

You'll never walk alone

Text: Oscar Hammerstein II

Musik: Richard Rodgers

Arrangemang: Nils-Petter Ankarblom

Solemn $\text{♩} = 72$

S
A

T
B

p

When you walk through a storm hold your

Piano

p

7

mp S+A:

At the

head up high and don't be a - fraid of the dark. *mp*

13

*cresc.**sp*

3

end of the storm is a gol - den sky and the sweet sil - ver -

cresc. *mp* *sp*

This system contains measures 13 through 17. It features a vocal line and a piano accompaniment. The vocal line begins with a crescendo marking and continues with a *sp* (sforzando) marking at the end of the phrase. The piano accompaniment starts at a *mp* (mezzo-piano) dynamic. The key signature has four flats, and the time signature is 4/4.

18

mf

song of a lark. Walk on through the wind, walk

mf *mf*

This system contains measures 18 through 22. The vocal line has a *mf* (mezzo-forte) marking above the first measure and another *mf* marking above the fifth measure. The piano accompaniment also features a *mf* marking in the fifth measure. The key signature remains four flats, and the time signature is 4/4.

23

on through the rain, though your dreams be tossed and blown.

This system contains measures 23 through 27. The vocal line continues the melody. The piano accompaniment provides harmonic support. The key signature is four flats, and the time signature is 4/4.

28

— Walk on, walk on with hope in your heart and you'll

This system contains measures 28 through 32. It features a vocal line with lyrics and a piano accompaniment. The key signature has four flats (B-flat, E-flat, A-flat, D-flat), and the time signature is 4/4. The piano part consists of chords in the right hand and a single-note bass line in the left hand.

33

ne - ver walk a - lone. You'll

f

f

This system contains measures 33 through 37. It continues the vocal line and piano accompaniment. Measures 35 and 36 feature a fermata over the vocal line. The piano part continues with chords and a bass line. The system concludes with a forte (*f*) dynamic marking.