

# Holiday Party

Christopher Rust

Piano

*f*

6

Pno.

11

*f*

S

Let's have a hol - i - day, let's have a hol - i - day, let's have a hol - i - day

*f*

A

Let's have a hol - i - day, let's have a hol - i - day, let's have a hol - i - day

*f*

T

8

Let's have a hol - i - day, let's have a hol - i - day, let's have a hol - i - day

*f*

B

Let's have a hol - i - day, let's have a hol - i - day, let's have a hol - i - day

11

Pno.

# Holiday Party

2  
14

S  
par - ty! Let's have a hol - i - day, let's have a hol - i - day,

A  
par - ty! Let's have a hol - i - day, let's have a hol - i - day,

T  
par - ty! Let's have a hol - i - day, let's have a hol - i - day,

B  
par - ty! Let's have a hol - i - day, let's have a hol - i - day,

Pno.

S  
let's have a hol-i-day par - ty. *mp* We could sing mu - sic, we could play games,

A  
let's have a hol-i-day par - ty! *mp* We could sing mu - sic, we could play games,

T  
let's have a hol-i-day par - ty. *mp* Sing mu - sic, play games,

B  
let's have a hol-i-day par - ty! Sing mu - sic, play games,

Pno.

Holiday Party

21

S  
we could go danc - ing to en - ter - tain.

A  
we could go danc - ing to en - ter - tain.

T  
go danc - ing to en - ter - tain.

B  
go danc - ing to en - ter - tain.

Pno.

24

S  
*f* Let's have a hol - i - day, let's have a hol - i - day, let's have a hol - i - day

A  
*f* Let's have a hol - i - day, let's have a hol - i - day, let's have a hol - i - day

T  
*f* Let's have a hol - i - day, let's have a hol - i - day, let's have a hol - i - day

B  
*f* Let's have a hol - i - day, let's have a hol - i - day, let's have a hol - i - day

Pno.

# Holiday Party

4  
27

S  
par - ty.

A  
par - ty.

T  
par - ty.

B  
par - ty.

Pno.

27

*mf*

33

Tenor and Bass

B

How a-bout a game of Blind - man's Bluff? I will be the

Pno.

33

39

B

blind- man you the one to find. I pro-mise I can't see you not e-ven your red

Pno.

Detailed description: This system contains measures 39 through 44. The Bass (B) part is in a bass clef with a key signature of one sharp (F#). The lyrics are: "blind- man you the one to find. I pro-mise I can't see you not e-ven your red". The Piano (Pno.) part consists of two staves (treble and bass clefs) with chords and moving lines.

45

B

scarf. I think I've al - most got you there's no-where you can hide.

Pno.

Detailed description: This system contains measures 45 through 50. The Bass (B) part continues the melody. The lyrics are: "scarf. I think I've al - most got you there's no-where you can hide.". The Piano (Pno.) part continues with accompaniment. A repeat sign is visible at the end of measure 50.

51

S

Alto and Soprano

How a - bout a game of

Pno.

Detailed description: This system contains measures 51 through 56. The Soprano (S) part is in a treble clef. The lyrics are: "How a - bout a game of". The Piano (Pno.) part continues with accompaniment. A repeat sign is visible at the end of measure 56.

57

S

how, when, or where? Look a- round the room see the emp-ti-ness in there? The

Pno.

Detailed description: This system contains the first two staves of music. The vocal staff (S) begins at measure 57 with the lyrics 'how, when, or where? Look a- round the room see the emp-ti-ness in there? The'. The piano accompaniment (Pno.) consists of two staves: the right hand plays chords and moving lines, while the left hand plays a steady bass line with chords.

63

S

mice won't e-ven come out, they're scared of the old man. So where else could this

Pno.

Detailed description: This system contains the next two staves of music. The vocal staff (S) begins at measure 63 with the lyrics 'mice won't e-ven come out, they're scared of the old man. So where else could this'. The piano accompaniment (Pno.) continues with similar harmonic and rhythmic patterns as the first system.

68

S

be but in Scroo-ge's own bed - room.

Pno.

Detailed description: This system contains the final two staves of music. The vocal staff (S) begins at measure 68 with the lyrics 'be but in Scroo-ge's own bed - room.'. The piano accompaniment (Pno.) concludes the piece with a final chord in both hands.

73 *f*

S Let's have a hol - i - day, let's have a hol - i - day, let's have a hol - i - day

A Let's have a hol - i - day, let's have a hol - i - day, let's have a hol - i - day

T *f* Let's have a hol - i - day, let's have a hol - i - day, let's have a hol - i - day

B Let's have a hol - i - day, let's have a hol - i - day, let's have a hol - i - day

Pno.

76

S par - ty! Let's have a hol - i - day, let's have a hol - i - day,

A par - ty! Let's have a hol - i - day, let's have a hol - i - day,

T par - ty! Let's have a hol - i - day, let's have a hol - i - day,

B par - ty! Let's have a hol - i - day, let's have a hol - i - day,

Pno.

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79 *mp*

S let's have a hol-i-day par-ty. We could sing mu-sic, we could play games,

A let's have a hol-i-day par-ty! We could sing mu-sic, we could play games,

T let's have a hol-i-day par-ty. *mp* Sing mu-sic, play games,

B let's have a hol-i-day par-ty! Sing mu-sic, play games,

Pno.

83

S we could go danc - ing to en - ter - tain.

A we could go danc - ing to en - ter - tain.

T go danc - ing to en - ter - tain.

B go danc - ing to en - ter - tain.

Pno.

86 *f* *cresc.*

S *f* Let's have a hol - i - day, let's have a hol - i - day, *cresc.* let's have a hol - i - day

A *f* Let's have a hol - i - day, let's have a hol - i - day, *cresc.* let's have a hol - i - day

T *f* Let's have a hol - i - day, let's have a hol - i - day, *cresc.* let's have a hol - i - day

B *f* Let's have a hol - i - day, let's have a hol - i - day, *cresc.* let's have a hol - i - day

Pno. *f* *cresc.*

89 *ff*

S *ff* par - ty.

A *ff* par - ty.

T *ff* par - ty.

B *ff* par - ty.

Pno. *ff*

94 *mp*

S *mp* Now it's time for the

A *mp* Now it's time for the last game of

T *mp* Now it's time for the last game of all.

B *mp* Now it's time for the last game of all.

Pno.

98 *cresc.* *f*

S last game of all. Now it's time for a game of yes or no.

A all. Now it's time for the last game a game of yes or no.

T *cresc.* *f* Now it's time for the last game of all, a game of yes or no.

B *cresc.* *f* Now it's time for the last game of all, a game of yes or no.

Pno.

102

S *mp* Is it an an - i - mal? — A sa-vage

A *mp* Is it an an - i - mal? — A sa-vage

T *mp* one of the cruel - est kind \_\_\_\_\_

B *mp* one of the cruel - est kind \_\_\_\_\_

Pno.

106

S an - i - mal? —

B One that grunts and growls some - times. \_\_\_\_\_

Pno.

110

S *f* It lives in Lon-don, was - n't killed in a mar - ket. It's not a horse,

A *f* It lives in Lon-don, was - n't killed in a mar - ket. It's not a horse,

T *f* It lives in Lon-don, was - n't killed in a mar - ket. It's not a horse,

B *f* It lives in Lon-don, was - n't killed in a mar - ket. It's not a horse,

Pno. *f*

113

S *cresc.* not a cow, not a bull a ti-ger, dog or pig. It's Un - cle *ff* Scrooge!

A *cresc.* not a cow, not a bull a ti-ger, dog or pig. It's Un - cle *ff* Scrooge!

T *cresc.* not a cow, not a bull a ti-ger, dog or pig. It's Un - cle *ff* Scrooge!

B *cresc.* not a cow, not a bull a ti-ger, dog or pig. It's Un - cle *ff* Scrooge!

Pno. *cresc.* *ff* *cresc.* *ff* *8va*

117

S  
A  
T  
B

Let's have a hol - i - day, let's have a hol - i - day, let's have a hol - i - day

Pno.

120

S  
A  
T  
B

par - ty! Let's have a hol - i - day, let's have a hol - i - day,

Pno.

123

S

let's have a hol - i - day par - ty.

A

let's have a hol - i - day par - ty!

T

let's have a hol - i - day par - ty.

B

let's have a hol - i - day par - ty!

Pno.

123