

SH-BOOM

Three-Part Mixed, accompanied, with optional bass, guitar and drums*

Words and Music by
JAMES KEYES, CARL FEASTER,
FLOYD MC RAE, CLAUDE FEASTER
and JAMES W. EDWARDS
Arranged by PATSY FORD SIMMS

Performance time: approx. 2:00

Moderately (♩ = 126) (♩ = $\frac{3}{4}$)

PART I
PART II

Life could be a dream, life could be a dream.

PART III

Moderately (♩ = 126) (♩ = $\frac{3}{4}$)

ACCOMP.

F Dm Gm7 Am/C

Do, do do do sh - boom. _

F Dm7 Bb C

* Bass/Guitar/Drums pp. 10-11.

5 

Oo, sh - boom.

Life could be a dream, - if I could take you up in

5  F Dm Gm7 C

Oo, sh - boom.

Par - a - dise up a-bove, if you would tell me I'm the

9  F Dm Gm7 C

Oo, life could be a dream, sweet - heart.

on - ly one that you love,

9  F Dm Gm7 Am/C F

Hel - lo, hel - lo a - gain, - sh - boom and hop - in' we'll meet a - gain. -

boom and hop - in' we'll meet a - gain. Oh,

Dm Gm7 C

13 *mf* Oo, sh - boom.

life could be a dream, - if on - ly all my pre - cious

13 F Dm Gm7 C

Oo, sh - boom.

plans would come true,

If you would let me spend my

F Dm Gm7 C

17

Oo, sh - boom.

whole life lov - in' you, life could be a dream, sweet - heart.

17 F Dm Gm7 Am/C C/D F

Do do do do, sweet - heart.

Do do do do.

2nd time to Coda

Bb Am Gm7 F

2nd time to Coda

21 Ev 'ry time I look at you

21 A A7

some - thing is on my mind. _____

Dm Dm7

25 If you'd do what I want you to, _____

25 G G7

ba - by, we'd be so fine. _____

Oh, D.S. al Coda C9 C7 D.S. al Coda

Coda

mf [30] Sh - boom, sh - boom, -

Coda

mf [30] F Dm

3 3 3

ya da da da da da da da da. Sh - boom, sh - boom, -

Gm7 C F Dm

3 3 3 [34]

ya da da da da da da da da. Sh - boom, sh - boom, -

Gm7 C [34] F Dm

ya da da da da da da da da, sh - boom. Do do do do.

Gm7 C Bbmaj7 Am C9sus F

f Oh, life could be a dream, sh -

38

f Dm

38

boom, if I could take you up in Par - a - dise a - bove, sh -

Gm7 C F Dm

42

boom. If you would tell me I'm the on - ly one you love, oh,

Gm7 C 42 F Dm

life could be a dream. Do do do do. —

Gm7 C F Bbmaj7 Am Gm/C Fmaj7

BASS/GUITAR/DRUMS*

Moderately (♩ = 126) (♩♩ = $\overset{3}{\text{♩}}$)

Drums: fill pattern

F Dm Gm7 Am/C F Dm7

mf

Drums: fill pattern

B♭ C F Dm Gm7 C

f

F Dm Gm7 C F Dm

Drums: fill C

Gm7 Am/C F Dm Gm7

pattern

13 F Dm Gm7 C F Dm

Gm7 C 17 F Dm Gm7 Am/C C/D F

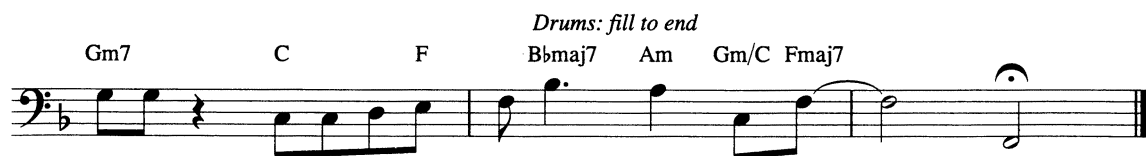
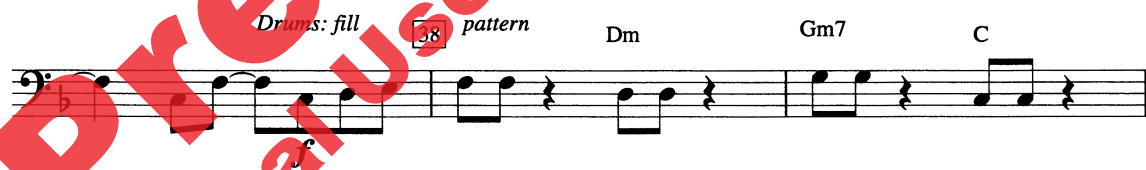
Drums: ens. 2nd time to Coda ⊕

B♭ Am Gm7 F

Drums: fill pattern

21 A

* Bass: Play the part as written.
Guitar: Play ad. lib., using the chord symbols as a guide.
Drums: The basic pattern is swung 8ths on hi-hat and beats two and four on snare drum.
Follow the rhythm in the bass part for bass drum.



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