Unit Six: Musical Modelling

Consider the musicals you outlined in Unit One. Compare the layout of the scores to each other.

**Remember:**

* A published score reflects a show that has already gone through production
* The intent of a published score is to recreate the original production
* The published score has gone through careful editing
* The published score has no provision for removing and/or adding new songs
* Musical ranges for the characters are usually not provided
* Within the score there may be multiple verses under the same music. This happens because the publisher’s objective is to minimize print costs for a show that has already been produced.

**Observe:**

* How is the title page laid out?
* How is the cast list laid out?
* How is the table of contents page (Musical Synopsis) laid out?
* While this course encourages all the songs to start on a right page, examine the first page of each song in your score:
  + *How is the song cue stated?*
  + *How is the tempo mark stated?*
  + *Is there dialogue and a vamp or safety used to start the song?*
  + *How is the singing character marked?*
  + *What kind of clefs are used?*
  + *How are additional character parts marked?*
  + *Are there any internal cues? If so, how is the music handled underneath them?*
  + *Are there any cue numbers that are incidental music?*
    - *If so, how is it laid out regarding cues?*
  + *Are there any “A” numbers? (e.g, 8A incidental music, 14A reprise, 16A incidental)*
  + *Look for examples of other concepts discussed in this unit. How do they function?*

Cues that we have not discussed in this unit include ***Bow Music*** and ***Exit Music***. If you have strong feelings about what music might be used in these circumstances, then include that in your score. However, most often, that music is determined by the initial production and included in the published score as a reflection of the initial production. So, if you do not know what to do for these cues, leave them out until your show has its first production.