

A Game For Pennies

Sarah Joy Holder

$\text{♩} = 66$

mf

Voice

Play a game for pen-nies Be per-fect

Vocals

hum *pp*

Vocals

hum *pp*

Piano

rolling along *mp*

Ukulele

mp

Cello 1

pizz. *mp*

Cello II

p

Double Bass

pizz. *mp*

The musical score is written for a 2/4 time signature with a key signature of three sharps (F#, C#, G#). The tempo is marked as quarter note = 66. The score includes parts for Voice, two Vocals (humming), Piano, Ukulele, Cello 1, Cello II, and Double Bass. The lyrics are: 'Play a game for pen-nies Be per-fect'. Performance instructions include 'mf' for the voice, 'pp' for the vocal hums, 'rolling along' and 'mp' for the piano, 'pizz.' for the ukulele and double bass, and 'p' for the cello II. A large watermark for 'halidon' is visible across the center of the score.

for five pen-nies What do you do when it's no long-er fun - ny?

Vox.

Vox.

Pno.

Uk.

Vc. I

Vc. II

Vc. III

Vc. IV

D.B.

tr

mp

mf

mf

halidon

f *mf*

Slip of the fing-er, you're out of mo-ney Play for some-thing else Smile for the

Vox. *mf*

Pno. *mf*

Uk. *p*

Vc. I *arco* *pizz.* *sfz* *f* *mp*

Vc. II *sfz* *f*

Vc. III *sfz* *f* *pizz.*

Vc. IV *sfz* *f* *pizz.*

D.B. *mp*

halidon