

# Crazy For Cartoons

CONDUCTOR SCORE  
Duration - 2:00

Robert Sheldon  
op. 160

Bright and Happy ♩ = 132

Flute/Oboe

B♭ Clarinets

B♭ Bass Clarinet

E♭ Alto  
Saxophones

B♭ Tenor  
Saxophone

E♭ Baritone  
Saxophone

B♭ Trumpets

F Horn

Trombone/Baritone/  
Bassoon

Tuba

Xylophone

Percussion 1  
(Snare Drum, Bass Drum)

Percussion 2  
(Crash Cymbals/Ratchet,  
Triangle/Woodblock/  
Bird Water Whistle,  
Slide Whistle/  
Suspended Cymbal/Whip)

Piano  
(Optional)

The musical score is for the piece "Bright and Happy" by Robert Sheldon, op. 160. It is a conductor score for a 4/4 piece with a tempo of 132 beats per minute. The score is divided into three measures. The instruments and their parts are as follows:

- Flute/Oboe:** Plays a melodic line starting with a forte (*f*) dynamic, moving to mezzo-piano (*mp*) in the third measure.
- B♭ Clarinets:** Play a rhythmic accompaniment, starting with *f* and moving to *mp*.
- B♭ Bass Clarinet:** Plays a bass line, starting with *f* and moving to *mp*.
- E♭ Alto Saxophones:** Play a melodic line, starting with *f* and moving to *mp*.
- B♭ Tenor Saxophone:** Plays a rhythmic accompaniment, starting with *f* and moving to *mp*.
- E♭ Baritone Saxophone:** Plays a bass line, starting with *f* and moving to *mp*.
- B♭ Trumpets:** Play a melodic line, starting with *f* and moving to *mp*.
- F Horn:** Play a melodic line, starting with *f* and moving to *mp*.
- Trombone/Baritone/Bassoon:** Play a bass line, starting with *f* and moving to *mp*.
- Tuba:** Plays a bass line, starting with *f* and moving to *mp*.
- Xylophone:** Plays a rhythmic accompaniment, starting with *f* and moving to *mp*.
- Percussion 1 (Snare Drum, Bass Drum):** Play a rhythmic accompaniment, starting with *f* and moving to *mp*.
- Percussion 2 (Crash Cymbals/Ratchet, Triangle/Woodblock/Bird Water Whistle, Slide Whistle/Suspended Cymbal/Whip):** Play a rhythmic accompaniment, starting with *f* and moving to *mp*.
- Piano (Optional):** Plays a melodic line, starting with *f* and moving to *mf*.

The score includes dynamic markings (*f*, *mp*, *mf*) and articulation marks (accents, slurs). A box containing the number "3" is placed above the Flute/Oboe staff in the third measure. A box containing "a2" is placed above the B♭ Trumpets staff in the third measure. The score is numbered 1, 2, and 3 at the bottom of each measure.

