr**

6 7

Won't Take Me Alive

Score

- 2 -

8 9

BONE

GTR.

BS

DR

FILL

VERSE

10 11

BONE

GTR.

BS

DR

FILL

Won't Take Me Alive

Score

- 3 -

BONE

OPT. FILL

GTR.

Bs

Dr

12 13

BONE

GTR.

Bs

Dr

14 15

*SIM.*

Won't Take Me Alive

Score

- 4 -

80NE

GTR.

Bs

Dr

16 17

FILL

80NE

GTR.

Bs

Dr

18 19

(PRECHORUS)

(SEMI-OPEN H.H.)

C5 G5 A

Won't Take Me Alive

Score

Musical score for measures 20-22. The score is written for Bass (BONE), Guitar (GTR.), Bass (BS), and Drums (DR.).

- BONE:** Bass line in G major, featuring a melodic line with a long sustain in measure 21.
- GTR.:** Guitar accompaniment with chords C5, G5, and D5. Includes a double bar line in measure 21 and a **ff** dynamic marking in measure 22. Fingering numbers (1, 2, 3, 4, 5) are present.
- BS:** Bass line with a steady eighth-note pattern in measure 21 and a more complex rhythmic pattern in measure 22.
- DR.:** Drum part with a consistent eighth-note pattern. A **FILL** section is indicated by a dashed line in measure 22.

Measure numbers 20, 21, and 22 are indicated at the bottom of the staves.

Musical score for measures 23-24, labeled **CHORUS**. The score is written for Bass (BONE), Guitar (GTR.), Bass (BS), and Drums (DR.).

- BONE:** Bass line in G major, featuring a melodic line with a long sustain in measure 23.
- GTR.:** Guitar accompaniment with chords C5 and D5. Includes a double bar line in measure 23 and a **ff** dynamic marking in measure 24. Fingering numbers (1, 2, 0, 2, 1, 0, 3, 0, 0, 0) are present.
- BS:** Bass line with a steady eighth-note pattern in measure 23 and a more complex rhythmic pattern in measure 24.
- DR.:** Drum part with a consistent eighth-note pattern. A **ff** dynamic marking is present in measure 23.

Measure numbers 23 and 24 are indicated at the bottom of the staves.



Won't Take Me Alive

Score

- 6 -

80NE

GTR.

Bs

Dr

25

26

G5 O A5

80NE

GTR.

Bs

Dr

27

28

D5

Won't Take Me Alive  
Score

- 7 -

80NE

Q5

Q5

GTR.

Bs

Dr

FILL

29

30

80NE

1ST X ONLY

(BACK TO MAIN RIFF)

GTR.

Bs

Dr

31

32

Won't Take Me Alive

Score

- 8 -

REPEAT AS NEEDED

The musical score is arranged in four staves: Bone (Bass), Gtr. (Guitar), Bs (Bass), and Dr. (Drums). The key signature is two sharps (F# and C#). The Bone staff shows a simple bass line with a double bar line and a '2' above it. The Gtr. staff has a double bar line with a '2' above it. The Bs staff contains a melodic line with a double bar line and a '2' above it. The Dr. staff shows a drum pattern with a double bar line and a '2' above it. A 'FILL' section is indicated by a dashed line in the Dr. staff. The score ends with a repeat sign.