

LIONEL HAMPTON

(medium rock)

DON'T BE SO MEAN

ARR: FRANK COMO

(1)

VOCAL

A

Handwritten musical score for section A of the song. The score includes parts for VOCAL, HAMP (Lionel Hampton), GUITAR, ORGAN, BASS, and DRS (Drums). The vocal part has lyrics: "1. Don't be so mean", "2. Please keep it clean", and "2. Let's make the scene". The drums have a circled note labeled "ROCK RHYTHM". The score uses various time signatures and key changes.

VOCAL

HAMP

GUITAR

ORGAN

BASS

DRS

Handwritten musical score for the vocal line of the song. It features a vocal melody with lyrics: "DA DA DOO DOOT". The score includes parts for VOCAL, HAMP, GUITAR, ORGAN, BASS, and DRS. The vocal part includes a wavy line under the notes.

DON'T BE SO MEAN

(2)

1ST

2ND.

B.

VOCAL

HAMP

GUITAR

ORGAN

BASS

DRS

VOCAL

HAMP

GUITAR

ORGAN

BASS

DRS

DON'T BE SO MEAN

(3)

VOCAL

HAMP

GUITAR

ORGAN

BASS

DRS

VOCAL

HAMP

GUITAR

ORGAN

BASS

DRS

C

DON'T BE SO MEAN

(4)

VOCAL {

HAMP

GUITAR

ORGAN {

BASS

DRS

VOCAL {

HAMP

GUITAR

ORGAN {

BASS

DRS

DON'T BE SO MEAN

(5)

VOCAL { *LET'S MAKE THE SCENE*

HARP

GUITAR

ORGAN { cov. HARP

BASS

DRS.

VOCAL { *DA DA DUT DUT DA*

HARP { *Solo (pick-up)*

GUITAR

ORGAN { *w/voices*

BASS

DRS.

DON'T BE SO MEAN

(6)

VOCAL {

HAMP (b) 5020)

GUITAR

ORGAN

BASS

DRS.

VOCAL {

HAMP

GUITAR

ORGAN

BASS

DRS.

DON'T BE SO MEAN

(7)

F

VOCAL

HAMP

GUITAR

ORGAN

BASS

DPS.

VOCAL

HAMP

GUITAR

ORGAN

BASS

DPS.

Don't BE SO MEAN

(8)

VOCAL

HAMP

GUITAR

ORGAN

BASS

DRS

F-1

F-2

F-3

F-4

(Soprano)

Dmi

C Db Dmi

Dmi

C Db Dmi

C Db Dmi

12

G

VOCAL

HAMP

GUITAR

ORGAN

BASS

DRS

DA

DA

DA

DA

DA

DA

P

P

P

P

Dm⁷

F⁷

B^b

E^{7(b9)}

A⁷

Dmi

DA

DA

DA

DA

DA

DA

P

P

P

P

Dm⁷

F⁷

B^b

E^{7(b9)}

A⁷

Dmi

DA

DA

DA

DA

DA

DA

12

DON'T BE SO MEAN

(9)

VOCAL

HARP

GUITAR

ORGAN

BASS

DRS

Solo Fill-in

H

VOCAL

HARP

GUITAR

ORGAN

BASS

DRS

DON'T BE SO MEAN

(10)

VOCAL {

HAMP

GUITAR

ORGAN

BASS

DRS

I

VOCAL {

HAMP

GUITAR

ORGAN

BASS

DRS