

Halloween Tunes

A collection of simple pieces for students

and

a Halloween story

by

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Spooky Steps

You are exploring a haunted house with strange sounds. You go up and down the stairs. Sometimes you are startled, sometimes you stop and look around. You hear a creature get closer and closer. You sneak past them into the basement and lightly shut the door.

Sneaky & secretive

The musical score consists of five staves, each representing a different musical texture or instrument. The first staff is in 4/4 time and features a melody with dynamics *p* and *mp*, and a performance instruction *golpe on the bridge*. The second staff continues the melody with a *gliss.* instruction and a circled 6. The third staff is a double bass line with dynamics *pp* and *ponticello*, and a circled 1. The fourth staff is a melody with dynamics *mf* and a circled 5. The fifth staff is a melody with dynamics *mp* and a circled 5. The score includes various musical notations such as notes, rests, accidentals, and performance instructions.

8 *p*
mp
golpe on the bridge

5 *nail scratch along the 6th string*
gliss.
⑥

9 *pp*
ponticello
①

13 *mf*
⑤

17 *mp*
⑤

Waltz of the Ghosts in Love

3

In the basement, two ghosts are dancing together. They must have loved each other very much when they were alive. They twirl around the room and stop in the middle to show off their own moves. When they see you, they ascend towards the ceiling and disappear!

With passion and affection

The musical score is written for guitar in 3/4 time. It consists of seven staves of music. The first staff begins with a treble clef, a key signature of one flat (B-flat), and a 3/4 time signature. The first measure is marked with a finger number '1' and an accent 'i'. The second measure is marked with a finger number '0'. The third measure is marked with a finger number '3'. The fourth measure is marked with a finger number '1'. The fifth measure is marked with a finger number '3'. The sixth measure is marked with a finger number '1'. The seventh measure is marked with a finger number '3'. The first staff is marked with a dynamic of *mp* and a *p* marking. The second staff is marked with a dynamic of *mp* and a *p* marking. The third staff is marked with a dynamic of *mp* and a *p* marking. The fourth staff is marked with a dynamic of *cresc.* and a *p* marking. The fifth staff is marked with a dynamic of *f* and a *p* marking. The sixth staff is marked with a dynamic of *f* and a *p* marking. The seventh staff is marked with a dynamic of *p* throughout and a *f* marking. The score includes various musical notations such as fingerings, dynamics, and articulation marks.

5

9

13

17

23

29

p throughout

f

p

harmonic XII fret

Echo Ghost

After the dancing ghosts are gone, you start singing to settle your nerves and feel a little braver. Everything you sing makes a strange echo. All of a sudden, the echo goes first! You wonder if you should reply, and then you do. The echo is very happy and bounces off the walls with a loud snap at the end!

Eerily

II **I**

pizzicato echoes played with thumb

pizz.

pizz.

pizz.

harm. XII

gliss.

gliss.

Bartók pizzicato - a loud snap!

Zombie Parade

5

You make it out into the back yard, only to discover a group of zombies dressed in their best holiday outfits for Halloween. They try to show off for you, but they are not so good at keeping their balance!
You quietly watch them wobbling awkwardly from side to side and groaning sorrowfully.

Off balance walk, with an effort

8

3

p

2

1

5

i

1

2

1

4

2

9

2

1

2

3

0

13

4

3

2

1

-1

0

4

3

1

3

2

ritardando

Creepeggios

You make it back inside to find a room full of spiders of all sizes. Wherever you turn, you find one and gasp. You pick up a broom and try to poke them left and right, but they just keep crawling around and coming back. They are very curious about you.

Like a spider

8 *tasto - small fuzzy spider*

5 *GASP! Fine*

9 *ponticello - big scary spider on long legs*

13 *GASP!*

17 *broom pokes*

21 *GASP! D.C. al Fine*

The musical score is written on a single treble clef staff in 2/4 time. It consists of six systems of music, each beginning with a measure number and a descriptive label. The first system (measure 8) is labeled 'tasto - small fuzzy spider' and includes dynamics *p*, *m*, *i*, and *p*, with fingerings 3, 0, 2, and 1#. The second system (measure 5) includes *GASP!*, *m*, *p*, and *GASP! Fine*. The third system (measure 9) includes *p*, *i*, *m*, *i*, and *ponticello - big scary spider on long legs*, with fingerings 2, 1#, and 3. The fourth system (measure 13) includes *GASP!* and fingerings 2, 1#, and 2. The fifth system (measure 17) includes *broom pokes* and fingerings 1 3 5, -1 -3, -1 -3, and -1 -3#. The sixth system (measure 21) includes *GASP! D.C. al Fine* and fingerings 1 3 5, -1 -3, and -1 -3#.

Octavus Monster

7

Suddenly, a giant wet creature barges into the room dripping water and scaring away all the spiders. Its long, heavy tentacles slap on the floor, splashing water droplets everywhere.
The monster doesn't talk, but it is friendly and leads you to a room full of pumpkins!

Heavy and slithering

The musical score is written for guitar in 4/4 time. It consists of four staves of music.

Staff 1: Measures 1-4. Fret numbers: 8, 3, 2, 3, 2. Dynamics: *p*, *i*, *p*, *m*. Chord diagrams for *p* and *m* are shown above the staff.

Staff 2: Measures 5-8. Fret numbers: 8, 6, 2, 4. Dynamics: *p*, *a*, *m*, *i*. Chord diagrams for *a*, *m*, and *i* are shown above the staff. The text "water splashing" is written below the staff. Chord diagrams for *harm. XII*, *VII*, *V*, *VII*, *XII*, *VII*, *V*, and *VII* are shown above the staff.

Staff 3: Measures 9-12. Fret numbers: 8, 3, 2. Chord diagrams for *V*, *VII*, and *VII* are shown above the staff.

Staff 4: Measures 13-16. Fret numbers: 8, 3, 2. Dynamics: *gliss.*. Chord diagrams for *V*, *VII*, and *VII* are shown above the staff. The text "follow the pattern down the fretboard" is written below the staff.

Pumpking Carving

The Octavus monster leaves you in the pumpkin room, and you guess that you need to carve them all in order to open the magic door and leave the haunted house. How many pumpkins do you need to carve? There are some hints for you. Good luck!

Get carving

