

When Good Co popped into Deep Well studio to start recording their newest album 'So Pretty' they were surprised by just how quickly the process went. Having toured with the songs for the past two years through the US and Europe the songs just seemed to flow out. From their lead off dance party number 'Come Alive' to the album's braggadocios title track, it's evident that the arrangements, harmonies, and grooves are ingrained in the band.

Their newest album takes the band's Electro Swing roots, evident on tracks such as 'Home', 'Good Company, and 'Rhythm', and expands out to new levels of funkiness with the tracks 'Beggin', 'Ramshackle', 'Shout' and 'St James'. They also harken back to their early jazz roots with the ukulele driven 'Monkey and Me' and 'Sweet Marie'.

Musically 'So Pretty' is the most collaborative album the group has ever done, the songs shaped by the entire band over the course of touring and rehearsing together and it shows. The result is an album that makes for one satisfying dance party.



## PR CONTACT

Carey Rayburn

Phone: 360 620 3665

Email: careco2345@gmail.com

## So Pretty

Track Listing:

I. Come Alive

2. Home

3. Beggin'

4. St James (Killing Take)

5. Good Company(Dance Party Edition)

6. Monkey and Me

7. Shout

8 .Rhythm

9. <u>Ramshackle</u>

10. Sweet Marie

II. So Pretty

## ALL TRACKS FCC CLEAN

Genre: Electro Swing, Funk, Dance Sounds Like: Caravan Palace, Parov Stelar

## **Reviews:**

A fun, infectious collection of tunes shot through with a perkiness that brings a smile to my face and lifts my heart. This is life affirming dance music -- Sepiachord

I just can't get enough of you guys! There just aren't enough artists out there like yourself.

Keep up the amazing work!

-- Matt Maher, WLCA Music Director

The world is leaving an era of digital harshness with predictable arrangements, and moving into a time when groups like Good Co will thrive on the strength of their unique take, organic sounds and studio savvy. -- Christian Knudsen - President, K&W Publishing