

MISSOULA CHILDREN'S THEATRE

A PRODUCTION OF MCT, INC.

Presenter and/or Accompanist,

Following is the **Music Score** designed to familiarize the accompanist with the amount of music in the score and the music's tempo and level of difficulty. The Tour Actor/Directors will provide the **Performance Score** which contains precise cues/notes for their particular production. Please ask for your accompanist to meet with the Tour Actor/Directors before or after auditions on the first day of your residency. At that time, your accompanist will receive the **Performance Score**. The accompanist is needed at rehearsals beginning the second rehearsal session on Wednesday. The only obligation prior to that is a brief meeting with the team on audition day.

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1 - Overture

Majestic

Music by Michael McGill

Piano

ff *mf*

G C F F F

6

F B $\flat$ C F F F B $\flat$ C F F F $\sharp$

rit.

14

G C F G C C F G C

20

F G C F G Em F Dm G C 3 D D $\flat$ C G C

1a - d - Tree Jump, etc.

Music by Michael McGill

1a CUE - Witless: "In front of the forest where the trees **jump up** and down."

Piano

1b CUE - BFC: "Some of the trees become houses"

2 SLOW

G C G Em D7 G

1c CUE - BFC: "Other trees become merry-go-rounds"

7

G D G D G D G D

1d CUE - BFC: "Sailing ships"

11

C C F 3 C

2 - Tree Music

Music by Michael McGill

CUE - BFC: "Tall trees"

"Tiny trees"

"Skinny trees"

Piano

This section contains the first three measures of the piano score. Measure 1, labeled 'Tall trees', features a C major chord in the right hand and a glissando in the left hand. Measure 2, labeled 'Tiny trees', features a C major chord in the right hand and an 8va (octave up) glissando in the left hand. Measure 3, labeled 'Skinny trees', features a C major chord in the right hand and a glissando in the left hand. The time signature is 3/4.

"Round trees"

"Young trees"

This section contains measures 4 and 5. Measure 4, labeled 'Round trees', features a cluster of notes in the right hand and a glissando in the left hand. Measure 5, labeled 'Young trees', features a F major chord in the right hand and a glissando in the left hand. The time signature is 3/4.

"Old trees"

"Happy Trees"

"Sad trees"

This section contains measures 6, 7, and 8. Measure 6, labeled 'Old trees', features a cluster of notes in the right hand and a glissando in the left hand. Measure 7, labeled 'Happy Trees', features a C major chord in the right hand and a glissando in the left hand. Measure 8, labeled 'Sad trees', features a Cdim (C diminished) chord in the right hand and a triplet of notes in the left hand. The time signature is 3/4.

"And a woodsman loves them all"

This section contains measures 9, 10, and 11. Measure 9, labeled 'And a woodsman loves them all', features a G major chord in the right hand and a glissando in the left hand. Measure 10 features a C major chord in the right hand and a glissando in the left hand. Measure 11 features a C major chord in the right hand and a glissando in the left hand. The time signature is 3/4.

3 - The Mirror

Music by Michael McGill

Cue: Witless "...like a reflection in a mirror."

Piano

mp

Red.

Repeat until CUE - Witless: "Anyway, let's get on with our story"

4 - Animal Entrance Music

Music by Michael McGill

CUE - Witless: "And here comes the rest of our forest friends."

Piano

mf

³ Repeat until CUE - Witless: "And last but not least." ³

4a - Three Drops

Music by Michael McGill

CUE - Witless: "...and three drops of blood fell upon the snow."

Piano

The musical score is for a piano accompaniment in 3/4 time. It consists of two staves, treble and bass. The tempo/mood is marked *mp* (mezzo-piano). Above the treble staff, three chords are indicated by the letter 'C' at the first, second, and third measures. The first measure has a quarter note C4. The second measure has a quarter note C3. The third measure has a quarter note C4. The bass staff has a whole rest in the first measure, a whole rest in the second measure, and a quarter note C3 in the third measure. The piece ends with a double bar line.

4b - 4c - Animal Exit and Entrance Music

Music by Michael McGill

4b - CUE - Witless: "...danced and played."

Repeat until CUE - Visual: Once animals are gone

Piano

mf

F G C

3 3

4c - CUE - Snow White "Yoo hoo"

Repeat until CUE - Once animals are seated

mf

F G C

3 3

6 - Mirror Music #1

Music by Michael McGill

CUE - Queen: "Ah, my one true friend"

Start here when mirror begin's to speak

Visual Amin

Piano

mf

mp

Repeat Until End CUE - Visual from Queen

CUE - Queen: "And lets keep it that way."

3 C

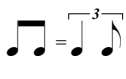
Glissando

7 - Dance Music

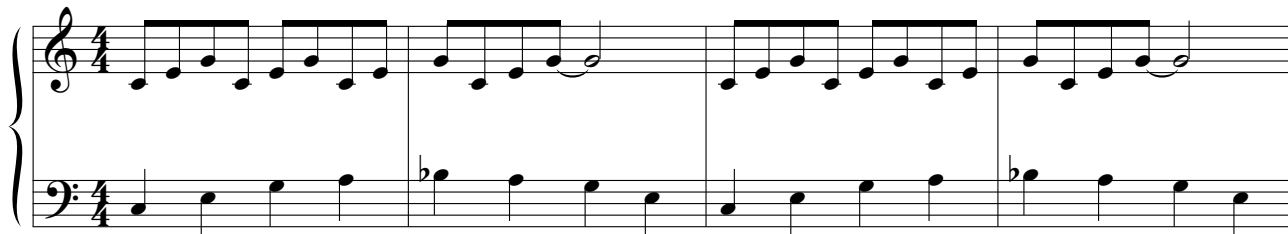
CUE - Witless: "...a huge feast and dancing!"

End CUE - Queen: "Not tonight. Or tomorrow night. Or any night!"

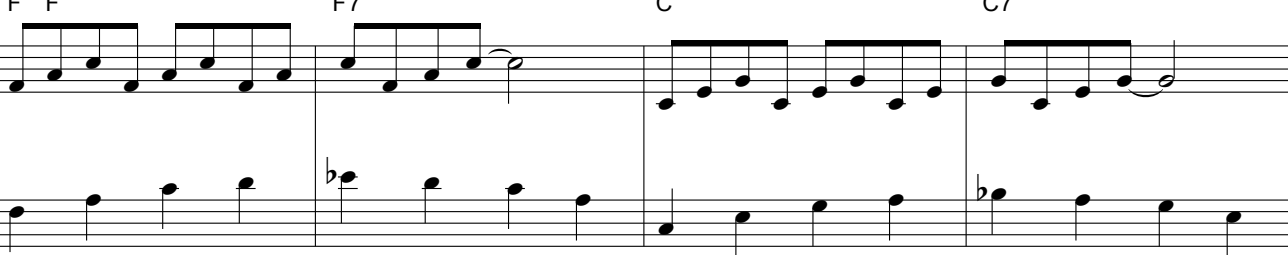
Music by Michael McGill

SWING  C

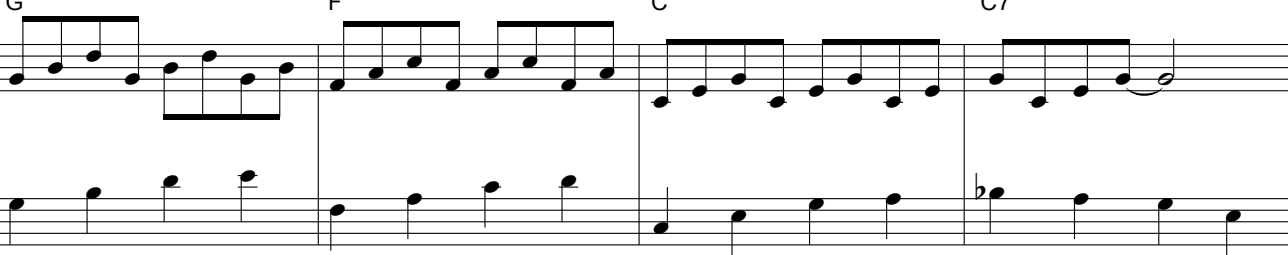
Piano



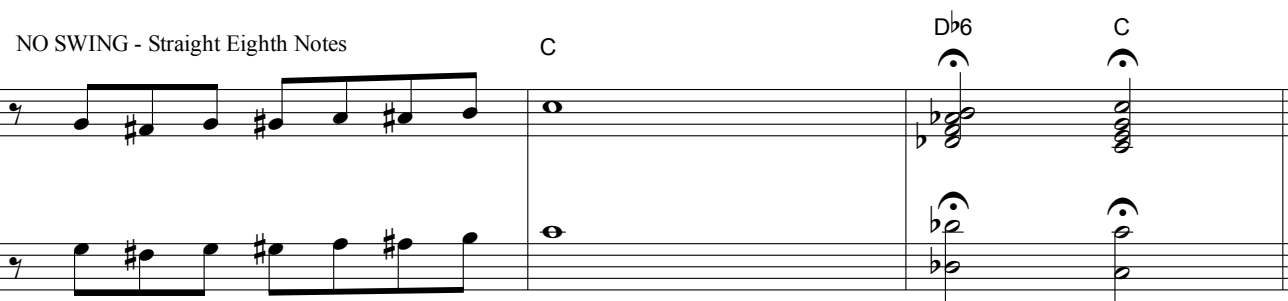
5 F F F7 C C7



9 G F C C7



13 NO SWING - Straight Eighth Notes C Db6 C



9 - The Team

CUE - Phineas: "Fearless"
Fernando: "Friends"
Foxy: "Forever"
All: "Break"

Music by Michael McGill

The image displays a musical score for the song "When You're In Trouble" by The Beatles. The score is written for Voice and Piano (Pno.). The key signature is B-flat major (two flats), and the time signature is 4/4. The music is divided into three systems, each with a vocal line and a piano accompaniment line.

System 1: The vocal line begins with a rest, followed by the lyrics "When you are in trou-ble and you need a friend". The piano accompaniment features a rhythmic pattern of eighth notes and chords, with a "Vamp until ready" instruction and a *mp* (mezzo-piano) dynamic marking. Chords F, F, F, Gm, and C7 are indicated above the piano staff.

System 2: The vocal line continues with the lyrics "when you start to think-in' that the world's a-bout to end, if your bro-ken heart seems like it's nev-er go-nna mend, it's". The piano accompaniment maintains the rhythmic pattern, with a *mf* (mezzo-forte) dynamic marking. Chords C7, F, F, and Bb are indicated above the piano staff.

System 3: The vocal line concludes with the lyrics "not too late, don't hes-i-tate, it's time for you to send for the team the team, just when it may seem that there's". The piano accompaniment features a final chord of F, with a *ff* (fortissimo) dynamic marking. Chords C7, C7, C7, F, F7, Bb, and F are indicated above the piano staff.

13
no way out, don't sit and pout, sim-ply call the team. Through - thick or thin, if prob-lems do be-gin -

Gm7 C7 F F F7 B $\flat$ Gm7 C7 F

17
when the team is by your side you're al-ways go-nna win. When days are sad, when weeks are bad, you've

G7 C7 Dm

20
had a crum-my year, we'll walk a mile to make you smile, we'll do the Snow White cheer! Snow

Dm Am C7 C7

1st ending

23
White, fight fight! Snow White, fight fight! Snow White, fight fight! Snow White! She's our friend right to the end, we

F F F

Piano accompaniment (Pno.) is shown for measures 13-23, including a trill in measure 21.

26

love her with all our might! Two, four, six, eight, who do we app-re-ci-ate? Snow Blue? No! Snow

F F F F

Pno.

26

S'no business like show business? NO! Snow White! Hoo- 3 3 3

30

Green? No! RAY! Cause we're the walk a mile to make you smile, we'll

F F F7 C7 G7

Pno.

30

2nd ending

3

34

al - ways be right here! THE TEAM!

Dm7/Bb Bb/G C9 C7 F

Pno.

34

fine

10 - Mirror Music #3

Music by Michael McGill

CUE A - Witless: "I was only going to...well...ask it a question - that's it."

Visual

Start here when mirror begin's to speak

Piano

mf

mp

Repeat Until End CUE - Visual from Queen

CUE B - Witless: "Oh, stop teasing."

Visual

Start here when mirror begin's to speak

mf

mp

Repeat Until End CUE - Visual from Queen

CUE C - Queen: "What, nine point six?!"

Visual

Start here when mirror begin's to speak

mf

mp

Repeat Until End CUE - Visual from Queen

10 - Mirror Music #3

CUE D - Queen: "Why, I ought to smash you into a thousand..."

Mirror: "Ah ah ah. That's seven year's bad luck.."

Visual

Start here when mirror begin's to speak

mp

Ped.

Repeat Until End CUE - Visual from Queen

CUE - Witless: "I was afraid you'd say that"

Glissando

11 - Dwarf Song (#1)

Michael McGill

CUE - Witless: "...Snow White! Help!"

Voice: *mf*
 Piano: *mf*

With a yo-heigh-ho-heigh - ho-oh, it's home-ward we will go. We'll
 al-ways walk to - geth-er with a yo-heigh-ho-heigh ho. We're a hap-py group of lit-tle men with a yo-heigh-ho-heigh-
 ho. Our num-bers are three less than ten with a yo-heigh-ho-heigh ho. Heigh - ho.

Chords: D G D G G C D G G G C D G G C C G G C C D G D G

Pno. *rit.*

12 - Dwarf Song (#2)

Michael McGill

CUE - Dumpy: "She's a delight!"

Tambourine: "Oh Yeah"

Voice: With a yo-heigh-ho-heigh - ho-oh, it's off to work we go. We'll
 Piano: *mf* D G D G G C D G
 al-ways walk to - geth - er with a yo-heigh-ho-heigh ho. We're a hap-py group of lit-tle men with a yo-heigh-ho-heigh-
 Pno.: 8 G G C D G C C G
 ho. Our num-bers are three less than ten with a yo-heigh-ho-heigh ho. Heigh - ho.
 Pno.: 15 G C C D G D G *rit.*

13 - The Cleaning Song

Michael McGill

CUE - Witless: "Just watch... and listen."

Voice: *Vamp til Ready* The dwarves have gone to work There's
 spread out through the yard Now

Piano: *mf*

4 lots of work to do. And while they're at the mine, we'll be work - ing too. Let's
 brush a - way that dirt. Now pull up all those weeds soon your arms will hurt. We'll

Pno.

7 brush and weed and clean, just trust your friend - ly crew. 'Cause you'll be done in half the time, for
 brush and weed and clean. Don't sit and say boo - hoo 'Cause as we work we'll sing and dance. In

Pno.

The musical score is written for Voice and Piano. The key signature has one sharp (F#) and the time signature is 4/4. The score is divided into three systems. The first system shows the beginning of the song with a cue for the voice to enter. The piano part starts with a mezzo-forte (mf) dynamic. The second system continues the melody and accompaniment. The third system concludes the piece. Chords are indicated below the lyrics, and measure numbers 4 and 7 are marked at the start of their respective systems.

10 *1st ending* *2nd ending*

we'll be help - ing you. Let's no time we'll be through. Sing - ing as we work will

Dm G7 C Dm G7 C C F C

Pno. *1st ending* *2nd ending* *mp* *colla voce*

13 OPERATIC *rit.* A Tempo

pass the time a - way. Tra la la la la la la The work will seem like play.

F C D G A Tempo

Pno. *rit.* *ff* *rit.* A Tempo

16

Move your feet like so. Let's dance, that's it! Hoo-ray! We'll sing and dance we'll hum and prance, we'll

C G C F G C F G Em F

Pno. *mp*

19

have a me-ry day. The work is al-most done It's just a few more leaves. But who will help me out? So

Dm G7 C C G C F G C C G C

Pno.

23

let's roll up our sleeves. We'll brush and weed and rake. I think I need a break. The work's been fun, the song's been sung, we're

F Dm G C G C F G C F G Em F

Pno.

27

done for good - ness sake.

Dm G7 C

Pno.

13a - The Cleaning Song (playoff)

8/31/17

CUE - Witless: "Come on team, let's go!"

Music by Michael McGill

Piano

4

Pno.

7

Pno.

10

Pno.

G7

C

Glissando

Glissando

The musical score is for a piano piece in 4/4 time. It consists of four systems of music. The first system is labeled 'Piano' and has a key signature of one flat (Bb). The second system is labeled 'Pno.' and has a key signature of one flat. The third system is labeled 'Pno.' and has a key signature of one flat. The fourth system is labeled 'Pno.' and has a key signature of one flat. The score includes various chords and melodic lines. The first system has chords F, G, C, C, G, C, F, G, C. The second system has chords C, G, C, F, Dm, G, C, G, C. The third system has chords F, G, C, F, G, Em, F, Dm. The fourth system has chords G7 and C. The score ends with a double bar line and the word 'Glissando' written above the final notes.

End CUE - When Black Forest Creatures Exit

14, 14a, 14b - Mirror Music #4

Music by Michael McGill

14

CUE - Queen: "You look mah-velous."

Start here when mirror begins to speak

Piano

Visual

mf

Repeat Until End CUE - Visual from Queen

14a

CUE - Witless: "You'd better have a listen"

Start here when mirror begins to speak

Visual

mf

3

Repeat Until End CUE - Visual from Queen

14b

CUE - Witless: "Me and my big mouth"

Visual

mf

5

Repeat Until End CUE - Visual from Queen

15 - 15b The Comb Introduction

Michael McGill

15

CUE- Queen: "I know... Yes... The comb of eternal sleep."

Amin

Piano

mf

15a

CUE- Henchman 1: "The comb...of eternal sleep?"

Amin

2

15b

CUE- Queen: "Yes, when I put the comb ..."

Amin

3

16 - Chase Music

Michael McGill

CUE - Henchmen: "Do something? Witless, wait!"

Repeat until End CUE - Visual: When Witless returns to the stage after the chase

Piano

Fast

ff

F F F

4 F F C F F

7 F C7 F F

17 - The Comb

Michael McGill

17

CUE- Queen: "perhaps you could use this lovely comb."

Amin

Piano

17a

CUE- Snow White: "Well I could use a comb."

Amin

2

17b

Magic Music CUE - Snow White: "Please be my guest."

3

mp

Repeat as Snow White goes to sleep...
 Pause twice as Snow White slightly wakes (visual)

End CUE - Snow White: "Nighty Night"

18 - Dwarf Song (#3)

Michael McGill

CUE - Queen: "Now I can get back to my mirror. Ha, ha, ha, ha."

Voice: *mf*
 Piano: *mf*
 Pno.: *mf*

With a yo-heigh-ho-heigh - ho - oh, it's home-ward we will go. We'll
 al-ways walk to - geth - er with a yo-heigh-ho-heigh ho. We're a hap-py group of lit-tle men with a yo-heigh-ho-heigh-
 ho. Our num-bers are three less than ten with a yo-heigh-ho-heigh ho. Heigh - ho.

D G D G G C D G
 G G C D G C C G
 G C C D G D G

rit.

19 - Waking Snow White

Michael McGill

CUE - Witless: "Oh please, Snow White, wake up."

First Try Second Try Third Try

Piano *mf* pause with dialogue pause with dialogue

Success!

2

19a-c The Comb

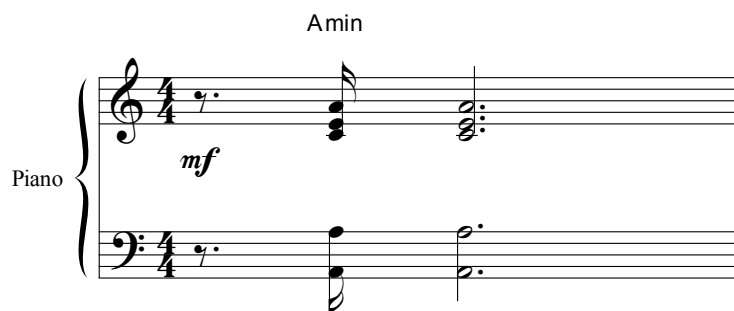
Michael McGill

19a

CUE- Snow White: "The last thing I remember
was getting this comb..."

Amin

Piano



19b

CUE- Witless: "The comb?"

Amin

2

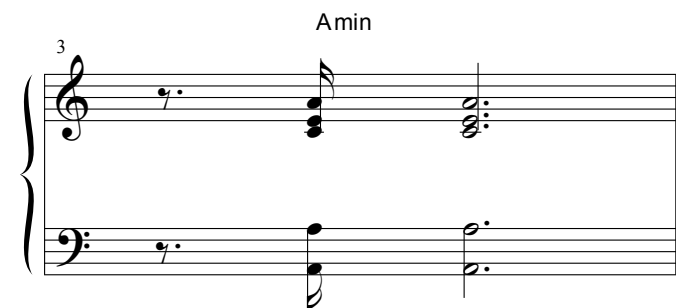


19c

CUE- Witless: "That peddler woman was the Queen in disguise, and this comb..."

Amin

3



20 - We're Bats

CUE - Dwarfs: "Bats! Run!!!"

Michael McGill

Vamp till Witless says "They're nasty for Grown-ups
and scary for kids."

Briskly ♩=100

Broadly ♩=94

ff

decrescendo

rit.

a tempo

Am C C Em F C C Em F Eb G7

on a sum-mer's day. She smiled and said "I think I know a love-ly place to play," where
full moon shi-ning bright, the cof-fin in the cast-le tow-er o-pened with a fright. Out

bunn-ies hop and squirr-els skip be-neath a tree she sat. But high a-bove perched on a limb she
stepped the fam-ous Dra-cu-la, that's right, the one and only. He looked a-round and found that he was

20 - We're Bats

8.31.17

11

saw a lit - tle bat. How cute she thought and climbed the tree to pet him in his nest I
real - ly kind of lonely. Then at the cas - tle win - dow, two sweet red eyes ap - peared. A

Dm G7 C Em F C

Pno.

rit. *a tempo*

14

can't help trem - bling deep in - side as I tell you the rest. A - way a - bove the ground she climbed to
ti - ny bat flew down and perched right on the vam - pire's beard. The count was glad to see his friend, so

C Em F Eb G7 Am G

Pno.

rit. *a tempo*

17

give the bat some love. The bat re - turned her charm - ing smile with just a - lit - tle shove. BYE BYE
he said what the heck, do stay for lunch the treat's in me, Just nib - ble on my neck. YUM YUM

F C F C D G7

Pno.

rit.

20

Briskly ♩=100

You're Bats! We're Bats! You're bats! We're Bats! You're

Am Am Am Am

Pno.

fff

20 - We're Bats

8.31.17

24 e - vil and snea - ky like rats. The things that you do would ev - en un - glue a

24 Am E7 Bm7 E7

28 room full of cal - i - co cats. You're bats! We're Bats! You're

28 Am Emaj7 E7 Am

32 bats! We're Bats! You're cov - ered with ver - min and gnats. Your friends are all ghouls, pir -

32 Am Am E7 Bm7

36 an - has in pools, and witch - es with long point - ed hats. You prove that you are

36 E7 C E7 Am Am

LIKE A STORM

40

nas-ty with ev - ery thing you do. You're al - ways bad and

Am Am Am G

44 1st ending 2nd ending

that is why I'm ter - ri-fied of you! that is why I'm

C/A G7 Am Em C/A

44 1st ending 2nd ending

48

ter - ri fied of you!

G7 Am Em Am Adim

molto crescendo *glissando* *fff* Am Am

Pno.

21 - Mirror Music #5

Music by Michael McGill

CUE A - Witless: "Here comes more trouble - the Queen and her Henchmen and the Mirror too. "

Visual Amin

Piano

mf

mp

Start here when mirror begin's to speak

Leo.

Repeat Until End CUE - Visual from Queen

CUE B - Queen: "What?"

3 Visual Amin

Start here when mirror begin's to speak

mp

Rep. Repeat Until End CUE - Visual from Queen

CUE - Visual: Queen dismisses Mirror

A musical score snippet showing a glissando. The treble clef staff has a whole note G4. The bass clef staff has a whole note G2. A diagonal line with a wavy texture connects the G2 in the bass to the G4 in the treble, labeled "Glissando". Above the treble staff, the number "5" and the letter "C" are written.

23 - The Apple

Michael McGill

CUE- Queen: "...give you this beautiful apple in return."

Amin

Piano

Continue with ominous tremelo till
Snow White takes a bite.

Magic Music CUE - Snow White: "It's very tasty."

²

mp

Ad.

Repeat as Snow White goes to sleep...
Pause ~~twice~~ as Snow White slightly wakes (visual)

End CUE - Snow White: "Nighty Night"

24 - Dwarf Song (#5)

Michael McGill

CUE - Phineas, Fernando & Foxy: "Oh, no!"

Voice: *mf*
 Piano: *mf*
 Pno.: *mf*

With a yo-heigh-ho-heigh - ho - oh, it's home-ward we will go. We'll
 al-ways walk to - geth - er with a yo-heigh-ho-heigh ho. We're a hap-py group of lit-tle men with a yo-heigh-ho-heigh-
 ho. Our num-bers are three less than ten with a yo-heigh-ho-heigh ho. Heigh - ho.

D G D G G C D G
 G G C D G C C G
 G C C D G D G

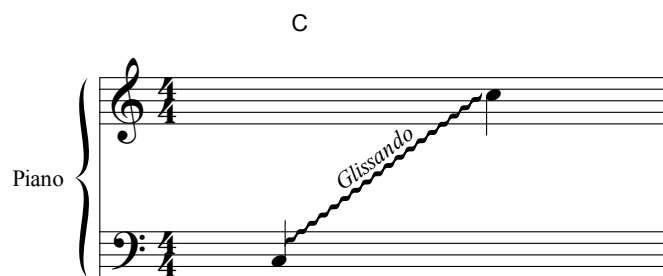
rit.

24 a-d Thru the Mirror

Michael McGill

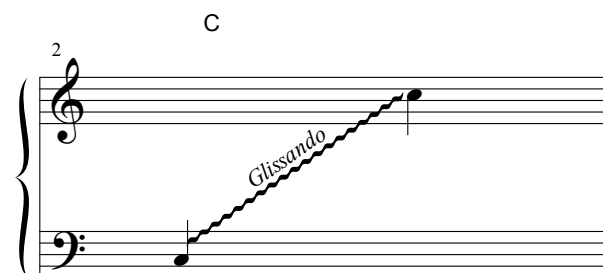
24a

CUE - King: "My son! Oh yes! Oh yes!..."



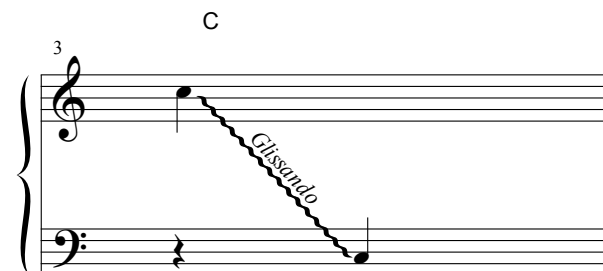
24b

CUE - Grouch: "That's it! Queeny I am going to..."



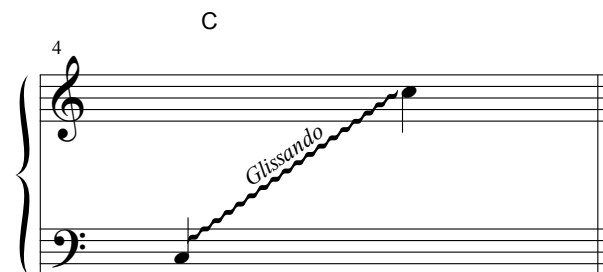
24c

CUE - Grouch: "The King is so happy.
Witless is so happy.
I'm..."



24d

CUE - Queen: "You are all so nice
and kind and caring..."



25 - Fernando Transforms

Michael McGill

First tremelo CUE -

All: "Ready! One! Two! Three! Go!"

Piano

Second tremelo CUE -

Witless: "Would you look at that!
You see, anything can happen in
a fairy tale - I toad you so."

2

Third tremelo CUE -

Witless: "It looks like Fernando is
changing just a tad...pole!"

3

Final Ta-Da CUE -

Witless: "He is changing, ask him yourself.
He won't lie to you, he's not an amFIBian."

All: "Witless!"

Witless: "Sorry" (Ta Da Music)

4

A

26 - Waking Snow White (again)

Michael McGill

CUE - Fernando: "Maestro, if you please"

First Try Second Try Third Try

F F# G

Pause Pause

Piano

mf

Success!

A

2

27 - Finale

Michael McGill

Cue - Witless: "And this is the perfect way to end a fairy tale."

Briskly $\text{♩} = 100$

Voice

Piano

6

6

Pno.

11

11

Pno.

With a yo - heigh - ho - heigh - ho - oh, it's time for us to

go We'll al - ways be to - geth - er with a yo - heigh - ho - heigh - ho. We're

ha - ppy 'cause the Queen's our friend with a yo - heigh - ho - heigh ho. And

G D D G G C D

G G G C D G

C C G G

15

now our sto - ry's at an end, with a yo - heigh - ho - heigh ho. - - -

C C D G D G

Pno.

19

Hooray! - - - - - 'Cause we're the team, the team,

F F7 Bb

SWING

Pno.

22

just when it may seem that there's no way out, don't sit and pout, simp - ly call the team. Through -

F Gm7 C7 F F7

Pno.

25

thick or thin, if prob - lems do be - gin - - -

Bb Gm7 C7 F

Pno.

27- Finale

6.4.25

27

when the team is by your side, you're al - ways go - nna win. When

G7 C7

Pno.

29

days are sad, when weeks are bad, you've had a cru - mmy year, we'll

Dm Dm Am

Pno.

31

walk a mile to make you smile, we'll al - - - ways

C7 G7 Dm7/Bb Bb/G

Pno.

33

be right here. THE TEAM!

C7 C7 F F fine

Pno.