

HITCH A RIDE

for 3-part mixed voices, a cappella

Arranged by
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Words and Music by
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With spirit (♩ = ca. 152)

PART I

PART II

PART III

Hit - ch a ride. — Hit - ch a ride. —

With spirit (♩ = ca. 152)

PIANO

p (for rehearsal only)

5

Hitch a ride. — Hitch a ride. —

Hit - ch a ride. — Hit - ch a ride. —

9

mp

Hitch a ride. — Hitch a ride. —

mp

Hitch a ride. — Hitch a ride. —

mp *mf*

Hit - ch a ride — on the glo - ry train. Hit - ch a ride. — You bet - ter

mp *mf*

13

mp

Oo — Oo

mp

Oo — Oo

hitch a ride on the train bound for glo - ry. Let it car - ry you

16

on your way... Oo

on your way... Oo

on your way... You bet - ter hitch a ride on the train bound for glo - ry if you

19

Hitch a ride... *mf*

Hitch a ride... *mf*

want to go to heav-en on judge - ment day, *f* that judge-ment day... *mf*

23 PART I *mp unis.*
 PART II Hitch a ride. ___ Trav-el a - long the
 PART III *mp*
 ___ Trav-el a - long the

26
 road of life, ___ you've got a choice to make. ___
 road of life, ___ you've got a choice to make. ___

29
 Where you gon-na go on judge-ment day ___ de - pends on the road you take. _
 Where you gon-na go on judge-ment day ___ de - pends on the road you take. _

33

32 *mf*

If you fall be - hind or go a - stray, — you'll

mf

If you fall be - hind or go a - stray, you'll

mf

35 *f*

make the dev - il smile. — Just climb a - board that

f

make the dev - il smile. — Just climb a - board that

38 and you'll ride to heav-en in style. —

glo - ry train —

mf

glo - ry train — You bet - ter

mf

41 PART I *mp*

PART II *mp*

PART III

hitch a ride on the train bound for glo - ry. Let it car - ry you

44

on your way... Oo

on your way... Oo

on your way... You bet-ter hitch a ride on the train bound for glo - ry if you

47

mf Hitch a ride. —

mf Hitch a ride. —

f want to go to heav-en on judge - ment day, *mf* that judge-ment day. —

f *mf*

51

To Coda (p. 10) (53)

mp Hitch a ride. — One road leads to heav-en a - bove.

mp Hitch a ride. — One road leads to heav-en a - bove.

mp The

To Coda (p. 10)

mp

55

PART I *unis.*

PART II If you want to see those pearl-y gates,

PART III

oth-er leads down be - low. — you

59

mf

Hal - le - lu - jah, sing - in'. Don't give up or

know which way to go. — Don't give up or

mf

62

f

lose your way; — ig - nore that de - tour sign. — Just climb a - board that

f

lose your way; — ig - nore that de - tour sign. — Just climb a - board that

f

D. S. al \oplus Coda $\%$
(to m. 41, p. 7)

66

PART I
glo - ry train _ and _ ride to the end of the line. _

PART II
glo - ry train _

PART III
glo - ry train _

mf

You bet - ter

mf

D. S. al \oplus Coda $\%$
(to m. 41, p. 7)

\oplus Coda

69

p

Hit - ch a ride. _ Hit - ch a ride. _

\oplus Coda

p

73

Musical score for measures 73-76. It features a vocal line with lyrics "Hitch a ride. ___ Hitch a ride. ___" and a piano accompaniment. The key signature has two flats (B-flat and E-flat), and the time signature is 4/4. The vocal line starts with a *p* dynamic. The piano accompaniment consists of a steady bass line and a treble line with chords and moving lines.

77

Musical score for measures 77-80. It features a vocal line with lyrics "Hitch a ride. ___ Hitch a ride. ___ Hit - ch a ride ___ on the glo - ry train. Hit - ch a ride. ___ If you" and a piano accompaniment. The key signature has two flats (B-flat and E-flat), and the time signature is 4/4. The vocal line starts with a *mp* dynamic. The piano accompaniment includes a bass line and a treble line with chords and moving lines, ending with a *mf* dynamic.

81

mf If you want to go to heav - en. If you

mf If you want to go to heav - en. If you

want to go to heav - en. If you

83

f want to go to heav - en then hit *ch* a *ff* ride.

f want to go to heav - en then hit - *ch* a *ff* ride.

f want to go to heav - en then hit - *ch* a *ff* ride.

