

SANTA'S CRAZY REINDEER

for S.A.B. voices and piano
with optional SoundPax and SoundTrax CD*

Words and Music by
KIRBY SHAW

Happy two-beat (♩ = ca. 116)

PIANO

N.C. B \flat B $^{\circ}$ F/C D7

3 SOPRANO

ALTO

BARITONE

opt. SOLO (any voice)

5 Slower, conversational

San-ta's get 'n' ner-vous, 'cuz

6 Slower, conversational

G7 C13 F N.C. C7 F

6

3

Christ-mas is com - in' round. He needs some ex - tra rein - deer, so he

E $^{\circ}7$ A 7 sus A 7 Dm

* Also available for S.A.T.B. (41540) and 2-part (41542). SoundTrax CD available (41543).
SoundPax available (41544) - includes score and set of parts for Tenor Saxophone, 2 Trumpets, Trombone,
Banjo/Guitar, Bass, and Drumset.

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Sole Selling Agent for This Arrangement: Alfred Music

To purchase a full-length performance recording of this piece, go to alfred.com/downloads

8

calls the lo - cal pound. They say, "Yes, we've got rein - deer, they're the

Cm⁷ Eb/F F⁷ B^b B^o

10

real car - i - bou. But be - fore you take that mid - night ride, let us

F/C D⁷ G⁷ F(add2)/A B^bm⁶ G⁷/B

12

in - troduce them all to you." *(end solo)*

C⁷ B^b/D E^bm C⁷/E

14 Happy two-beat (♩ = ca. 116)

16

ALL *mf*

Cra - zy! Real

ALL *mf*

Happy two-beat (♩ = ca. 116)

N.C.

C⁷

N.C.

F

D⁷

f

mf

17

cra - zy! They're San-ta's cra-zy rein - deer crew! They've

G⁷

C⁷

F

Gm F/A

20

all got cra-zy names, and no two are the same. You

B^b

B^o

F/C

D⁷

22

nev - er know ex - act - ly what they're gon - na do! They'll

G⁷ C⁷ Gm⁷ C⁷ F⁷

24

get the job done be - fore the morn - in sun, though

B^b F⁷

26

some - times they don't have a clue. They're

E^{ø7} A⁷ Dm Cm⁷ F⁷

San - ta's cra - zy rein - deer, San - ta's cra - zy rein - deer,

B \flat B $^{\circ}$ F/C D7

San - ta's cra - zy rein - deer crew

G7 C7 F N.C. F7

opt. SOLO (country twang)
 Din - er loves to eat, and Gnash - er grinds his teeth, and

mf

B \flat C7

mf

opt. SOLO (country twang)

mf

34

Mark - y leaves a trail__ wher - ev - er he goes. Thrash - er

F7 Bb G/B C7sus F7

36

bumps in - to things, and Jazz - er real - ly swings, _ and

Bb F D7

38

Glit - zen likes to wear_ them fan - cy clothes! Lank - y's

G7 C7 F7

40

ALL (shouted)

(continue duet)

tall! That's all! Spank - y's got a south - ern drawl. With

ALL (shouted) (continue duet)

B \flat C 7

42

(end duet)

three more deer to make — his team com - plete:

(end duet)

A \emptyset^7 D 7 G m F m^7 B \flat^7

44 ALL *mf*

Spook - y's al ways scared, and Kook - ie's just plain weird, and

ALL *mf*

Spook - y's al ways scared, and Kook - ie's just plain weird, and

ALL *mf*

E \flat E $^{\circ}$ B \flat D 7 G 7

46

Thump - er, he's got four left feet!

C⁷ F⁷ B^b N.C. C⁷

f

48

Cra - zy! Real cra - zy! They're

F D⁷ G⁷

mf

50

San - ta's cra - zy rein - deer crew! They've

C⁷ F G^m F/A

52

all got cra - zy names, and no two are the same. You

B \flat B $^{\circ}$ F/C D 7

54

nev - er know ex - act - ly what they're gon - na do! They'll

G 7 C 7 Gm 7 C 7 F 7

56

get the job done be - fore the morn - in' sun, though

B \flat F

58

some - times they don't have a clue. They're

E^{ø7}A⁷

Dm

Cm⁷F⁷

60

San - ta's cra - zy rein - deer. Mush, you husk - ies!

opt. SOLO

B^bB[°]

62

*grad. cresc.**opt. SOLO*

grad. cresc. San - ta's cra - zy rein - deer. Com - in' through _ for you! _

F/C

F

D⁷*grad. cresc.*

64

San - ta's cra - zy rein - deer, cra - zy rein - deer

G⁷ F^{#7} G⁷ C⁷ N.C. D^{b7} C⁷

66

crew!

F⁶

68

N.C. F

8^{ub}