

Gertrude's Bounce

(version F)

Richie Powell

Intro

G **G⁷** **C⁶** **C_m⁶** **G** **A⁷** **D⁷**

G **G⁷** **C⁶** **C_m⁶** **G** **G/D D^{#dim.}** **E_m** **E_m/D C^{#ø}** **B_b^{7dim}**
Add piano

G^{9/B} **G/B** **A_m⁷** **D⁷** **G_m⁷** **C⁷**

A **F⁶** **G_m⁷** **C⁷** **A_m⁷** **D_m⁷** **G_m⁷** **C⁷** **Fsus4 9 F⁷**

BbM7 **E_b⁹** **A_b⁶** **G_m⁷** **C⁷** **G_m⁷** **F⁶** Pn

D_bM7 **B^{M7#11}** **B_bM7#11** **A^{M7#11}** **A_bM7#11** **G^{M7#11}** **F^{#M7}**

DM7 **C^{M7#11}** **B^{M7#11}** **B_bM7#11** **A^{M7#11}** **A_bM7#11** **F^{#M7}** Hns

C **F⁶** **G_m⁷** **C⁷** **A_m⁷** **D_m⁷** **G_m⁷** **C⁷**

The musical score consists of six staves of music. Staff 1 starts with an intro section in G major (G, G7, C6, Cm6, G, A7, D7). Staff 2 begins at measure 5 with G, G7, C6, Cm6, G, followed by G/D, D#dim., E_m, E_m/D, C#ø, and Bb7dim, with an instruction to add piano. Staff 3 starts at measure 10 with G9/B, G/B, Am7, D7, Gm7, and C7. Staff 4 starts at measure 14 with A, F6, Gm7, C7, Am7, Dm7, Gm7, C7, Fsus4 9, and F7. Staff 5 starts at measure 19 with BbM7, Eb9, Ab6, Gm7, C7, Gm7, F6, and a section labeled 'Pn'. Staff 6 starts at measure 23 with DbM7, BM7#11, BbM7#11, AM7#11, AbM7#11, GM7#11, and F#M7. Staff 7 starts at measure 27 with DM7, CM7#11, BM7#11, BbM7#11, AM7#11, AbM7#11, F#M7, and a section labeled 'Hns'. Staff 8 starts at measure 31 with F6, Gm7, C7, Am7, Dm7, Gm7, and C7. Various sections are labeled with letters (A, B, C) and specific chords or progressions. The tempo is 244 BPM.

35 **Fsus4 9** **F7** **B_bM7** **E_b9** **A_b6** **G_m7** **F⁶**

39 **D** **F⁶** **G_m7** **G^{7dim}** **A_m7** **D⁷** **G_m7** **C⁷** **Fsus4 9** **F7**

44 **B_bM7** **E_b9** **A_bM7** **G_m7** **C⁷** **G_m7** **F⁶**

48 **E**
 D_bM7 **F[#]M7** **D^{M7}** **G^{M7}** **C⁷**

56 **F⁶** **G_m7** **G^{7dim}** **A_m7** **D⁷** **G_m7** **C⁷**

60 **Fsus4 9** **F7** **B_bM7** **E_b9** **A_bM7** **G_m7** **F⁶** (**G** **F** **E** **D**)

64 **A_m7** **D^{7(b5)}** **G** **G⁷** **C⁶** **C_m6** **G** **A⁷** **D⁷**

69 **G** **G⁷** **C⁶** **C_m6** **G** Fade