

I CAN'T MAKE YOU LOVE ME

(Score)

Artist: **CANDY DULFER**

Album: "SAX-A-GO-GO" (1993)

Music: Michael Reid, James Allen II Shamblin

Words: Michael Reid, James Allen II Shamblin



I CAN'T MAKE YOU LOVE ME

from "SAX-A-GO-GO" (1993)

Music and Words by
Michael Reid, Allen Shamblin
arranged by Ulco Bed
CANDY DULFER

♩ = 72

A

1

SAX ALTO

GRAND PIANO

SYNTHESIZER 1

EL. PIANO

SYNTHESIZER 2

SYNTH. STRINGS

SYNTHESIZER 3

GUITAR

BASS GUITAR (5Str.)

DRUMS

The musical score is arranged in a multi-staff format. The top staff is for Sax Alto in G major and 4/4 time. Below it are three staves for Synthesizer 1, labeled 'GRAND PIANO', 'EL. PIANO', and 'SYNTH. STRINGS'. The next two staves are for Guitar and Bass Guitar (5 strings). The bottom staff is for Drums. The score begins with a first-measure rest for the Sax Alto and Grand Piano parts. The El. Piano, Synth. Strings, Guitar, and Bass parts enter in the second measure. The drum part starts in the second measure with a pattern of eighth notes and rests. The score concludes with a double bar line and repeat dots in the final measure.

The musical score is arranged in a vertical stack of staves. At the top left, a '4' indicates the measure number. The instruments are labeled on the left: As (Alto Saxophone), Snth 1 (Synthesizer 1), Snth 2 (Synthesizer 2), Snth 3 (Synthesizer 3), Gtr (Guitar), B.G. (Bass Guitar), and Drm (Drums). The As staff is in treble clef with a key signature of one sharp (F#) and contains whole rests. Snth 1 consists of two staves (treble and bass clefs) with whole rests in the first two measures and chords in the third. Snth 2 is in treble clef with a key signature of two flats (Bb, Eb) and contains a melodic line with eighth and sixteenth notes. Snth 3 is in treble clef with a key signature of two flats and contains a chordal accompaniment. Gtr is in treble clef with a key signature of two flats and contains a rhythmic pattern of eighth notes. B.G. is in bass clef with a key signature of two flats and contains a melodic line with eighth and sixteenth notes. Drm is in a standard drum notation and contains a rhythmic pattern with 'x' marks for cymbals and 'o' marks for hi-hats.

The musical score is arranged in a system with seven staves. The top staff is for As (Alto Saxophone), which is mostly silent with rests. The next three staves are for Snth 1 (Synthesizer 1), Snth 2 (Synthesizer 2), and Snth 3 (Synthesizer 3), which provide harmonic accompaniment. The Gtr (Guitar) staff features a rhythmic pattern of eighth notes. The B.G. (Bass Guitar) staff provides a bass line. The Drm (Drum) staff shows a complex drum pattern with various rhythms and accents. The score is in 4/4 time and the key signature has two flats (B-flat and E-flat). The piece starts at measure 7.

B
10

As
Snth 1
Snth 2
Snth 3
Gtr
B.G.
Drm

Detailed description: This is a musical score for the song 'I Can't Make You Love Me'. The score is arranged for a vocal line (As) and a band consisting of three synthesizers (Snth 1, 2, 3), guitar (Gtr), bass guitar (B.G.), and drums (Drm). The piece is in the key of B minor (indicated by two flats) and 4/4 time. The vocal line starts at measure 10 and features a melodic line with some grace notes and slurs. The synthesizers provide harmonic support with chords and arpeggiated patterns. The guitar plays a rhythmic pattern with eighth notes and chords. The bass guitar provides a steady bass line with occasional grace notes. The drums play a consistent pattern of eighth notes and rests. The score concludes with a double bar line and repeat dots.