

SWING ME HIGH- SWING ME LOW

SWING ME BACK TO THE LONG LONG-AGO
THAT "SWING-Y" TUNE

With C MELODY and E^b ALTO SOLO
SAXOPHONE
PARTS

with
UKULELE
Arrangement



By
HARRY DE COSTA
AND
JOE SCHUSTER.

M. WITMARK & SONS
New York

Printed in U.S.A.

"Swing Me High-Swing Me Low"

3

Swing Me Back To The Long Long-Ago

That "Swing-y" Tune

Ukulele in G

By HARRY DE COSTA

and JOE SCHUSTER.

Valse moderato

Piano introduction in G major, 3/4 time. The piece begins with a forte (f) dynamic. The melody is in the right hand, and the accompaniment is in the left hand. The tempo is marked 'Valse moderato'. The piece concludes with a 'rall.' (rallentando) marking.

Till Ready

Piano accompaniment for the 'Till Ready' section. It features a piano (p) dynamic and includes repeat signs. The music is in G major and 3/4 time.

VOICE

Vocal line for the 'Till Ready' section. It includes guitar chord diagrams above the notes. The lyrics are: Here we are a - gain, stroll - ing The same old Oh! what ecs - ta - sy, sway - ing Be - neath the

Piano accompaniment for the first vocal line. It features a piano (p) dynamic and includes repeat signs. The music is in G major and 3/4 time.

Vocal line for the second vocal line. It includes guitar chord diagrams above the notes. The lyrics are: sha - dy lane. Let us be belle and beau once same old tree! Hea - ven to me it is, I

Piano accompaniment for the second vocal line. It features a piano (p) dynamic and includes repeat signs. The music is in G major and 3/4 time.

more; There's the old swing, and as of yore:
vow. No won - der I'm ask - ing you now:

poco rall.

REFRAIN

Swing me high ——— Swing me low ——— Swing me

p-f

back to the long, long a - go. ——— Swing me high ———

— Swing me low ——— To the hap - pi - est days one may

know _____ Years have flown _____ Since I've known _____

— Such a won - der - ful thrill, dear, and so _____ Swing me

high _____ Swing me low _____ Swing me back to the

1. long, long a - go. 2. (Optional) Swing me long, long a - go.

sfz *f* *rall.* *p*