

High Adventure

The first system of the musical score is in 4/4 time and features a key signature of three flats (B-flat, E-flat, A-flat). It consists of three staves: a vocal line with a whole rest, a piano accompaniment in the right hand with a melodic line, and a piano accompaniment in the left hand with a bass line of chords.

3 **OMAR:**

Fate blows her kiss, chills your heart, takes your hand.

This system contains Omar's vocal line and piano accompaniment. The vocal line is in the treble clef and contains the lyrics. The piano accompaniment is in the grand staff, with the right hand playing chords and the left hand playing a bass line.

7 **BABKAK:** **KASSIM:** **BABKAK, KASSIM:** **BABKAK, OMAR, KASSIM:**

Fate feels like this, play your part, this was planned. And

The second system continues the musical score with four vocal lines and piano accompaniment. The vocal lines are in the treble clef and contain the lyrics. The piano accompaniment is in the grand staff, with the right hand playing chords and the left hand playing a bass line.

lo, be-fore you know, you grab your horse, you grab your gear. Your mo-ment's

now, your mo-ment's here! It's time for high high high ad -

ven - ture! You're off and rid-ing, sa-ber flash - ing!

20

Your ban-ner high, your mo-lars gnash - ing. You feel so dash-ing on a

23

high high high ad - ven - ture!

26

Get set to give some guy a thrash - ing, 'cause high ad-ven-ture's in the

air.

The musical score for page 29 consists of three staves. The top staff is a vocal line in treble clef, starting with a single note followed by rests. The middle and bottom staves are piano accompaniment. The middle staff is in treble clef and features a melodic line with slurs and accents. The bottom staff is in bass clef and features a bass line with slurs and accents. The key signature has three flats, and the time signature is 4/4. The piece concludes with a double bar line.