

5

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

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

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

sim.

7

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

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

C(add9)/G B7/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 G13(b9)

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

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

C(add9) C/E 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. _____

C^{maj9} Am⁹ Dm⁷ G¹³ G⁹/B C¹³ Dm^{7(sus4)} Dm⁷

20

opt. SOLO 21

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

_____ *opt. SOLO*

_____ He

D^{#dim7} C⁶/E Gm⁷ C⁷ F^{maj9} Dm⁷

23

_____ He knows if you've been

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

Gm⁹ C⁹ F^{maj7} F⁶ Am⁷ D^{7(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

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' _____ o, jing -

C⁶/G Am⁹ Dm⁹ G¹³ C/G

35

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

B/G Bb/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 Bb/G G¹³

39 *mf* * *opt. DESCANT (if taking a third repeat, add this part)*

Ba ba dot bop ba ba dot

(add 2nd time)

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

(sing every time)

Dwee doo dot dot dot da dot dot twee doo dot

C⁶ C⁷/E F⁹ F^{#dim} C⁶/G C⁷ F⁹

42

bop ba ba ba ba doo dot

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

B^{b9} C⁹ A^{7(b13)} 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)

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

— da yoo dot. Ba — doo

dwee doo dot zwee doo dot. zwee doo dot ba

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

E_b^{13} D^9 $G^{13}(b9)$ C Dm

48 (rejoin section) 49

da yoo dot

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

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

$D\#dim^7$ C^6/E Gm^7 C^9 $Fmaj^9$ Dm^7

3

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

— 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

San - ta Claus is

to town San - ta Claus is

G⁶/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

12

68

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

jing - a - ling jing, — to town, —

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

70

jing - a - ling jing, — to town, —

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

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

72

(whispered)

to town. Yeah!

jing - a - ling jing, — to town. Yeah!

B/G C(add9) N.C.

mp