



Book, Music and Lyrics by  
**Denver Casado & Betina Hershey**

Music Arranged by  
**Denver Casado**

**Starring:** \_\_\_\_\_  
Name

**As:** \_\_\_\_\_  
Character

# ACTOR BOOK

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# CONGRATULATIONS

You have been  
cast in a  
**MUSICAL!**

**MUSICAL THEATRE** is the art of storytelling through



acting,



singing,



and dancing.

In a musical, strong emotions and ideas are expressed in song and movement.

The next pages will guide you through the magical world of musical theatre.

Music is useful in showing feelings.

Can you think of a song and describe how it makes you feel?

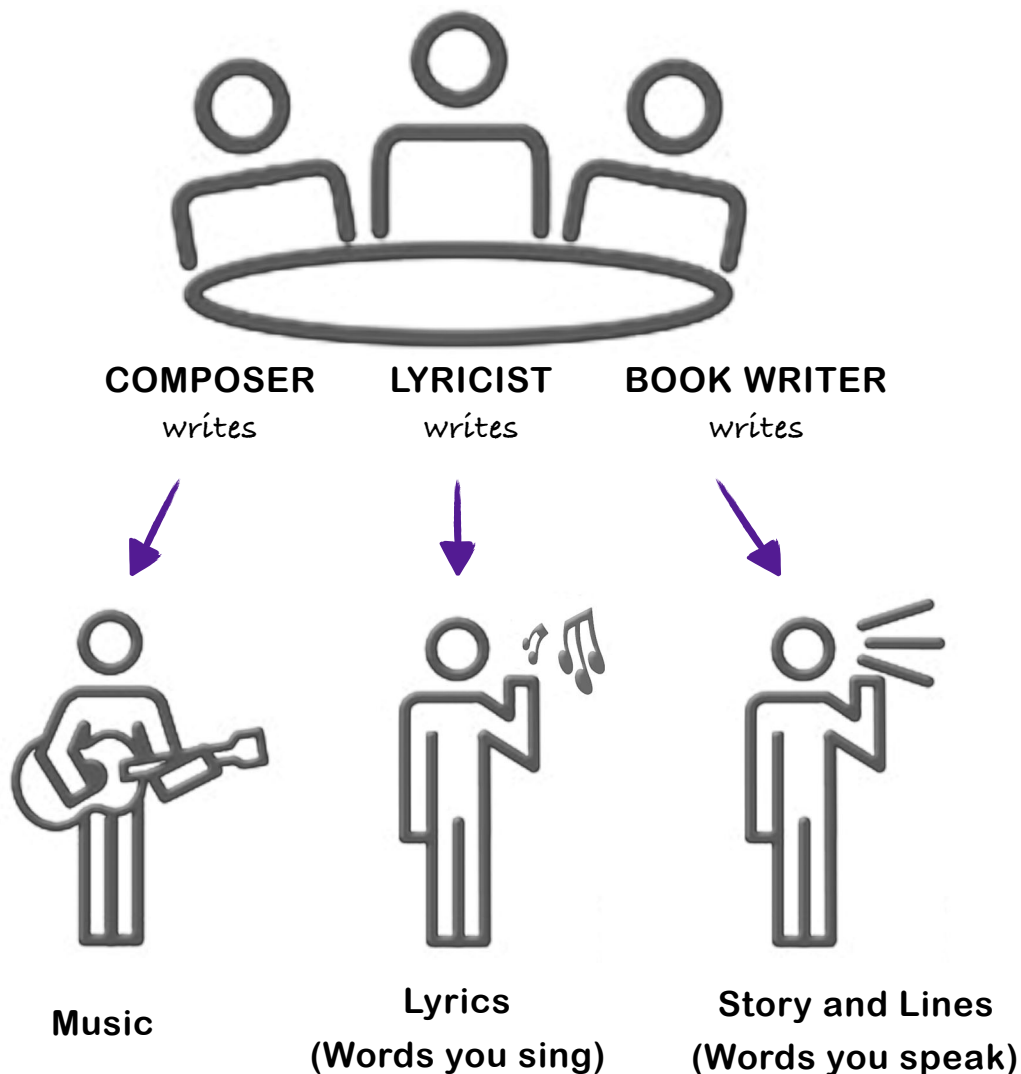
Happy? Sad? Excited?

# COLLABORATION

Musical theatre is fun because it involves **COLLABORATING** with many people.

Collaboration means **working with others**.

First, the **AUTHORS** collaborate to write the show.




# CAST and CREW

Next, the **CAST AND CREW** collaborate to rehearse and perform the show.

**DIRECTOR** - The director oversees the whole production and teaches blocking. Blocking is where you stand on the stage.




"Walk  
downstage..."



"The melody is  
do, re, me..."

**MUSIC DIRECTOR** - The music director teaches the songs.

**CHOREOGRAPHER** -  
The choreographer  
teaches the dances.



"Right foot  
forward, left  
foot back..."

**ACTOR** - The actor acts, sings and dances. (That's you!)

Musical Theatre...beatbybeat

# CAST and CREW

The **DESIGN CREW** collaborates to create the visual setting for the show.

The **SET DESIGNER** builds the scenery for the show.



The **COSTUME DESIGNER** creates the costumes for the show.

The **PROP MASTER** finds or makes the objects actors hold on stage.

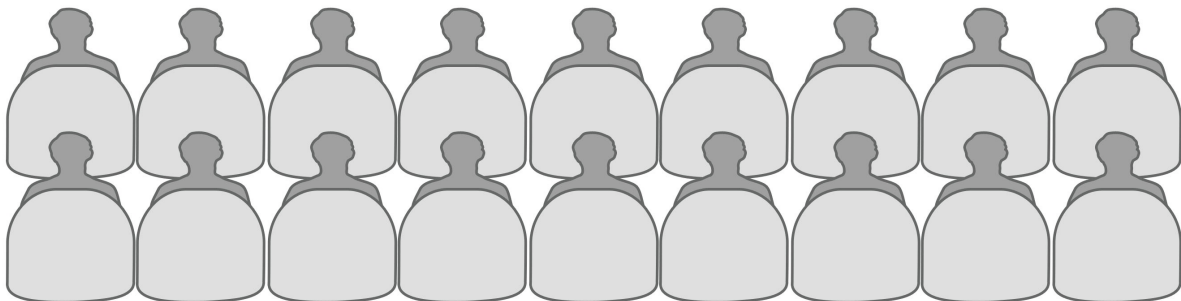
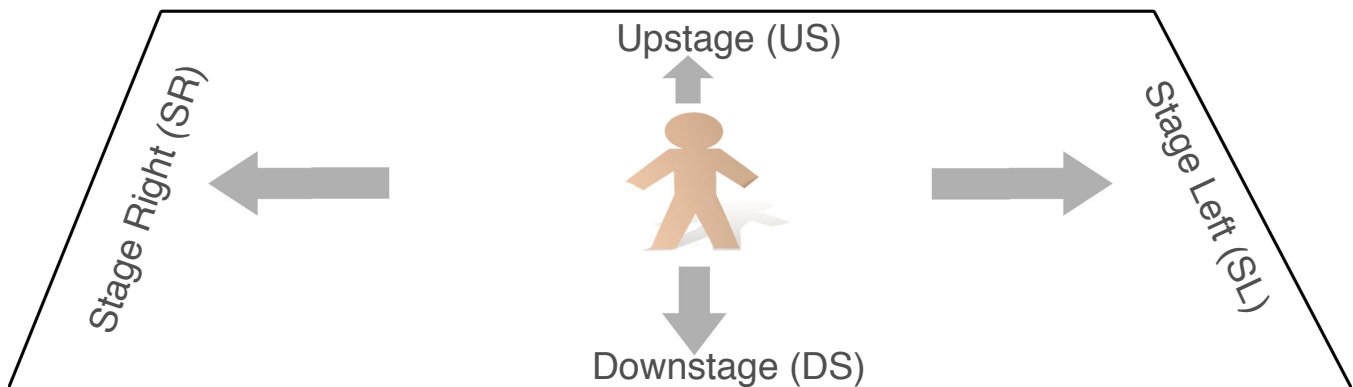


The **LIGHTING DESIGNER** lights the stage and actors for the show so the audience can see them.

# STAGE DIRECTIONS

The director says key words to you during rehearsal so you know where to stand on stage.

“LEFT” and “RIGHT” are always from the actor’s point of view facing the audience.



## Other Helpful Terms

**CHEAT OUT** - face the audience

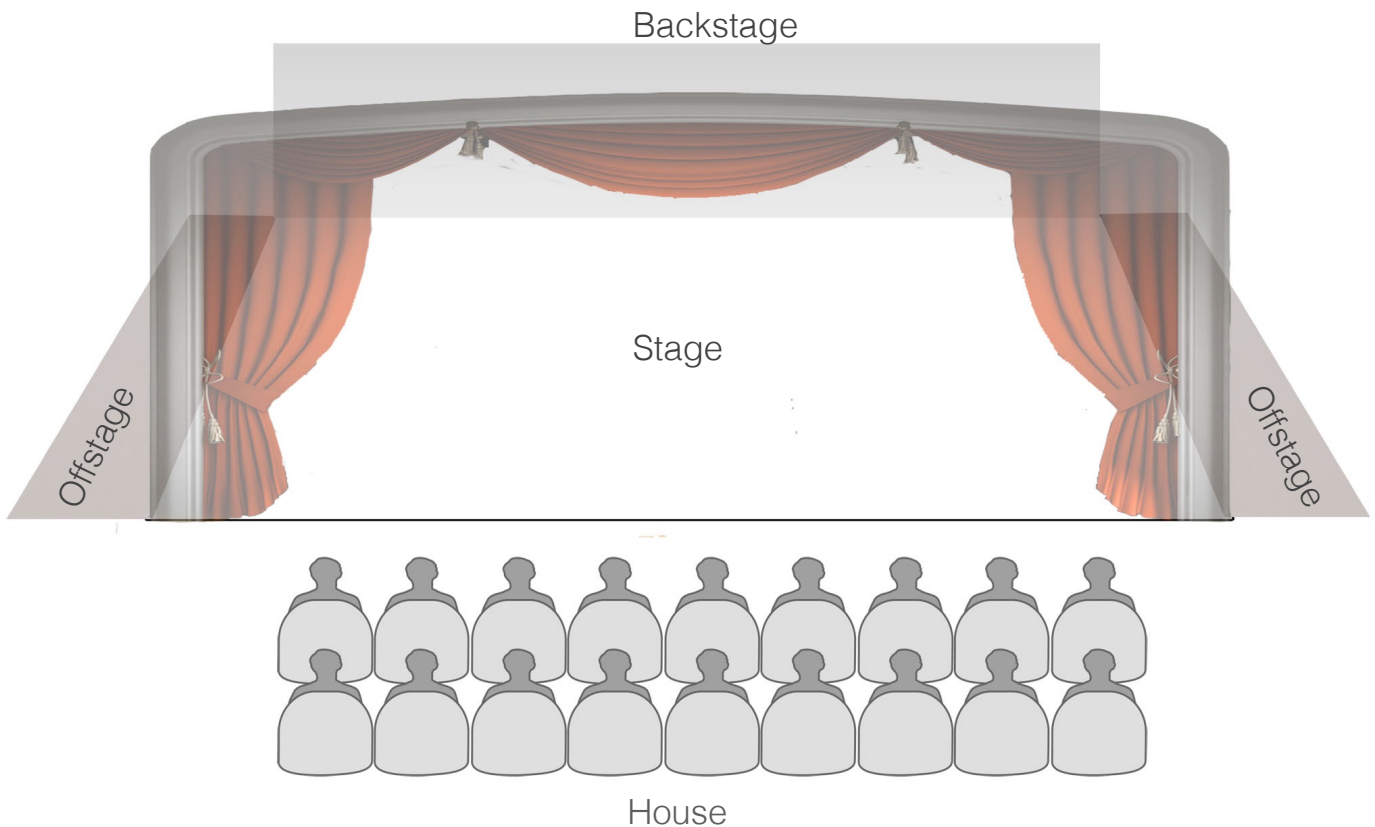
**OFFSTAGE** - off the stage and out of the audiences view

**CUE** - an action or word or music that signals what happens next

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# THEATER

A **THEATER** is where the show is performed.  
(**THEATRE** is the art of performing on stage.)



The **HOUSE** is the area where the audience sits and watches the show.

**BACKSTAGE** and **OFFSTAGE** are where the actors wait. The audience should only see the actors onstage and not the actors offstage.



# SCRIPT

A **SCRIPT** is the written lyrics, lines and stage directions of the show.

A **SCORE** is the written music of the show.

**CHARACTER** names are in ALL CAPS.

○ **LINES** are in regular type.

**STAGE DIRECTIONS** are in *italics*. ○

**SYNCO**

Oh! I will personally show you the way. It's not often I'm in the presence of such a beautiful melody.

*(He takes MELODY's arm, she blushes, RADICAL shoots him a dirty look. The TROUPE exits.)*








**Tango** **TANGEURRO  
ENSEMBLE:**

Tan - guer - ros\_\_\_ for life!

○ **LYRICS** are below the music.

Musical Theatre...beatbybeat

# Guide to a Fun and Successful Show

-  Always come to rehearsal on time and be prepared with your script and a pencil.
-  When you are onstage always stay “in character”.
-  Perform your lines and songs with energy so that people in the back row of the audience can hear you.
-  When you are backstage and offstage, be quiet and don’t let the audience see you.
-  Practice everything you learn during rehearsal - memorize your lines, songs and dances.
-  Remember that every part is a BIG part and important in telling the story.
-  Collaborate with everyone - you’re all on the same team.

And most importantly...

**Relax, be creative, and have fun!**

# Musicville

## Characters

### Melody Meadows

Melody Meadows  
Maiden Melody  
Radical Rhythm  
Grand Staff  
Queen Gliss  
Mother Rhythm  
Off Beat  
Town Person 1 & 2  
Melody Meadows Ensemble

### The Sorcerer's Bunch

Sorcerer of Silence  
Breath-Mark  
Half Rest  
Eighth Rest

### Desert Of Doo-Wop

Counterpoint  
Bitty Bass  
Talented Tenor  
Low E  
Doo-Wop 1 & 2  
Doo-Wop Ensemble

### Orange Ocean Of Opera

Piano  
Forte  
Trill  
Accent  
Fermata  
Repeat  
Opera Ensemble

### Terrible Terrain Of Tango

Tangy Error  
Syncopation  
Tanguerro 1, 2, 3  
Tanguerro Ensemble

### Other Characters

Solo Of Soul  
Stocky  
Composer of "Ahhs"

# Plot Summary

Melody Meadows is bustling with excitement, preparing for the annual festival planned for that evening: a celebration of musical freedom (*Getting Ready for the Festival Tonight*).

Maiden Melody, daughter of the Queen, yearns for adventure and is bored with the town's yearly routine. So in search for excitement, she convinces her best friend, the timid Radical Rhythm, to sneak up to the roof of the palace to watch the festival (*Spooky Cool*).

Meanwhile, the Sorcerer of Silence, Maiden Melody's uncle, is fed up with the town's constant "noise". He and his henchmen concoct a magical potion that will forever silence anyone who drinks it (*Song of Silence*).

As the town gathers for the opening ceremony (*Music Reigns Forever More*), they toast from the river's sacred water, which the Sorcerer secretly pollutes with the magical silencing potion. One by one the town becomes silenced!

Melody and Radical manage to escape by fleeing across the river. Melody comforts a shaken Radical by assuring him they can save Musicville if they take it beat by beat (*Beat by Beat*).

They immediately seek help from the Solo of Soul, a quirky mentor, who gives them a magical map to guide them through Musicville to find the Composer of "Ahhs" in the Castle of Composition; their only hope in reversing the spell (*Heed the Map*).

Their first stop is the Desert of Doo Wop where they meet Counterpoint and her party-hardy Doo Wops (*Fun, Fun, Fun*). Realizing there is such a thing as too much fun, Melody and Radical quickly leave and invite Counterpoint to join them on their journey.

Tangy Error, the Sorcerer's spy, overhears the troupe's plan and reports back to the Sorcerer.

The Sorcerer commands Tangy Error and his henchmen to divert the troupe to the Terrible Terrain of Tango (*Song of Silence Reprise*) where his sneaky and loyal Tanguerros live.

The troupe's second stop is the Orange Ocean of Opera, a dramatic land where everyone is thirsty for water (*Water!*). The dynamic duo Piano and Forte are struggling to keep everyone calm.

As the troupe tries to leave for their final stop, the Castle of Composition, the disguised Tangy Error and henchmen warn them about the dangers up ahead and convince them to take a detour through the Terrible Terrain of Tango (*Up Ahead*).

At night fall, Melody begins to have doubts about their journey. This time, Radical and the troupe cheer her up. (*Beat by Beat Reprise*).

In the Terrible Terrain of Tango, the troupe is captured (*Tanguerros*). Fortunately, Melody and Rhythm talk their way out of danger and also welcome a new friend, Syncopation, to the troupe.

When they reach the Castle of Composition, the powerful Composer of "Ahhs" puts them to a "musical" test. But they see through the Composer's antics and he gives them a magical song to reverse the spell.

Upon returning to Melody Meadows, the troupe arrives to a grim scene and is confronted by the Sorcerer. When they begin to sing the magical song (*Simple Tune*) it does not work! They realize to reverse the spell, they must add all the musical elements from their journey. Eventually, the Sorcerer can no longer resist the beautiful music and joins in.

To commemorate Melody and Radical's bravery and their newfound musical friends, Musicville establishes a new day of musical celebration.

## SCENE 1

*Curtains are closed. OPENING music begins. GRAND STAFF and QUEEN GLISS enter in front of curtain. During the following dialogue, the MELODY MEADOWS ENSEMBLE begins faintly humming a melody behind the curtain.*

### QUEEN GLISS

What would happen if music, literally, came to life? If a note could speak, if a tempo could breathe - would they all live happily together? Or would there be arguments and jealousies?

### GRAND STAFF

Melody and Rhythm for example - best friends or worst enemies? And what would happen if one sinister, tormented Rest wanted, more than anything, SILENCE!

# Opening

$\text{♩} = 80$

**3**

**ENSEMBLE:**

*p* Hm - mm - mm - mm - Hm - mm -

8

**[Repeat until "..silence!"]**

mm - mm - Hm - mm - mm - mm - Hm - mm - mm - mm -

### GRAND STAFF

Well, ahem, now I think I'm getting ahead of myself.

*(The music resumes.)*

Our story is about such a place. It's filled with sinister conquest, young ambition and, of course, glorious music!

### QUEEN GLISS & GRAND STAFF

Ladies and Gentlemen, welcome to the world of MUSICVILLE!

*(The curtains open to reveal the MELODY MEADOWS ENSEMBLE preparing for the festival.)*

# Festival Tonight Part 1 / Spooky Cool

**ENSEMBLE:**

♩ = 90  
*f*

13  *"...Musicville!"*  
Ahh \_\_\_\_\_ Ahh \_\_\_\_\_ Ahh \_\_\_\_\_

21  Ahh \_\_\_\_\_ Ahh \_\_\_\_\_ String - ing lights! Paint - ing signs!

24  Add - ing in\_\_ our spe - cial lines. What a thrill! Com - ing soon! Ev' ry note must get in tune!

27  Get - ting read - y for the fes - ti - val\_\_ to - night.\_\_\_ Mark your place - s.

29  Are you read - y for the fes - ti - val\_\_ to - night?\_\_ Scrub your face - s.

31  Get - ting read - y for the fes - ti - val\_\_ to - night.\_\_\_ Fill those spaces al - most read - y.

*(MAIDEN MELODY comes running on stage, obviously very excited, toward RADICAL RHYTHM. Halfway across her mother, QUEEN GLISS, sees her.)*

## QUEEN GLISS

Melody!

*(MELODY stops instantly, gives a sigh of annoyance, and sheepishly walks toward her mother.)*  
Miss Maiden Melody, you cannot go sprinting about as if your stem is on fire! You'll hurt yourself.

**MELODY**

Yes, mother.

**QUEEN GLISS**

Did you remember to prepare the cups for the toast tonight?

**MELODY**

Um...well, I'm meeting Rad because he said he'd help me.

**QUEEN GLISS**

Radical Rhythm is a good influence on you. Now go along and remember, there's nothing...

**BOTH**

...worse than a rushed melody.

**MELODY**

I know, I know...

*(QUEEN walks off stage. When out of sight MELODY begins running again throughout the crowd looking for RADICAL RHYTHM.)*

34 **12** **ENSEMBLE:**

Ev-'ry beat, ev-'ry key, knows ex - act - ly where to be...

48 **14**

Ev-'ry chord, ev-'ry rest. wants to sound their ver - y best!...

*(MELODY finally spots RADICAL RHYTHM.)*

**MELODY**

Radical! Come here, come here! Hurry!

**RADICAL**

Yeah, yeah, I got the polish, I'm ready to...

**MELODY**

*(She pulls a shiny key out of her pocket.)*

Look!

**RADICAL**

What's that?

**MELODY**

It's the key to the roof of the palace!

**RADICAL**

Uh oh.

**MELODY**

Tonight we'll sneak up there and have the best view of the ceremony!

**RADICAL**

No way. We'll get caught! And your family...

**MELODY**

Won't even know where to look! It's gonna be spooky cool!

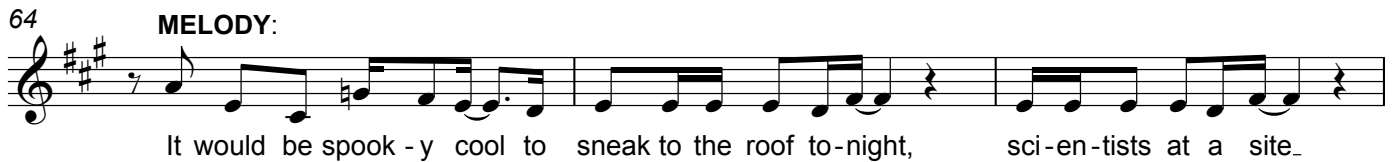
**RADICAL**

Spooky cool?! Forget it! With you, "spooky cool" always means more "spooky" and less "cool".

**MELODY**

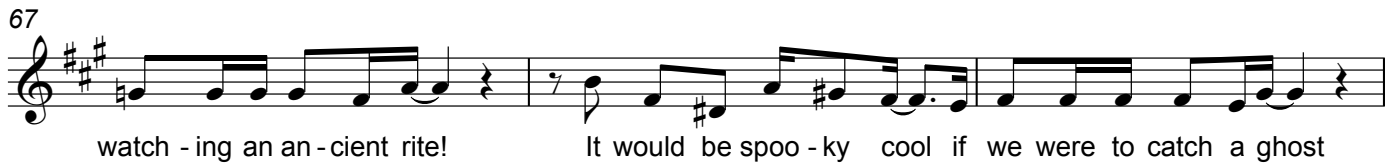
C'mon, you know you want to!

64 **MELODY:**



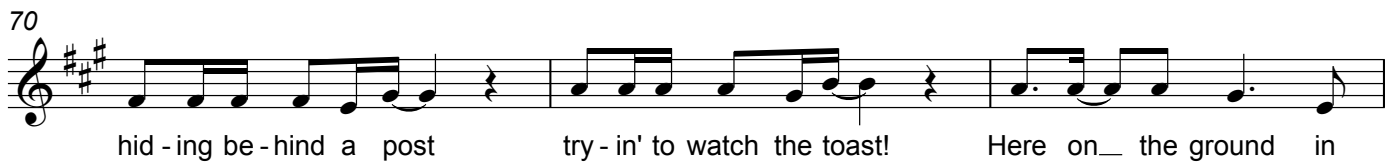
It would be spook - y cool to sneak to the roof to-night, sci-en-tists at a site\_

67



watch - ing an an - cient rite! It would be spoo - ky cool if we were to catch a ghost

70



hid - ing be - hind a post try - in' to watch the toast! Here on\_ the ground in

73 **RADICAL:** I like boring! **MELODY:**



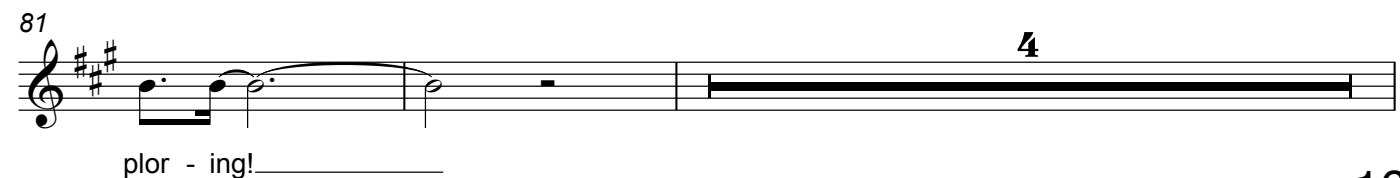
Mel - o - dy Mead - ows\_ ev - ry\_ thing's calm and bor - ing. Why am\_ I bound to

77



Mel - o - dy Mead - ows? Mel - o - dies need to be soar - ing. the world needs ex -

81 **4**



plor - ing!



**RADICAL**

Count - me - out. You've gotten me into trouble ever since we were tiny intervals.

**MELODY**

C' mon Rad, live a little!

87 **MELODY:**

It would be spook - y cool to go where no note has gone. Talk to a ma - gic swan.

90

Fly through the sil - ver dawn! It would be spook - y cool to land in a new lo - cale.

93

Float through a blue ca - nal. Bring - ing a - long a pal! There's so much more than

96

Mel - o - dy Mead - ows. Some - where a gla - cier pool waits for this ea - ger fool!

99 *(She begins to dance around Rad.)*

Up on the roof - tops I'll feel we'll feel spoo - ky cool! Spoo - ky cool!

**RADICAL:** *(giving up)*  
Alright, I'm in.

103 **MELODY:**

Spoo - ky Spook - y cool!

*(MELODY and RADICAL continue dancing and bump into the SORCERER OF SILENCE and his assistant, BREATH-MARK, who have entered and are crossing the stage. BREATH-MARK's clipboard falls to the floor, papers scatter everywhere.)*

**MELODY & RADICAL**

Oh, sorry!

**SORCERER OF SILENCE**

Clumsy oafs!

**MELODY**

I didn't hear you coming, Uncle.

**SORCERER**

Of course not. One never *hears* a proper rest.

*(TOWN PERSON #1 and TOWN PERSON #2 go over to help pick up the papers.)*

Don't touch that!

**TOWN PERSON #1**

I was only trying to help.

**SORCERER**

Trying to help? You want to help?!

**BREATH-MARK**

Uh oh, here we go.

**SORCERER**

Then quit all your "happy happy la la la" singing! Why does this whole town have to go around singing all the time?! Singing on the way to school, singing while grocery shopping – can't you be silent for just one day?! I can't take it anymore. Breath-mark, we're going home!

**BREATH-MARK** *(Looking at his checklist.)*

We technically have one more stop to go and...

**SORCERER**

Breath-mark!

**BREATH-MARK**

Yes, your Excellency.

**TOWN PERSON #2**

It looks like the *Sorcerer* got up on the wrong side of the staff today!

*(ENSEMBLE laughs.)*

**MELODY**

Quiet down guys. You know, my Uncle's right. We have been having too much fun recently. Let's all be quiet for the rest of the afternoon. Shhh...

*(ENSEMBLE looks confused, but they become silent. SORCERER gives a satisfied look of approval, and begins walking off. Just before he does, MELODY, unseen by the SORCERER, conducts the entire town to begin their song, this time as loud as possible!)*

# Festival Tonight Part 2

**SORCERER:**

Ahhh! The noise! The noise! You'll regret this!  
(The SORCERER & BREATHMARK run off.)

107 **ENSEMBLE:**



Get-ting read-y for the fe - sti-val\_ to - night!\_ Lift your voi - ces.

110



Are you read-y for the fe - sti - val\_ to - night?\_ Make your choi - ces.

112



Get-ting read-y for the fes - ti - val\_ to - night!\_ Sound re - joice - es!

114



Are you read - y for the fes - ti - val?\_ I'm ex - ci - ted for the fes - ti - val!\_

116 **MELODY:** **ALL:**



It will be spook - y cool!\_ To - night!\_

## SCENE 2

*HALF-REST and EIGHTH-REST, the Sorcerer's half-witted assistants, are staring at a bottle in the Sorcerer's dark lair.*

**HALF-REST**

How long you think we have to keep sitting here staring at this stuff? What do you think it is?

**EIGHTH-REST**

Don't know, but the Sorcerer said we have to guard it with our lives.

**HALF-REST** (*Imitating the Sorcerer.*)

More like "If you nincompoops take your eyes off that bottle I'll throw you into the river! Muahahahaha!"

**EIGHTH-REST**

“Muahahaha!”

**HALF-REST**

“Muahahaha!”

*(Their evil laughs gradually build as they try to outdo each other until they are rolling on the floor with laughter. They freeze when the SORCERER & BREATH-MARK enter.)*

**SORCERER** *(Storming in talking to himself.)*

Noise, noise! Nothing but noisy notes, the whole lot of ‘em! Well when I’m done with them they won’t be able to make so much as a peep!

*(Noticing HALF-REST and EIGHTH-REST on the floor.)*

What are doing?

**EIGHTH-REST**

Um...checking the floor for...possible intruders!

**HALF-REST**

Yea!

**SORCERER**

I told you nincompoops not to take your eyes off that bottle!

**HALF-REST**

But master, what *is* it?

**SORCERER**

Well...I’m glad you should ask.

# Song of Silence

Fast ♩ = 108

**SORCERER:**

The musical score is written on a single treble clef staff in 12/8 time. It begins with a key signature of two flats (B-flat and E-flat). The tempo is marked 'Fast ♩ = 108'. The lyrics are: 'This is a ver-y del-i-cate vi-all! Filled with a ver-y pleas-ing po-tion! Think-ing a-bout it makes my ears smi-le. Just look how I'm blush-ing with e-mo-tion. For just one sip will keep each note from mak-ing such a co-mmo-tion!\_Muahahaha!'. The score includes rests for the first two lines, and then continues with eighth notes and quarter notes. There are some 'x' marks above the notes in the first line, likely indicating where the actor should be silent. The piece ends with a double bar line and a final 12/8 time signature.

**HALF-REST**

It's a drink!

**SORCERER**

Yes! A drink that will forever silence all of Musicville. You see, we're going to pour our potion into the river just before they dip their glasses in for their precious toast for their precious festival.

**EIGHTH-REST**

So they'll all drink it at the same time!

15 **7** **SORCERER:**

Exactly! We'll pour a sli-ver in - to the ri-ver and

24

they'll be in our grips. In just one shi-ver it will de-li-ver our po-tion to their lips. They'll

27

dip their cups, give a toast, drum u-pon their gong. Ne - ver im-ag - in-ing my

30 **HALF-REST, EIGHTH-REST, BREATH-MARK (HENCHMEN):**

song of si - lence... Ho ho ho tee hee hee,

33

they can have our drink for free. Tee hee hee ho ho ho, ev'-ry one will owe us!


36

Ho ho ho tee hee hee, ma-gic is our gau-ran-tee. Tee hee hee ho ho ho!

39 **SORCERER:** **ALL:** **SORCERER:**


Shh... Si - lence... When

42




they start drink - in' we'll all be wink - in' 'cause they'll have no way out. Their

44



lips will puck - er their voi - ces tuck - er they'll lame - ly try to shout. They'll


46



crowd a - round, beg for help, wilt - ing in their throng. Sweet - ly I'll sing my lit - tle


49

**HENCHMEN:**



song of si - lence. Ho ho ho tee hee hee,

52



they can have our drink for free. Tee hee hee ho ho ho, ev' - ry one will owe us!

55



Ho ho ho tee hee hee, ma - gic is our gau - ran - tee. Tee hee hee ho ho ho

58

**SORCERER:** Shh... **ALL:** Si - lence... **BREATH-MARK:** Leave the brains to



62



me\_ you'll see\_ I've planned the whole thing right! Ev' - ry move is tight!

65



Noise\_ will flop ker - plop and stop all mu - sic here will fail!

68 **ALL:**

Si-lence will pre-vail! \_\_\_\_\_ Shh! Si - lence..

73 **ALL:**

It's more than hop - in' our ears will op - en to hear a per - fect town, where

76

no one's sing - in' and noth - in's bring - in' our peace and qui - et down. And

78

sud - den - ly they will see noise does not be - long.. Fin -'lly they'll lis - ten to our

81 **HALF-REST, EIGHTH-REST:**

song of si - lence. Ho ho ho tee hee hee

84

They can have our drink for free. Tee hee hee ho ho ho

**SORCERER, BREATH-MARK:**

Ho ho ho tee hee hee They can have our drink for free.

86

HR, ER: ev' - ry one will owe us! Ho ho ho tee hee hee ma-gic is our gau-ran-tee.

SOR, BM: Tee hee hee ho ho ho ev'-ry one will owe us! Ho ho ho tee hee hee

89

HR, ER: Tee hee hee ho ho ho **HENCHMEN:** Glorious!

SOR, BM: ma - gic is our gau-ran-tee. **SORCERER:** Lis-ten is -n't it glor-i-ous?

92

**HENCHMEN:** Si - lence. Si - lence.

**SORCERER:** Si - lence.. Make the po - tion per - fect make it

95

H-M: Si - lence.

SOR: clear and make it strong! Spread ev - 'ry where our

97

H-M: To the ri-ver! To the ri-ver! Shh!

SOR: same sweet song. To the ri-ver! To the ri-ver! Shh!



**SCENE 3**

The MELODY MEADOW ENSEMBLE is gathered outside at the festival. GRAND STAFF and QUEEN GLISS are leading the festivities.

**GRAND STAFF**

Welcome! It's been a wonderful day full of Cantatas, Sonatas, and piñatas!  
(SORCERER and his HENCHMEN tiptoe onstage.)

And now, to officially open our annual Festival of Freedom and Musical Merriment, let us all fill our cups from the very same river that our ancient rescuer, Courageous Clef, swam across to lead us all to freedom!

**EIGHTH-REST**

A river we're soon going to poison!

**SORCERER**

Shhh!

**OFF-BEAT**

R... R... Radical! Mom! I can't find R... R... Radical anywhere.

**MOTHER RHYTHM**

Offbeat, hush!

**OFF-BEAT**

You s... s... said I could s... s... sit on his shoulders!

**GRAND STAFF**

Off-Beat, why don't you help me lead the town in song.

*(OFF-BEAT grins and runs to GRAND-STAFF. They both conduct. OFF-BEAT is conducting off the beat and everyone is trying not to watch him so they can stay together.)*

**Music Reigns Forever More**

**Anthem**

**ENSEMBLE:**



We dip our cups and give a cheer in hon-or of our her - o.



Long a-go he did app-ear knock-ing down the door. We al-ways sing and ne-ver fear.



No-one's e - ver si - lent here and mu - sic reigns for - e - ver more!

**SORCERER** *(aside)*

I can't stand the noise.

**BREATH-MARK**

It's time, master.

*(SORCERER & BREATH-MARK sneakily dump the potion into the river.)*

**HALF-REST**

Muahahaha!

**SORCERER and BREATH-MARK**

Shhh!

**QUEEN GLISS**

Will you be joining us, Sorcerer?

**SORCERER**

Of course. I wouldn't miss this toast for the world.

*(As they sing, the MELODY MEADOWS ENSEMBLE lines up and dip their cups in the river. The SORCERER and HENCHMEN join the line.)*

11 **7** **ENSEMBLE:**

We dip our cups and give a cheer in

hon-or of our her-o. Long a-go he did app-ear knock-ing down the door. We

al-ways sing and ne-ver fear. No-one's e-ver si-lent here and

mu-sic reigns for-e-ver more!

**GRAND STAFF**

Is everyone's cup filled?

**ALL**

Yes!

**GRAND STAFF**

A toast to everlasting song!

**ALL**

To everlasting song!

*(The whole town drinks! The SORCERER and HENCHMEN pretend to drink but obviously pour it out at the last minute.)*

**GRAND STAFF**

And now for s... s... s... *(Clutching his throat, unable to speak.)*

**MOTHER RHYTHM**

Don't make fun of my Off-... Off... *(Clutching at her throat.)*

**HALF-REST**

Oh no! What's happening to them!

**SORCERER**

It's working, you half-rest!

**HALF-REST**

Oh. *(Looking around at everyone as they struggle to speak.)* Cool!

**SORCERER**

Finally my poor, delicate ears can rest! Try to sing! Try to shout! Ha! You never will, never again!

*(The crowd tries to talk but they grow weak and tired.)*

And since you are all too weak to protest, I shall be taking over the palace from now on! You may call me...the SORCERER OF SILENCE!

*(Nobody says anything.)*

But of course, you cannot speak.

*(MELODY and RADICAL run onstage.)*

**MELODY**

Uncle, what are you doing?!

**SORCERER**

Listen, isn't it beautiful? Silence! I've restored silence to the land!

**MELODY**

Are you crazy? Living without music is like living without water. No one will survive for long.

**SORCERER**

Seize them! HALF-REST, EIGHTH-REST!

**HALF-REST, EIGHTH-REST**

Huh?

**SORCERER**

Breath-mark!

**BREATH-MARK**

You know violence is against my spiritual practice.

*(HENCHMEN start to corner MELODY and RADICAL.)*

**QUEEN GLISS**

*(Barely able to speak, to MELODY & RHYTHM.)*

The Solo of Soul! The Solo of Soul will h... h... help!

**RADICAL**

Run!

**SORCERER**

Get them you nincompoops!

*(HALF-REST and EIGHTH-REST chase MELODY and RADICAL offstage, lose them, and come back.)*

**HALF-REST**

They got away.

**EIGHTH-REST**

They swam across the river.

**SORCERER**

Well, good riddance. Let them make noise wherever they go. They won't ruin our SILENCE.

**BREATH-MARK**

But Sorcerer, aren't you worried?

**SORCERER**

What could two kids possibly do? And if anything were to happen, my Tanguerros would let me know. Relax. Bask in the succulent sound and the sweet smell of SILENCE.

## Song of Silence Part 2

|                  |  |
|------------------|--|
| <b>HENCHMEN:</b> | <b>SORCERER:</b>                           |
|                  |  |
| Ho ho ho         | tee hee hee. Have an-oth - er drink on me. |

4      **HENCHMEN:**                      **SORCERER:**                      **HENCHMEN:**

Tee hee hee ho ho ho. Ev - 'ry - thing is per - fect. Ho ho ho tee hee hee.

7      **SORCERER:**                      **HENCHMEN:**

Ma - gic is my gau - ran - tee. Tee hee hee ho ho ho.

9      **SORCERER:**                      **SORCERER & HENCHMEN:**

(sigh)                      Si - lence. \_\_\_\_\_

**SCENE 4**

*Front of the curtain. Across the river and out of breath,  
RADICAL and MELODY run onstage.*

**RADICAL**

Oh my gosh. He's crazy. They're done for. *We're* done for! What are we gonna do? Mel! We have to go back!

**MELODY**

We can't go back, Rad.

**RADICAL**

My brother... I'll never hear my little brother Off-Beat sing off-beat again!

**MELODY**

Yes, you will!

**RADICAL**

How?

**MELODY**

"The Solo of Soul will help." That's what my mother said.

**RADICAL**

But I heard she's crazy! As crazy as your crazy Uncle!

**MELODY**

No she's not.

**RADICAL**

Yes, she is, and yes, he is, and Mel, I can't do this. Oh my gosh, oh my gosh, oh my goodness!

**MELODY**

Rhythm! Look at me. Just breath deep.

# Beat by Beat

**MELODY:**



Hear that sound in your heart  
Read - y\_ set for our quest



tell - ing you to take it beat by beat. You will not fall a - part\_\_\_\_  
still your chest and take it beat by beat. You might love what we find.\_\_\_\_



when you start to take it beat by beat. Sure it's scar - y  
Clear your mind and take it beat by beat. Beat by beat we're



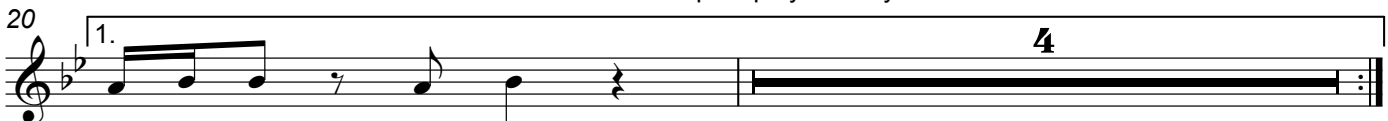
leav - ing home\_ be- hind.\_\_\_\_ We'll get through it you and I\_\_\_\_ com bined... 'Cause  
head - ed far\_\_ a - way.\_\_\_\_ Beat by beat we're gon - na save the day\_\_ and



we must right all the\_\_ wrongs\_\_\_\_ sing - ing songs we'll  
when it's\_\_ done you'll be\_\_ glad\_\_\_\_ that we had to

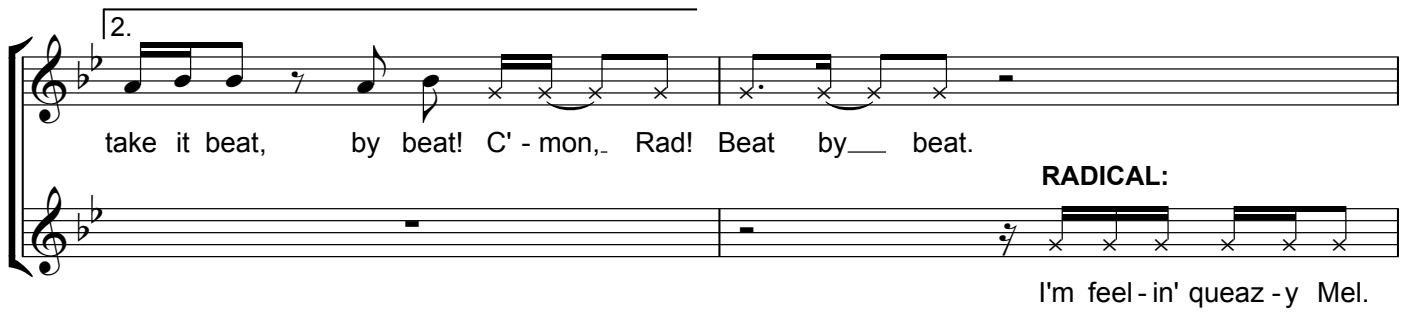
**RADICAL:**  
Beat by beat? I've got a  
timpani player in my chest!

**MELODY:**  
Great, bring him along!



take it beat, by beat!

2.



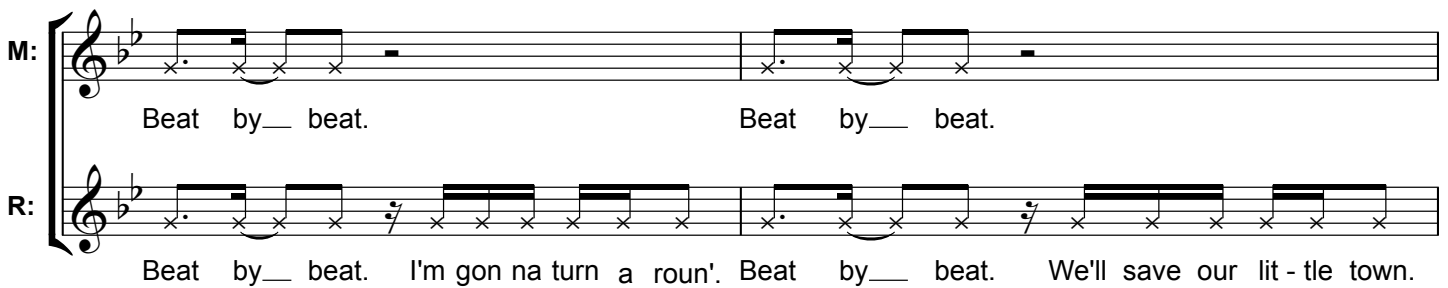
take it beat, by beat! C' - mon, Rad! Beat by\_\_ beat.

**RADICAL:**  
I'm feel - in' queaz - y Mel.



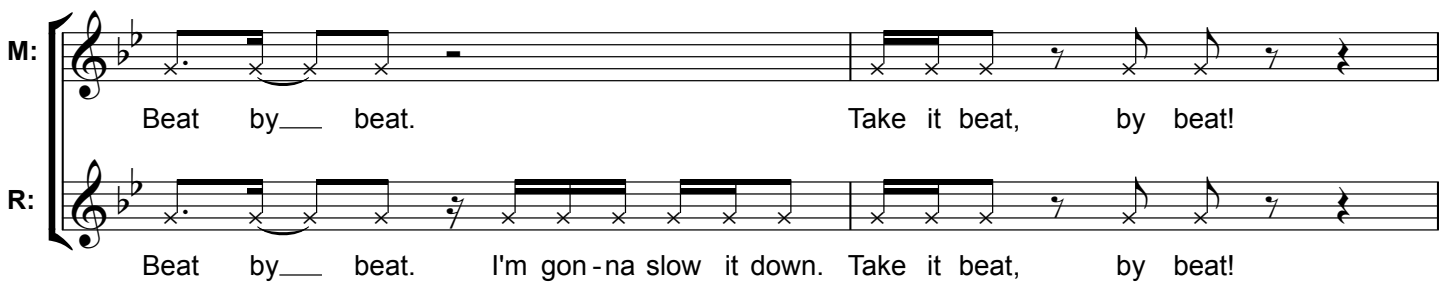
M: Beat by\_\_ beat. Beat by\_\_ beat. Take it beat, Yea!

R: It is - n't eas - y Mel, I'm so not feel - in' well, by beat?



M: Beat by\_\_ beat. Beat by\_\_ beat.

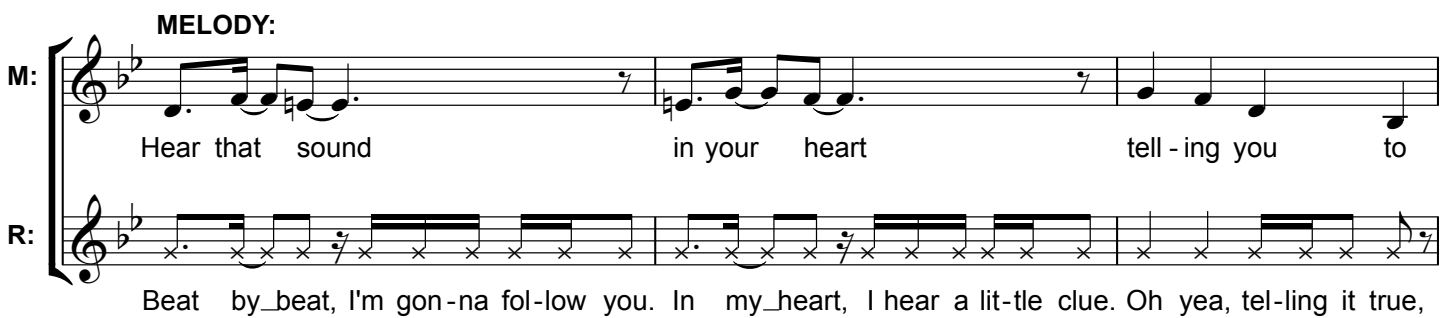
R: Beat by\_\_ beat. I'm gon na turn a roun'. Beat by\_\_ beat. We'll save our lit - tle town.



M: Beat by\_\_ beat. Take it beat, by beat!


R: Beat by\_\_ beat. I'm gon - na slow it down. Take it beat, by beat!

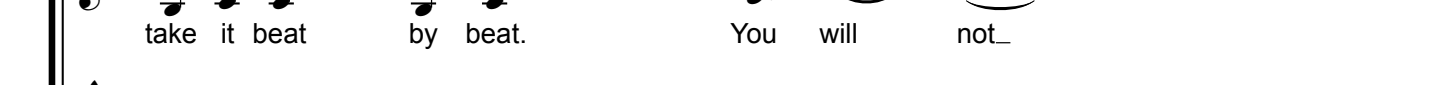
**MELODY:**



M: Hear that sound in your heart tell - ing you to


R: Beat by\_\_ beat, I'm gon - na fol - low you. In my\_\_ heart, I hear a lit - tle clue. Oh yea, tel - ling it true,


M:  take it beat by beat. You will not\_


R:  Take it beat, by beat. Beat by\_\_ beat, I go from low to high.

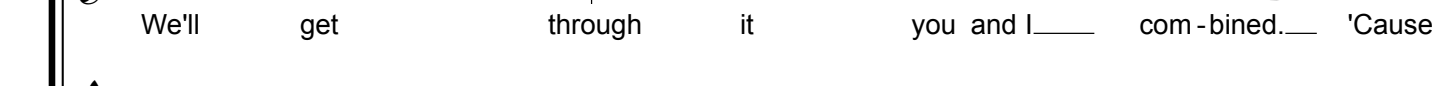
M:  fall a - part\_\_\_\_\_ when you start to take it beat by beat.

R:  Mel and I, we know the rea-son why. Won't fall we're gon-na fly!\_ Take it beat, by beat.

M:  Sure it's scar - y leav - ing home\_ be - hind.\_\_\_\_

R:  When you're scared and feel - in' ill - pre - pared be - cause you're leav - ing home be - hind.

M:  We'll get through it you and I\_\_\_\_ com - bined.\_\_\_\_ 'Cause

R:  Find the pulse that makes your feet con - vulse it's eas y you and I com - bined.

M:  we must right all the\_\_ wrongs\_\_\_\_\_

R:  Beat by\_\_ beat, we're gon-na make it right. One small sound, re - peat - ing in the night.



M: sing - ing songs we'll take it beat, by beat, by beat!

R: We won't e-ver lose sight. We'll take it beat, by beat, by beat!

**SCENE 5**

*The SOLO OF SOUL's lair. The SOLO OF SOUL is sorting her laundry with the help of her tiny assistant, STOCKY. Somewhere in the room lies a chest.*

**SOLO OF SOUL**

That's odd... something in the wind.

*(MELODY and RADICAL wander on, spot SOLO and hide. RADICAL clutches his heart.)*

**MELODY**

Beat by beat, Rad.

**RADICAL**

I know.

**MELODY**

Excuse me.

**SOLO OF SOUL**

No.

**MELODY**

What?

**SOLO OF SOUL**

The answer is no.

**MELODY**

But we haven't...

**SOLO OF SOUL** *(spoken quickly)*

I'm very busy and I don't accept visitors and as you can see I'm in the middle of a very important ritual that requires my full concentration so you can go back to wherever it is you came from and never come here again goodbye.

*(She turns her back to them, nods at STOCKY who puts down her laundry and begins to force them both out of the cave.)*

**RADICAL**

See, I told you she's crazy, let's get out of here.

**MELODY**

We're not giving up that easy. C'mon, Rad!

**RADICAL**

*(Takes a deep breath.)*

Listen! We just came from Melody Meadows where the entire town has been silenced! The Sorcerer of Silence contaminated the river with a magic potion that within a few days could spread to all of Musicville – if anyone knows how to stop him it's you so are you going to help us or just stand here and sort your underwear all day!

**SOLO OF SOUL**

*(Slowly and carefully.)*

Don't *ever* underestimate the importance of clean underwear.

**RADICAL**

That's it, we're out. *(Grabs Melody and begins to leave.)*

**SOLO OF SOUL**

I can help! Please, join me. Stocky, the chest?

*(MELODY and RADICAL reluctantly begin to help her sort laundry. Meanwhile, STOCKY pushes the Chest forward.)*

As you know, legend has it that a Courageous Clef swam across the river to escape a spell and establish Musicville. What most people *don't* know is that he had one special tool that was helping him the whole way.

*(STOCKY enters pushing the chest.)*

Ah, perfect! Now let's see here...

*(SOLO begins pulling all sorts of random things out of chest i.e. rubber chicken, basil plant, Christmas lights, etc.)*

Got it!

*(She holds up THE MAP.)*

Behold, the Magical Map of Musicville!

**RADICAL**

That....is....AWESOME!! Mel, we're getting a magical map!

# Heed the Map

$\text{♩} = 70$  **3** **SOLO:** **Dm/F**

My grand - moth - er got it from her\_\_\_ grand - moth - er. Who

7

found it in a haun - ted a - byss. \_\_\_ And I was told to keep it safe

10 **C**

\_\_\_ un-til a day when si-lence pre-vailed in a terr-i-ble way, just like

15  $\text{♩} = 86$  **3**

this.

## SOLO OF SOUL

This will lead you to the Castle of Composition - there you'll find the answer.

## MELODY

What answer? I don't understand...

19 **SOLO:** (*cutting her off*)

Off you go where I \_\_\_ would ne-ver tra-vel. Down a road of dan - ger grit and gra-vel.

23

Friend and foe will help \_\_\_ you to un-rav-el what's the truth and what's \_\_\_ a trap.

27 (*with soul!*)

Let the mus - ic fill up your sens - es. \_\_\_ Let your ears be

32

tuned to the friends\_\_\_ you find.\_\_\_\_ Hear them clear - ly, Heed the map!

**RADICAL**

But what do we do when...

39 **SOLO:**

Be a-fraid of ev - 'ry-thing be-fore you. Still be brave I ea - ger-ly im-plore you.

43

Be a-ware of pitch - es that ig-nore you. Watch your step and fill\_\_\_\_\_each gap.

47

Let the mus-ic fill up your sens - es.\_\_\_\_ Let your ears be tuned to the friends

53

\_\_\_ you find.\_\_\_\_ Hear them clear - ly, Heed the map!

**SOLO OF SOUL** (*Motioning for them to join.*)

Come on now, help me bring it home!

59 **MEL, RAD:** **SOLO:** Now you've got it! **MEL, RAD:**

Let the mus-ic fill up our sens - es.\_\_\_\_ Let our ears be tuned to the friends

65 **SOLO:** That's it! **SOLO, MEL, RAD:**

\_\_\_ we find.\_\_\_\_ Hear them clear - ly, Heed the map!\_\_\_\_\_

**SOLO OF SOUL**

Whew! Singing always makes be thirsty! Stocky, my glass?  
*(STOCKY gives SOLO a cup. She takes a sip.)*

I said enough. You have two days before the spell becomes permanent! Oh, and most importantly:  
 when you reach the Castle of Composition, you must...  
*(SOLO freezes in mid-sentence, clutching at her throat.)*

**MELODY**

Solo? The water! It's contaminated!

**RADICAL**

The silence potion must be spreading! Oh no.

**MELODY**

Let's go, Rad. We don't have much time. *(Looking at the map)* First stop, the Desert of Doo-wop.  
 We'll be back!

*(MELODY and RADICAL exit.)*

**STOCKY:**  
 Don't for-get to heed the map.---

**SCENE 6**

*The Desert of Doo-Wop. In the Desert of Doo-wop there are no adults, only children who love to play ALL the time. At the start of the scene the DOO-WOP ENSEMBLE is playing "Arco/Solo" (Marco Polo) and "Common Time/Cut Time" (Red Light/Green Light.)*

**BITTY BASS**

Who wants to play Arco-Solo?

**DOO WOPS: GROUP 1**

I do! I do!

*(GROUP 1 hides on stage.)*

**BITTY BASS**

Arco?

**DOO WOPS: GROUP 1**

Solo!

**BITTY BASS**

Arco?

**DOO WOPS: GROUP 1**

**TALENTED TENOR** *(on a different part of the stage)*

Common time, common time, cut time go!

**DOO WOPS: GROUP 2**

Cut time, cut time, common time slooow!

**ALL DOO-WOPS**

Fun, fun, fun!

*(MELODY and RADICAL enter.)*

**TALENTED TENOR**

Hey, look what I found! New players!!! Welcome to the Desert of Doo-wop!

**ALL DOO-WOPS**

Doo Wop, Doo Wah!

**MELODY**

Hi. I'm Melody and this is Radical.

**DOO-WOP 1**

You wanna play Time Tag with us?

**DOO-WOP 2**

I think we should play Here We Go Round The Treble Clef Bush!

**MELODY**

Actually, we can't play at all.

**RADICAL**

C'mon Mel, maybe we could stay for just a little...

**MELODY**

We're on a very important mission.

**COUNTERPOINT**

What could possibly be more important than having fun?! Here in the Desert of Doo-wop, the heart of our fun comes from partying hard with Counterpoint!

**RADICAL**

Counter-what?

**COUNTER-POINT**

Counter-point! It's my name! And it was my great grandfather's name, and my great, great grandfather's name, and my great, great, great...oh, no, his name was Bob. But anyway - one of them invented the technique.

**RADICAL**

What technique?

**MELODY**

Rad, don't encourage her!

**TALENTED TENOR**

Technically, it's the combination of two or more independent melodies into a single harmonic texture in which each retains its linear character.

**COUNTERPOINT**

Right, but most of all, it's fun!!

**ALL DOO-WOPS**

Yea!

# Fun, Fun, Fun

**Swing** **2** **ENSEMBLE:**

*mf* Sha - doo - ba - doo - wop Ba - doo - wah - doo - wah - dah

**5** **COUNTERPOINT (CP):**

**ENSEMBLE:** *p*

We wel - come an - y  
Sha - doo - ba - doo - wop doo - wop doo - wah... Sha - doo - ba - doo - wop Ba -

**8** **CP:** **ENS:**

vis - it. And ne - ver ask who is it.  
doo - wah - doo - wah - dah. Sha - doo - ba - doo - wop doo - wop doo - wah...

**11** **CP:**

Take off your cloak, and stay a - while hon'. Feel that doo - wop sun...

15

CP: I hope your heart is heart - y. 'Cause since you've joined our

ENS: *p* Sha - doo - ba - doo-wop Ba - doo - wah - doo - wah - dah Sha - doo - ba - doo-wop doo

18

CP: part - y. Dan - cers will dance, and tales will be spun. Things have just be-gun.

ENS: wop doo-wah...

22

**ALL:**

— Fun, fun, fun!\_ Fun is for-ev - er now. Fun, fun, fun!\_

27

Fun's ne-ver done. Fun, fun, fun!\_ Fun is when-ev - er 'cause we can't stop can't stop

**RADICAL:** Wow, I've never been to such a hoppin' party!

**COUNTER:** Stick with us, and you learn to see the world like we do.

31

can't stop hav-in' fun! Wah wah wah wa - ow.

38

**ALL:**

We treas - ure sill - y laugh - ter. For fun is what we're af - ter.

42

No - bod - y leaves, we're se - cond to none. Who would want to run?\_



47

Fun, fun, fun!\_ Fun's is for-ev - er now. Fun, fun, fun!\_ Fun's ne-ver done.

51

Fun, fun, fun!\_ Fun is when-ev - er cuz we can't stop can't stop can't stop hav-in'

55

can't stop can't stop can't stop hav-in' can't stop can't stop can't stop hav-in'

59

fun! Wah wah wah wa - ow. **LOW E:** (spoken in a low tone) A-ban-don your am - bit-ion.

63

For-get your scar-y miss-ion. There's on-ly one rule. It's rule num-ber one, You

67

can't stop hav-ing fun.\_\_\_\_ **MEL:** What?! You shan't stop hav-ing fun!\_\_\_\_ **RAD:** **ALL:**

72

**ALL:** Fun, fun, fun!\_ Fun is for-ev - er now. Fun, fun, fun!\_ Fun's ne-ver done.

76

Fun, fun, fun!\_ Fun is when-ev - er cuz we can't stop can't stop can't stop hav-in'

80

can't stop can't stop can't stop hav-in' can't stop can't stop can't stop can't stop

(Keep repeating, gradually speeding up until Melody shouts "Stop!")

**MELODY**

Come on, Rad, let's go!  
*(They try to leave but are being blocked at every turn.)*

**RADICAL**

I can't! Mel, help!

**MELODY**

STOOOOOOOP!  
*(They stop singing.)*  
 Melody Meadows has been Silenced by the Sorcerer of S...

**ALL DOO-WOPS** *(Fingers in their ears.)*

La la la la la la la!!!

**MELODY** *(Pulling the fingers out of TALENTED TENOR'S ears.)*

You have to help us leave!

**TALENTED TENOR**

Leave? Leave! That would mean... oh my... no, I just can't think... do you think that... they aren't having fun? *(Everyone gasps.)*

**LOW E**

No one, NO ONE can leave, ever!! To fun forever! *(Clinks glasses with someone and takes a drink.)*

**ALL DOO-WOPS**

Fun forever!

**LOW E**

The party must go...*(LOW E gasps, silenced.)*

**RADICAL**

Oh my gosh, Mel, it happened again! Low E's been silenced! The potion is spreading throughout water supplies everywhere!

**MELODY**

You see! We must reach the Castle of Composition or else your fun could end for forever!  
*(They all immediately become concerned.)*

**COUNTERPOINT** *(To Melody and Radical)*

I'll help you out of here! Follow me!

**MELODY**

Thanks Counter!

**RADICAL**

Bye Doo-Wops, we'll meet again! *(MELODY, RADICAL & COUNTERPOINT exit.)*

**Slowly**

**DOO-WOP ENSEMBLE:** *(sad and concerned)*

Can't stop can't stop can't stop hav - in' \_ fun. Wha wha wha wa - ow,

**SCENE 7**

*Front of Curtain: COUNTERPOINT, MELODY and RADICAL enter, panting. COUNTERPOINT leads the way. Out of sight, TANGY ERROR, the Sorcerer's spy, is hiding and listening in to the following.*

**RADICAL**

Whew! Thanks Counter!

**COUNTERPOINT**

My pleasure. So, where's this Castle party we're headed to?

**MELODY**

It's *not* a party, and I think it's probably best if you stayed behind. We don't want to draw any, um, *unnecessary* attention to ourselves.

**COUNTERPOINT**

The attention I draw is VERY necessary! Doo ba doo wop, doo wop, do wahhh!  
*(She breaks out into a little song and dance. RADICAL smiles, MELODY shakes her head.)*  
 Besides, who are we hiding from?

**RADICAL**

Yeah, Mel, your crazy Uncle isn't anywhere around here.

**MELODY**

Yet! Rad, can I talk to you a moment, *alone*?  
*(She gestures to him and they walk away to discuss in private.)*  
 Whose side are you on?!

**RADICAL**

Yours, of course, but Mel...

**MELODY**

We can't go around inviting everyone we meet to come along.

*(The SOLO OF SOUL mystically appears on a separate part of the stage.)*

**Heed the Map Part 2**

*♩ = 80* **SOLO:**

Let the mus-ic fill up your sens - es.\_\_\_\_ Let your ears be  
 7 tuned to the friends\_ you find.\_\_\_\_ Hear them clear - ly,  
 11 Heed the map.\_\_\_\_ **2**

**RADICAL**

Did you hear that?

**MELODY**

Yeah. Weird.

**RADICAL**

I still don't get it.

**MELODY**

Me either.

16 **SOLO:**

Let the mus - ic fill up your sens - es. Let your ears be

**COUNTERPOINT:**

Let it fill up your sen - ses and you'll be, bet - ter

21 **S:** *(SOLO exits.)*

tuned to the friends you find. Hear them clear - ly, Heed the map.

tuned to the friends you find you'll see. Heed the map.

**RADICAL**

Whoa! Did you hear *that*?

**MELODY**

Did I hear it? That was spooky cool!! Maybe she *will* come in handy.

*(Heading back over to COUNTERPOINT.)*

Alright, Counter, are you ready to help end this spell of silence?!

**COUNTERPOINT**

Yeah!!

**MELODY**

Alright, let's see where we're off to next.

*(As they consult the map, TANGY ERROR, a spy for the Sorcerer, appears hiding on a separate part of the stage.)*

**TANGY ERROR** *(to himself)*

What is thiss? Is this is the trouble-making troupe the Sorcerer told me to watch out for?  
*(He continues listening in suspiciously.)*

**RADICAL**

Looks like our next stop is the Orange Ocean of Opera then straight to the Castle of Composition.

**COUNTERPOINT**

Opera? Whoo hooo!!

**MELODY**

Let's go!

*(MELODY, RADICAL and COUNTERPOINT, "The Troupe", exit.)*

**TANGY ERROR**

I must tell the Sorcerer!!

**SCENE 8**

*Back at the Sorcerer's Lair, the SORCERER, HALF-REST and EIGHTH-REST are enjoying themselves immensely. BREATH-MARK is fanning the SORCERER. HALF-REST and EIGHTH-REST are playing cards and bursting out into laughter, and then getting glared at. It is utterly and completely silent.*

*(We hear a crash off-stage and footsteps coming closer. TANGY ERROR enters.)*

**SORCERER**

Ah, Tangy Error, my favorite Tanguerro from the Terrible Terrain of Tango. How pleasant of you to stop in...and destroy my succulent silence! This had better be good!

**TANGY ERROR**

Oh, but it is. Those two rascals you told me to keep my eyes open for... a timid Rhythm and a noisy Melody, they are not alone.

**SORCERER**

Oh?

**TANGY ERROR**

They had a magical map.

**SORCERER**

A magical map? Where are they headed?

**TANGY ERROR**

The Orange Ocean of Opera - a hideous place where every word becomes a dramatic aria and I can barely hear myself think.

**SORCERER**

Half-rest, Eighth-rest, put away your cards. Tangy Error, take my men and round up the Tanguerros. You must head to the Orange Ocean of Opera and capture the kids.

**TANGY ERROR**

But Sorcerer, we will be powerless there. It's filled with such overwhelming ... drama. I once walked through and plucked a red rose and found myself surrounded by a crowd singing about the inevitable fate of beauty.

*(EVERYONE shudders.)*

**SORCERER**

Oh, in the name of silence!

**BREATH-MARK**

Well then we must trick them into the Terrible Terrain of Tango - where the Tanguerros can take care of them once and for all!

**SORCERER**

Perfect. Now what we need is someone to go undercover into the Orange Ocean of Opera and convince them to change course.

*(EIGHTH & HALF-REST raise their hands.)*

Someone so stealthy, so sly, so smart...

*(EIGHTH & HALF-REST drop their hands at "smart".)*

**TANGY ERROR**

But who?

**SORCERER** *(To Tangy Error.)*

You!

**TANGY ERROR**

No, please, I can't. They'll sing me to death.

**SORCERER**

You can and you will. You know that town better than any of us. And though it pains me to do this, I will send my two half-brained rests with you.

**EIGHTH & HALF REST**

Yahoo!

**SORCERER**

But the three of you will need a disguise. Hmm.

**BREATHMARK**

I have an idea.

*(He whispers into the Sorcerer's ear.)*

**SORCERER**

Perfect! And when you've captured Melody and Rhythm, silence them! Your loyalty will not go unrewarded. But don't let the other Tangueros in on our little secret. Remember, in their eyes, we are here to protect Musicville. And we are! Now go, in the name of silence!

**ALL**

In the name of silence!

# Song of Silence Part 3

**ALL:**

The musical score is written on a single staff in 12/8 time with a key signature of three flats (B-flat, E-flat, A-flat). It consists of three lines of music. The first line starts with two rests marked with an 'x' and contains the lyrics 'Ho ho ho tee hee hee. We will sneak so si - lent - ly.' The second line starts with a measure rest marked '4' and contains the lyrics 'Tee hee hee ho ho ho. Make the whole world si - lent. Ho ho ho tee hee hee.' The third line starts with a measure rest marked '7' and contains the lyrics 'Ma-gic is our gau-ran-tee. Tee hee hee ho ho ho. Si-lence!' The piece ends with a double bar line and a fermata over the final note.

**SCENE 9**

---

*The Orange Ocean of Opera. The OCEAN ENSEMBLE is very thirsty because they know their water is contaminated. Emotions are higher than ever!*

**TRILL**

I can't believe we haven't had water in 2 days!

**ACCENT**

I can't *stand* it any longer!

**TRILL**

I still don't understand why we can't drink the water from our beautiful orange ocean?

**FERMATA**

Remember, the Desert of Doo-Wop became silent due to something in their water supply, then it spread down the river to the Rocky Ravine of Reggae, and now it's contaminated our ocean!

**REPEAT**

Misery, misery, misery!

**OCEAN ENSEMBLE**

Oohhhhhh!!

*(Everyone dramatically collapses to the ground.)*

**TRILL**

Piano, Forte, you always know what to do - help us!

**PIANO** *(Always quiet, but with strong intention!)*

We must wait.

**OCEAN ENSEMBLE**

What?!

**FORTE** *(Very loud!)*

We must wait!

**OCEAN ENSEMBLE**

Oh.

**ACCENT**

But Piano, how will we ever last?!

# Water!

Quickly,  $\text{♩} = 134$   
 $\frac{12}{8}$  **PIANO:** *(Quietly, but with strong intention!)*

Strong! Be strong. Re mem - ber right from

**FORTE:** *(Very loudly!)*


Strong! Be strong! Re


8  
P: wrong. Stay, and pray, the wat - er's fixed to -

F: mem - ber right from wrong. Stay and pray, the





12

P:  day and strive! To thrive! Be glad we're still a -

F:  wat - er's fixed to - day. Strive! To thrive!

16

P:  live! Save, your - self we must be brave. Don't cave!

F:  Glad we're still a - live! Save\_ your - self! We must be brave! Don't cave!

21 **TRILL, ACCENT, REPEAT:**

 We need some wa - ter! Must have a drink! Each day gets

26 **ENSEMBLE:**

 hot - ter, more than you think! No, we can - not con -

31

 trol our thirst. Though, ev - 'ry - one ex - pects the worst. We'll

35 **PIANO, FORTE: ENSEMBLE:**

 drink! You can't! We must!

*(As everyone collapses on the ground, the TROUPE enters, trying to pass through unnoticed.)*

**MELODY**

Remember, we're just quickly passing through...

**RADICAL**


But Mel, can't we stop just to say hi?

**COUNTERPOINT**

Yea, I'm sure they're really FUN people...


## Water! Part 2

39 **ENSEMBLE:**



No, we can - not con - trol our thirst! Oh, ev - 'ry min - ute

45 **PIANO, FORTE:** **ENSEMBLE:**



feels the worst! We'll drink! You can't! We must!

**COUNTERPOINT**

...or not.

**RADICAL**

Hi! Do you any of you opera dudes know the way to the Castle of Composition?

**TRILL**

It's just up ahead, but first you must help us!

**ACCENT**

We're desperate for clean water!

**MELODY**

We will, we promise! But first we need to reach the Castle. Wish us luck!

**OCEAN ENSEMBLE**

Good luck!!

*(As THE TROUPE is about to run off, TANGY ERROR enters in a shepherd's costume with HALF-REST & EIGHTH-REST on all fours disguised in a silly-looking sheep costume, blocking their way. TANGY ERROR pretends to be out of breathe.)*

**HALF-REST & EIGHTH REST** *(as a sheep)*

Baaaahhh! Baaaaahhhh!

**TANGY ERROR**

Friends, I came to warn you of some terrible danger!

**FERMATA**

We know, our ocean is poisoned!

**RADICAL**

And we're trying to get to Castle of Composition to reverse the spell!

**TANGY ERROR**

NOOO! I mean, ahem...you can't go that way!

**COUNTERPOINT**

Why not?

**TANGY**

I just came from there! It's terrible, horrible, treacherous! You'll have to take a different route! You don't want to see what I've just seen!

**FERMATA**

What did you see?

**TANGY ERROR**

Well, I'm glad you asked.

# Up Ahead

Frantically

**TANGY ERROR:**

4

Up a-head there's a ver-y scar y rest. Ver-y odd ly dressed.

8

Up a-head. And he said that he'll si-lence ev'ry pitch, make allrhy-thms itch.

12

Up a head. No, you can't go that way. Please a vert your feet. Don't you dare go

18

that way. 'Cause if you do then all of you will lose your beat! Up ahead you must

22

ne-ver ev-er tread, half the town has fled. Up a - head!

**MELODY:**

We can't turn back, there's no time!  
We're just going to have to take our chances.

26

**THE TROUPE:**

4

Yes, we must go that way.

33

How bad can it be? Ev - ry thing is that way, we have to reach the cast-le to set

**TANGY:**

You don't understand. It's hideous there!  
Look at my sheep - they bit off one of his legs! (*half-rest pulls up a leg.*)

38

4

mu - sic free!

43 **TANGY:** **OPERA ENSEMBLE:** **TANGY:** **ENSEMBLE:**

Up a-head you will find an e - vil troupe. No! Voo -doo -ing your group, No!

46 **TANGY:** **ENSEMBLE:** **TANGY:** **ENSEMBLE:**

up a-head! Oh no! One named Ned has an "I will eat you" grin, No!

49 **TANGY:** **ENSEMBLE:** **TANGY:** **TANGY & ENSEMBLE:**

teeth of rust - y tin, No! Up a - head! No, you can't go

52 **TANGY & ENSEMBLE:**

that way! Please a - vert your feet.

**MEL, RAD, PIANO, FORTE (TROUPE):**

But you see we have to! Don't you see we have to?

55 **TANGY:** **TANGY & ENSEMBLE:**

Don't you e-ven con-ceive of go-ing that way, 'Cause if you do than all of you 'Cause

58

if you do than all of you 'Cause if you do than all of you will lose your beat!\_\_\_\_\_

61

Up a - head! Up a - head! Up a - head!\_\_\_\_\_

**RADICAL**

Mel, I gotta say, that sounds pretty bad.

**MELODY**

Grr...fine, let's look at the map for a different route.

**TANGY ERROR**

Your best bet is to go through the Terrible Terrain of Tango. It's not as bad as it sounds, and they won't be looking for you there, like they are...

*(He begins singing the song again.)*

UP AHEAD...

**COUNTERPOINT & MELODY & RADICAL**

We get it, we get it!

**FORTE**

Piano and I know that terrain pretty well, we'll come with you to help out!

**MELODY**

Thanks!

*(THE TROUPE, now including PIANO and FORTE, exits. As the scene changes, the SOLO OF SOUL mystically appears.)*

# Heed the Map Part 3

**2** **SOLO: (offstage)**

Off you go where I \_\_\_\_\_ would ne-ver tra-vel. Down a road of dan

**6**

- ger grit and gra-vel. Friend and foe will help\_\_\_ you to un-rav-el

**9**

what's the truth and what's\_\_\_\_\_ a trap.

**SCENE 10**

*Front of curtain. Nighttime. A quiet spot where THE TROUPE has set up camp for the night. Everyone is sleeping except for MELODY. RADICAL wakes up and notices that MELODY is anxious.*

**RADICAL**

You asleep?

**MELODY**

No.

**RADICAL**

I can't sleep either. What are you thinking about?

**MELODY**

Nothing. Get some rest, we have a big day tomorrow.

**RADICAL**

C'mon, Mel. I've never seen you so jittery before.

**MELODY**

*(Takes a deep breath.)*

Well, to be honest, I'm scared, Rad. I've never been so far from home, and somehow I've ended up leading a group of people across all of Musicville and now we're headed for the Terrible Terrain of Tango! What if something really bad happens?

**RADICAL**

We'll take it beat by beat, Mel.

**MELODY**

Beat by beat? I just can't right now.

**RADICAL**

*(Trying to cheer her up.)*

Sing that song for me. You need to hear it. I need to hear it. Come on.

*(MELODY shakes her head no. RADICAL softly, slowly begins his rap...)*

**Beat by Beat Reprise**

Slowly

**RADICAL:**

The musical notation is written on two staves in 4/4 time with a key signature of one flat (Bb). The first staff contains the vocal line for RADICAL, starting with a melodic phrase and followed by a rap section marked with 'x' symbols. The lyrics are: "When you're scared and feel-in' ill-pre-pared be-cause you're". The second staff continues the rap section with lyrics: "leav-ing home be-hind. Find the pulse that makes your feet con-vulse it's eas-y".

**RADICAL**  
You remember, Mel?

6



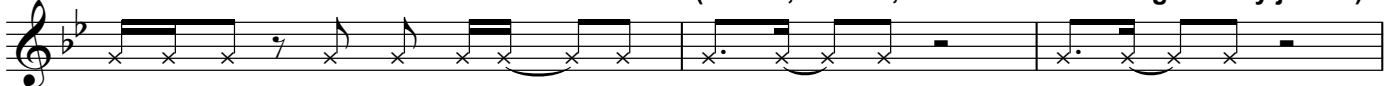
you and I com - bined. Beat by\_ beat, we're gon-na make it right.

8




One small sound, re-peat-ing in the night. We won't e - ver lose sight. We'll

10 **(PIANO, FORTE, & COUNTERPOINT gradually join in)**



take it beat, by beat. C'-mon,\_ Mel! Beat by\_ beat. Beat by\_ beat.

13 **RAD, PIANO, FORTE, CP:**



Beat by\_ beat. Take it beat, by beat. Beat by\_ beat.

**MELODY: (softly and unsure at first)**



Hear that sound

16 **RAD, PIANO, FORTE, CP:**



Beat by\_ beat. Take it beat, by beat. Beat by\_ beat.

**MELODY:**



in your heart tell - ing you to take it beat by beat. You will not

20



Beat by\_ beat. Take it beat, by beat.



fall a - part \_\_\_\_\_ when you start to take it beat by beat.



23 **PIANO, FORTE:** **COUNTERPOINT:**

Sure it's scar - y leav - ing home be - hind. We'll get through it

26 **ALL:**

all of us com - bined 'cause we must right all the wrongs sing - ing songs we'll

30

take it beat, by beat! Yea! we must right all the wrongs

33

sing - ing songs we'll take it beat, by beat, by beat!

**SCENE 11**

*The Terrible Terrain of Tango - a shadowy place full of jagged rocks. The TANGUERRO ENSEMBLE dance in a tango-like manner while singing the following number.*

# Tanguerros

**Tango** **TANGUERRO ENSEMBLE:**

With a flick of the foot, pure Tan - guer - ros ne - ver

6

ev - er stay put. We'll be danc - ing 'till the beat goes ka - put. For we ne - ver stand

10

still. With a step and a dip pure Tan - guer - ros are too

14



per-fect to trip. If we do we al-ways plan how we'll slip, with the ut-most of

18



skill. Tan - geur - ros, we'll all be sneak - ing 'till the

22



morn - ing comes creep - ing and crawl - ing light - ing up our slick som - bre - ros.\_\_\_\_

25



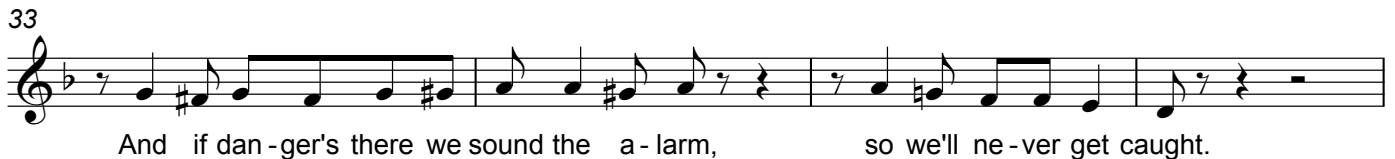
We're all like ti-gers light and strong, and prowl - ing a-long, Tan-guer ros\_ for life!

29



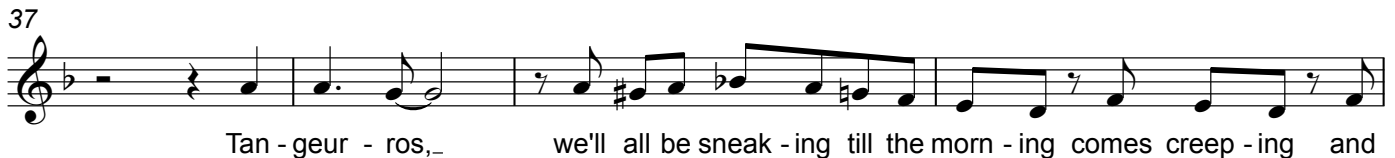
With a scorp - i - on arm, pure Tan - guer - ros tip - toe dripp - ing with charm.

33



And if dan - ger's there we sound the a - larm, so we'll ne - ver get caught.

37



Tan - geur - ros, we'll all be sneak - ing till the morn - ing comes creep - ing and

41



crawl - ing light - ing up our slick som - bre - ros.\_\_\_\_ We're all like ti-gers light and

*(THE TROUPE sneak on and try to fit in while making their way past.)*

44

strong, and prowl - ing a - long, Tan-guer ros\_ for life. It's

48

qui-et and dark and rock - y and stark in this terr - i - ble terr - ain. It's

52

spook - y and grim with no - where to swim but we ne - ver com - plain. We love it! Tan -

56

geur - ros, we'll all be sneak - ing 'till the morn - ing comes creep - ing and

59

crawl - ing light - ing up our slick som - bre - ros. We're all like ti - gers light and

62

strong, and prowl - ing a - long, Tan-guer ros\_ for life. Tan-guer ros\_ for

66

life. Tan-guer - ros\_ for life.

69

Tan - guer - ros!

**TANGY ERROR**

There are strangers amongst us!

*(Snaps his fingers and TANGUERROS surround the group.)*

**RADICAL**

Hey, aren't you that guy who gave us the *friendly* advice about all of the danger up ahead?

**TANGY ERROR**

Who, me?

**MELODY**

Yes, and you told us that the Sorcerer had spies after us "Up Ahead".

**TANGY ERROR**

Well, you can ask the Sorcerer who spies for him and who doesn't since you'll be seeing him back home! Oh, but you might have to write him a note. *(He laughs!)* Before the voyage there's something you must drink that might make speaking a little difficult.

*(TANGY pulls out a container of the silencing potion. To the Tanguerros:)*

Hold them still!

**MELODY**

*(Talking to the TANGUERROS who are holding her back.)*

Do you have any idea what you're doing?

**SYNCOPATION**

We're following the sorcerer's orders - he says you're a threat to all of Musicville.

**RADICAL**

We're a threat?! He's a threat! He's contaminated the water supply with a potion that will soon have the whole world silenced!

**TANGY ERROR**

Children, children, let's not exaggerate.

**MELODY**

You're one to talk! *(Turning back to the TANGUERROS)* And *you* will be next! Soon there will be no music at all - and no tango!

**TANGUERRO ENSEMBLE**

No tango?!

**THE TROUPE**

No tango!

**SYNCOPATION**

I had no idea!

**TANGUERRO 1**

*(to Tangy Error)*

Didn't you say they were runaways?

**TANGY ERROR**

And they have run away.

**THE TROUPE**

From being silenced!

**TANGUERRO 2**

Life without music, without dance?

**TANGUERRO 3**

I bet the Sorcerer's giving Tangy Error a nice kick-back!

**SYNCOPATION**

*(To HENCHMEN and TANGY ERROR.)*

You deceived us!

*(To the TANGUERROS.)*

Take 'em down boys, Tango style!

*(The TANGUERROS turn angrily on TANGY ERROR and THE HENCHMEN and take them down "tango-style".)*

**SYNCOPATION**

Let's get you out of here. Where are you headed?

**MELODY & RADICAL**

The Castle of Composition!

**SYNCOPATION**

Whoa, you're really *off-the-beaten* track! I'll show you the way! I'm Syncopation, a rhythm of surprising intensity, passion and desire - more complex than most *ordinary* rhythms (*looks at RADICAL*).

**MELODY**

Wow, you're spooky cool! Thanks!

*(He leads MELODY off, with the TROUPE following. RADICAL lags behind. )*

**RADICAL** *(Controlling his frustration.)*

Beat by beat, Rad...beat by beat. *(HE exits.)*

# Tanguerros Playoff

Tango

**TANGUERRO  
ENSEMBLE:**

Tan - guer - ros \_\_\_\_\_ for life!

## **SCENE 12**

*Front of Curtain: Just outside the Castle of Composition.*

*(The TROUPE, now including SYNCO, enter in front of curtain. SYNCO & MELODY are walking together. RAD is following grumpily with COUNTERPOINT, PIANO & FORTE.)*

### **MELODY**

So, Synco, how long have you been a dancer?

### **SYNCOPATION**

Even in my mother's womb  
I could feel that *boom, BOOM, boom*

*(RADICAL clears his throat loudly.)*

### **SYNCOPATION**

Well, here we are. The Castle of Composition!

### **COUNTERPOINT**

So, uh, leader dudes, can you explain to us how exactly this castle party is going to help us reverse the Sorcerer's potion of Silence?

### **MELODY**

Your guess is as good as ours, Counter. Troupe, here we go!

*(They walk through the curtain and it opens to reveal the interior of the castle.)*

### **PIANO**

Whoa.

### **COMPOSER OF AHHS**

*(He/She is hidden behind a fabric or facade onstage. His voice is heard booming through a microphone like in "The Wizard of Oz")*

Who there passes?! I am the Composer of Ahhs!

### **ENSEMBLE** *(sung offstage)*

*Ahhhhh!!!*

### **MELODY**

It's Melody, and my friends... We came to retrieve a song that will help us reverse the spell of Silence.

### **COMPOSER OF AHHS**

What makes you think you deserve one of my songs!

### **ENSEMBLE** *(offstage)*

*Ahhhh!!!*

### **RADICAL**

The Solo of Soul said you could help!

**COMPOSER OF AHHS**

Did she?! Well, only those with extreme virtuosity can obtain one of my songs. First, you must pass... a musical test!

**ENSEMBLE (offstage)**

*Ahhhhh!!!*

**MELODY**

Could you stop with all the "ahhs"? We're in a hurry! Any minute now all of Musicville could be silenced for forever!

**COMPOSER OF AHHS**

No test, No Song!

**THE TROUPE**

*(They all look at eachother.)*

Fine.

**COMPOSER OF AHHS**

Ok. Now...hmm..let me see...ah, I've got it! How would you describe two very loud, off the beat, independent melodies occurring at the same time?!

**FORTE**

Forte!...

**SYNCOPIATION**

...Syncopated!...

**COUNTERPOINT**

...Counterpoint!

**ALL**

Forte Syncopated Counterpoint!

*(A pause, the Troupe looks satisfied.)*

**COMPOSER OF AHHS**

Wrong answer!

**ENSEMBLE**

*Ahhhhhh!!!*

*(FORTE walks up to the COMPOSER.)*

**COMPOSER OF AHHS**

Technically it's Fortissimo Syncopated Counterpoint! Now you must leave, and never come back here again for you have failed to show me that...

*(FORTE pulls down the fabric to reveal the COMPOSER. The COMPOSER is small and “nerdy”, with glasses and a holding a microphone. He stops speaking, becomes embarrassed...)*

**RADICAL**

You're the Composer of Ahhs?!

**COMPOSER OF AHHS** *(with a timid smile and jazz hands.)*

Ahhhhh.

**COUNTERPOINT**

Not cool, dude.

**MELODY**

Look, if you ever want your compositions to be heard again, you *have* to give us one of your best songs so we can reverse the spell of silence!

**COMPOSER OF AHHS** *(now in his regular voice)*

I suppose you're right... I think I have just the thing.

*(He pulls a piece of music paper out of his pocket.)*

This is one of the first songs I wrote, that no one has ever heard. It's only a simple melody - but that's exactly what you need.

**RADICAL**

Thanks! But how are going to get back in time!?

**COMPOSER OF AHHS**

I can help with that too! Let me see that map - I'll simply write in a Da Capo, and it will immediately take you back to where you started.

**SYNCOPIATION**

You..are..my...hero.

**COMPOSER OF AHHS**

*(getting ready to write it in)*

Here we go. And remember, I provided the melody - the rest is up to all of you. Good luck!!

**THE TROUPE**

Thanks! Bye!

*(The music swells, they spin offstage.)*



### **SCENE 13**

\_\_\_\_\_ *Back in Melody Meadows. There are two notes limping along listlessly. The SORCERER OF SILENCE enters, followed by BREATH-MARK. Two notes are tied up with a sign that says "A Warning To All Strangers..." Mind Your Own Silence!"*

**SORCERER**

You've locked them away?

**BREATH-MARK**

Yes, your highness. Of course, perhaps you are being a bit harsh on them. They tried their best.

**SORCERER**

I gave them a simple job, to bring Melody and Rhythm back here. If they couldn't accomplish that, they're of no use to me!

*(MELODY AND RADICAL run onstage.)*

**SORCERER**

Ah, I was just talking about you two. Did you have a nice trip? See any sights?

**MELODY**

*(Looking around.)*

Oh, Uncle, how could you? Everything's so grim, so tired-looking.

*(QUEEN GLISS enters. She stops and tries to speak.)*

**MELODY**

Mother? Oh, Mother!

*(QUEEN GLISS & MELODY embrace.)*

**SORCERER**

*(Taking BREATHMARK aside.)*

Quickly! Release Eighth Rest and Half Rest.

*(BREATHMARK rushes off.)*

**RADICAL** *(To the QUEEN)*

We need everyone in the town in one place. Can you gather them up? Take our friends. They'll help you.

*(The QUEEN nods and the rest of THE TROUPE sneaks off with her. The MELODY MEADOWS ENSEMBLE slowly begin to arrive.)*

**SORCERER**

Have you come to bask in my radiance? No? Well, I suppose you've all come for the main event, the *silencing* of Melody and Rhythm! We are just waiting for... ah, here they are.

(EIGHTH-REST and HALF-REST enter with BREATH-MARK. The TROUPE re-enters after them.)

**RADICAL**

Sorcerer, there's something you need to hear!

**MELODY & RADICAL** (Nod to each other.)

Now!!!

(MELODY steps forward. The TROUPE jumps into position to hold the Sorcerer in place as they begin the song, reading from the music the COMPOSER gave them.)

# Simple Tune

**3** **TROUPE:**

A sim - ple tune, as pure as moon the per - fect lit - tle

**11** **SORCERER:** Let go of me! **TROUPE:** **FORTE:** It isn't working!

cure. A sim - ple tune might end too soon but with some help it's more.

**21** **TROUPE:** **SORCERER:** Stop! Stop them!

Lift up your voice. Add some rhy - thms in add a rest.

(EIGHTH-REST & HALF-REST start forward, but are so taken with the melody that they smile and sway along.)

**29** **TROUPE:**

You have a choice, when we work to - geth - er it sounds the best.\_\_\_\_

**37**

**SORCERER**

Ha, you think you can stop me with a silly song!

**COUNTERPOINT**

This song needs something...I know, counterpoint!

**PIANO & FORTE**

And dynamics!

**COUNTERPOINT**

I've got it! Follow me.

*(COUNTER, PIANO and FORTE begin singing a counterpoint. Gradually people from the town start to join in as the song begins to work.)*

♩ = 150

48 **COUNTER & GROUP 1:**

Da da da da da da da da da da da da da da da

55 **MELODY & GROUP 2:**

A sim - ple tune, as pure as moon the per - fect lit - tle cure.

**COUNTER & GROUP 1:**

da. Da da da da da da da da da da da da da da da

63 **PIANO:** Piano! *(quietly)* **FORTE:** Forte!

GP2:

A sim - ple tune might end too soon but with some help it's more.

*(quietly)*

GP1:

da. Da da da da da da da da da da da da da da da

72 *(Loudly!)*

GP2:

Lift up your voice. Add some rhy - thms in add a rest.

*(Loudly!)*

GP1:

Da da da da da da da da da da. Da da da da da da da da da da.

*(The music pauses. MELODY turns toward the Sorcerer.)*

**MELODY**

C'mon, Uncle, this song needs you too.

**SORCERER**

*(He hesitates for a moment. The whole town extends a hand out to him.)*

Oh, for silence sake, alright!

*(He joins the ensemble.)*

79 **GROUP 2 (with Sorcerer):**

8 You have a choice,

**GROUP 1:**

8 Da da da da da da da da da da

91 **GP2:** when we work to-gether it sounds the best. A simp - le

**GP1:** da da da da

99 tune will leave you room to let the mu - sic soar. A sim - ple tune can

108 rit. lift the gloom It's what we're sing - ing for!

**SORCERER**

*(Delighted & confused.)*

Bravo! Bravismo! Encore! Encore! I never imagined anyone would need a rest like me.

**MELODY**

Uncle, there's a place for everyone in music.

**GRAND STAFF**

*(Patting the SORCERER on the back.)*

From now on, we will have two festival days. That of Courageous Clef, and that of Melody, Rhythm & their Musical Friends!

**ENSEMBLE**

Hooray!!

*(The town rejoices. Then everyone freezes except the GRAND STAFF & QUEEN who come forward to NARRATE the ending.)*

**GRAND STAFF**

After that, everything returned to normal - except for the Sorcerer.

**QUEEN GLISS**

He became the biggest advocate of music appreciation classes and travelled the world teaching "A Simple Tune" to musically deprived areas everywhere.

**GRAND STAFF**

Every year for the rest of her life, Melody went on trips to visit all of her new friends and bring back a new tune from the Castle of Composition. She loved to travel, but she always came home. And Rhythm went with her.

**QUEEN GLISS**

When Grand Staff and I retired, Melody and Rhythm became the new leaders of Melody Meadows, and no one was more proud or pleased than the Sorcerer of Silence...

**GRAND STAFF**

...who, by then, was known all over the land as...

**GRAND STAFF & QUEEN GLISS**

...the Sorcerer of Song!

# Simple Tune Finale

**11** **ALL:**

A simp - le tune will leave you room to let the mu - sic

19 **soar.** **rit.**  
A sim - ple tune can lift the gloom It's

25  
what we're sing - ing for!

The musical score is written in 3/4 time. It begins with a treble clef and a key signature of one flat. The first line starts at measure 11 with a whole rest, followed by a series of quarter notes: G4, A4, B4, C5, B4, A4, G4. The lyrics are "A simp - le tune will leave you room to let the mu - sic". The second line starts at measure 19 with a quarter note G4, followed by a whole rest, then quarter notes A4, B4, C5, B4, A4, G4. The lyrics are "soar. A sim - ple tune can lift the gloom It's". The third line starts at measure 25 with a quarter note G4, followed by quarter notes A4, B4, C5, B4, A4, G4. The lyrics are "what we're sing - ing for!". The score ends with a double bar line.

*(THE END.)*