

Walk A Little Faster

Deanne Porter Casperson

m.m. = 126

mf

(1st time Part I, 2nd time Part II, 3rd time pts. together)
(3rd time gradually accel. until end & then run)

There he goes in
Walk a lit - tle fast - er,

m.m. = 126

mp

The first system of the musical score is in 4/4 time with a key signature of three flats. It features a vocal line and a piano accompaniment. The vocal line begins with a rest for two measures, followed by the lyrics 'There he goes in' and 'Walk a lit - tle fast - er,'. The piano accompaniment consists of a steady eighth-note pattern in the right hand and a simple bass line in the left hand. The tempo is marked 'm.m. = 126' and the dynamics are 'mf' for the vocal line and 'mp' for the piano accompaniment.

4

hu - man form _____ Just what I've been wait - ing for _____
heart - beat pounds _____ Neck hair's ri - sin', don't turn 'round! _____

The second system of the musical score continues the vocal line and piano accompaniment. It begins with a measure rest marked with the number '4'. The vocal line continues with the lyrics 'hu - man form _____ Just what I've been wait - ing for _____' and 'heart - beat pounds _____ Neck hair's ri - sin', don't turn 'round! _____'. The piano accompaniment maintains the same eighth-note pattern in the right hand and bass line in the left hand.

2 7

Soon he'll gaze in - to my eyes ———— Gent - ly I shall
Walk a lit - tle fast - er, some - thing's there ———— Qui - et foot - steps.

10

hyp - no - tize ———— Mov - ing in, he's un - a - ware ————
pa - nicked prayer ———— Walk a lit - tle fast - er, heart - beat pounds ————

13

I shall take him to my lair ———— Such a host he
Per - spi - ra - tion on the brow. ———— Walk a lit - tle fast - er,

16

1.2.

ne'er has seen _____ Be my guest on Hal - lo - ween _____

much too near _____ Feel I must get out - ta here! _____

1.2.

19

3. *cresc.*

Be my guest on Hal - lo - ween _____ Walk a lit - tle fast - er!

Feel I must get out - ta here! _____

3. *cresc.*

22

accel. *f*

accel. Jog a lit - tle fast - er! RUN! (*Run . . .*)

Move a lit - tle fast - er! Jog a lit - tle fast - er! RUN! (*Chase after . . .*)

accel.