

Frosty the Snowman

Words and Music by
STEVE NELSON and JACK ROLLINS

Arranged by **ROB CAMPBELL**
Adapted for the Houston Tidelanders

The musical score is presented in four systems, each with a Tenor Lead part on a treble clef staff and a Bari Bass part on a bass clef staff. The key signature is one sharp (F#) and the time signature is 4/4. Measure numbers 1 through 16 are indicated above the Tenor Lead staff. The lyrics are written below the Tenor Lead staff, with some words split across lines. The Bari Bass part provides a harmonic accompaniment with chords and moving lines.

Tenor Lead
8
1 2 3 4
Fros - ty the Snow - man was a jol - ly hap - py soul with a
Fros - ty the Snow - man knew the sun was hot that day, so he

Bari Bass

5 6 7 8
corn - cob pipe and a but - ton nose and two eyes made out of coal.
said, "Let's run and we'll have some fun now be - fore I melt a - away."

10 11 12
Fros - ty the Snow - man is a fair - y tale, they say. He was
Down to the vil - lage with a broom - stick in his hand, run - ning

13 14 15 16
made of snow, but the chil - dren know how he came to life one day. There
here and there all a - round the square say - in!, "Catch me if you can." He

Frosty the Snowman

Oh _____ Oh _____

17 18 19 20 21

8 must have been some ma - gic [in that] old silk hat they found, for when they placed it led them [down the] streets of town right to the traf - fic cop. He on - ly [paused a]

Oh _____ Oh _____

22 23 gan to... 24 25

8 on his head he be - gan to dance a - round. Oh, Fro - s - ty the mo - ment when he heard him [hol - ler], (whistle) "STOP!" Fro - s - ty the heard him...

ritard 2nd verse

26 27 28 29

8 Snow - man was a - live as he could be. And the chil - dren say he could Snow - man had to hur - ry on his way, but he waved good - bye, say - in'

30^{1.} 31 32 33 34

8 laugh and play just the same as you Jing - a - ling, jing, jing - a - ling, jing. and me.

a tempo

35 36 37 38 39 40 41

8 "Don't you cry, I'll be back a - gain some - day!" (some - - - day) sun - ny day.