

# ROUNDAABOUT

FOR SOPRANOS AND TENORS - START ON V

TUNE 1

Round round round round round round round round

9 TUNE 2

A - round A-round A-round A-round A-round A-round A-round A-round A-

18 TUNE 3

A round-a-bout A round-a-bout A round-a-bout A round-a-bout A

23 TUNE 4

A - round the round - a - bout, A - round the round - a - bout, A -

26 TUNE 5

A - round and round the round-a-bout, A-round and round the round-a-bout, A-

29 TUNE 6

A round and round and round the round - a - bout, A

Rules of Play - Each Voice part starts at tune 1, and moves up through the tunes. a co conductor indicates changes from one tune to another by holding up the corresponding number of fingers. When each part arrives at Tune 6 they make their way backwards through the tunes ending at tune 1 again.

The Principal Conductor keeps the crotchet pulse which never changes. The first utterance of "Round" in each tune must fall on the beat.

There is no set order of Parts - each time you sing the piece choose a different order. However each successive part entry on Tune 1 MUST begin on beat 2 of the preceding part's Tune 2 - (The White Arrow)

## FOR ALTOS AND BASSES - START ON H

31 **PART 1**

Round round round round round round round round

39 **PART 2**

A round A-round A-round A-round A-round A-round A-round A-round A-

48 **PART 3**

A round-a-bout A round-a-bout A round-a-bout A round-a-bout A

53 **PART 4**

A round the round - a - bout, A - round the round - a - bout, A -

56 **PART 5**

A round and round the round-a-bout, A-round and round the round-a-bout, A-

59

A round and round and round the round - a - bout, A

**Alternative version 1** - Each singer chooses when to Start tune 1 and moves up to tune 6 and back again at their own speed.

**Alternative version 2** - Each singer chooses which tune to start on and moves around the tunes at their own discretion - The conductor starts off by singing tune 1

**Alternative version 3** - Voices stay in their own parts but each Co Conductor chooses which tune to move onto by holding up the corresponding number of fingers at their own discretion