

Start

16 JAUNTY MARLEY:

I'm Ja - cob Mar - ley's ghost. Can't e - ven but - ter my toast. I

22

hav - en't got mus - cles, cor - pus - cles or veins, just old mon - ey box - es with rust - y old chains, I'm Ja - cob

27 MARLEY: SCROOGE:

Mar - ley's Ghost! I'm Ja - cob Mar - ley's Spir - it. Oh please, I don't want to

Pno.

The musical score is written for a vocal soloist and piano accompaniment. It is in 6/8 time. The first system (measures 16-21) is marked 'JAUNTY' and 'MARLEY:'. The vocal line begins with a rest, then enters with the lyrics 'I'm Ja - cob Mar - ley's ghost. Can't e - ven but - ter my toast. I'. The piano accompaniment consists of a treble and bass staff. The second system (measures 22-26) continues the vocal line with 'hav - en't got mus - cles, cor - pus - cles or veins, just old mon - ey box - es with rust - y old chains, I'm Ja - cob'. The piano accompaniment continues with a steady eighth-note pattern in the treble and a more active bass line. The third system (measures 27-31) is divided into two parts: 'MARLEY:' (measures 27-29) and 'SCROOGE:' (measures 30-31). The vocal line for Marley says 'Mar - ley's Ghost!' and for Scrooge 'I'm Ja - cob Mar - ley's Spir - it. Oh please, I don't want to'. The piano accompaniment features a change in the treble staff for the Scrooge section, with a more complex, arpeggiated texture.

33 MARLEY:

hear it! But hear it you must, so pull up a chair, but you smell like old cheese so

Pno.

37 SCROOGE: MARLEY:

sit ov - er there. You're and aw - f'ly rude spect - er I'm sent to this sec - tor to tell you of man-kind you

Pno.

41

were no re - spec - ter and soon you'll be meet - ing your fun - 'ral di - rec - tor, pre - pare to e - ter - nal - ly

Pno.

End

45

roast! I'm Ja - cob Mar - ley's Ghost! I'm Ja - cob Mar - ley's

Pno.

51

SCROOGE: All right!

Ghost...

Vamp under Scrooge and Marley dialogue, punctuated with ominous chords throughout.

Pno.

57

MARLEY: I must rejoin the unhappy spirits of the damned!

(ominous chords)

I'm a

Pno.