

SANTA CLAUS IS COMIN' TO TOWN

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

Performance time: approx. 2:20

Arranged by
KIRBY SHAW

Words by **HAVEN GILLESPIE**
Music by **J. FRED COOTS**

Swing (♩ = ca. 144)

mf

SOPRANO I
SOPRANO II

Jing - a - ling - a jing - a - ling - a jing - a - ling jing. —

ALTO

Swing (♩ = ca. 144)

mf

Cmaj9 Am9 Dm7 G13 G9/B

PIANO

(Play left hand 8vb throughout, softer dynamic if bass guitar is playing.)

3

mf

Oh! You

Jing - a - ling - a jing - a - ling - a jing - a - ling jing. — Oh! You

Cmaj9 Am9 Dm7 G13 G9/B

*Also available for S.A.T.B. (49725), S.A.B. (49726), and 2-part (49728).
SoundTrax CD available (49729). SoundPax available (49730) - includes score and set of parts for 2 Trumpets,
Tenor Saxophone, Trombone, Guitar, Bass, and Drumset.
Visit alfred.com for digital scores and audio.

5

bet - ter watch out, you bet - ter not cry, — you

bet - ter watch out, you bet - ter not cry, — you

sim.

C(add9) C/E F(add9) F#dim7

7

bet - ter not pout, I'm tell - in' you why —

bet - ter not pout, I'm tell - in' you why, —

C(add9)/G Bb/C C9/E F(add9) Bb9

9

San - ta Claus is com - in' — to town. —

San - ta Claus is com - in' — to, jing -

C(add9) Am7 Dm7 G13 G9/B

He's

- a - ling - a jing - a - ling - a jing - a - ling jing. _____

Cmaj9 Eb13 Abmaj9 F6/G G3(b9)

mak - in' a list, check - in' it twice,

Mak - in' a list, check - in' it twice,

C(add9) C/E F# F#dim7

gon - na find out who's naught - y and nice,

know - in' who's naught - y and nice,

C(add9)/G Bb/C C9/E F(add9) Bb13

sim.

17

San - ta Claus is com - in' _____ to town. _____

San - ta's com - in' _____ to town. _____

Cmaj9 Am9 Dm7 G13 G9/B C13 Dm7(sus4) Dm7

20

21

opt. SOLO

He sees you when you're sleep - in'.

opt. SOLO

He

D#dim7 C6/E Gm7 C7 Fmaj9 Dm7

22

He knows if you've been

knows when you're a - wake. _____ He knows if you've been

Gm9 C9 Fmaj7 F6 Am7 D7(b9)

bad or good, — so be good for good - ness sake!

bad or good, — so be good for good - ness sake!

Gmaj9 E7(b13) E7(b13) Am7 D7 Dm7

ALL

mf

Oh! — you bet-ter watch out, you bet-ter not cry, — you

Oh! — you bet-ter watch out, you bet-ter not cry, — you

G13(b9) C(add9) C/Bb F/A Fm6/Ab

bet - ter not pout, I'm tell - in' you why, —

bet - ter not pout, I'm tell - in' you why, —

C6/G Bb/C C9/E Fmaj9 Bb9

sim.

3

33

San - ta Claus is com - in' _____ to town. _

San - ta Claus is com - in' _____ to, jing -

C⁶/G Am⁹ Dm⁹ G¹³ C/G

35

- a - ling - a jing - a ling - a jing - a - ling jing. _____

B/G B^b/G B/G C/G

37

Jing - a - ling - a jing - a - ling - a jing - a - ling jing. _____

Jing - a - ling - a jing - a - ling - a jing - a - ling jing. _____

B/G B^b/G G¹³

39 * SOPRANO I (sing both times)

Doo ba doot dot doo ba doo dot fa oo ba doot dot dot

SOPRANO II (sing 2nd time only)

Ba ba dot bop ba ba dot

ALTO (sing both times)

Dwee doo dot dot dot da dot dot twee doo dot

C⁶ C⁷/E F⁹ F^{#dim} C⁶/G C⁷ F⁹

42

da yoo dot fa oo ba doot dot dot dot da ba doo da _

bop ba ba da doo dot twee doo dot dot dot da yoo dot

bop ba ba da doo dot twee doo dot dot dot da yoo dot

B^{b9} C⁹ A⁷(^{b9}) D⁹ G¹³ C⁶

* This section may be repeated as many times as desired, and opened up to include: vocal and/or instrumental soloists, improvisation, scat singing, gradual stacking of written lines, choir as back-up singers, etc. Be creative and customize the piece to suit your group or performance. The more lines employed, the better.

45 1. (or repeat as desired) | 2. (or last time)

da yoo dot. Ba doo

ba doot da dot da doo da. — ba doot da dot

dwee doo dot dwee doo dot. dwee doo dot da

1. (or repeat as desired) | 2. (or last time)

E_b13 *D⁹* *G13(b9)* *C* *Dm*

48 49

da dot. He sees you when you're sleep-in', he knows _

da yoo dot. He sees you when you're sleep-in', he knows _

da dn doo dot. He sees you when you're sleep-in', he knows _

D#dim7 *C⁶/E* *Gm7* *C⁹* *Fmaj9* *Dm7*

3

— when you're a-wake, — he knows when you've been

ALTO

— when you're a-wake, — he knows when you've been

Gm⁹ C7(b9) Fmaj⁹ F⁶ Am⁹ D7(b9)

bad or good, — so be good for good-ness sake. — Oh! You

bad or good, — so be good for good-ness sake. — Oh! You

Gmaj⁹ Em⁷ Am⁹ D13 Dm7(add4) G¹³

bet-ter watch out, you bet-ter not — cry, bet - ter not pout I'm

bet-ter watch out, you bet-ter not — cry, bet - ter not pout I'm

C⁹ C/E F⁹ F#dim C/G C¹³ F⁹

60

(no breath)

tell - in' you why, — San - ta Claus — is com - in' — to town, —

tell - in' you why, — San - ta Claus — is com - in' — to town, —

Bb¹³ Bb/A^b C⁶/G Am⁹ Dm⁹ G¹³ Em⁹

63

to town. — San - ta Claus is

to town. — San - ta Claus is

G⁹/A A⁷ Dm⁹

66

(no breath)

com - in' — to town, —

com - in', — to, jing - a - ling - a jing - a ling - a

F/G G⁹ C/G B/G Bb/G

jing - a - ling - a jing - a - ling - a

jing - a - ling jing, _____ to town, _____

B/G C/G B/G Bb/G

to town. _____

jing - a - ling jing, _____ to, jing - a - ling - a jing - a ling - a

to town. _____

B/G C/G B/G Bb/G

jing - a - ling jing, _____ to town. _____ (whispered) Yeah!

to town. _____ N.C. Yeah!

B/G C(add9) mp

8^{vb}