

SAY MY NAME

from BEETLEJUICE THE MUSICAL

Words and Music by
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Underworld Hip-Hop, Swing 16ths

N.C.

BEETLEJUICE:

You _ could use a bud - dy. Don't _ you want a

mf

G⁵

E^b

pal? (Yes I do! Yes I do!) Girl, _ the way I see it, your dad - dy should be leav - in', and you should stick a -

N.C.

LYDIA: BJ:

N.C./A

B^b

B^bm⁶

-round. (And kill him.) What? Noth - in'! So, Lyd - i - a, don't end your - self. De - fend your - self! Dad -

F/A D \flat /E \flat D \flat (add2) F/C L: BJ:

- dy is the one you should maim. To-gether we'll ex - ter - mi - nate, as - sas - si - nate. No! The fin - er points can wait. But

Cm 7 F

first you got - ta say my name! Go — a - head and

E \flat m 7 G \flat 5

jump, but that — won't stop — him. Here — you got a sol - id Plan — B op - tion. I — can bring your

D \flat $^{\text{sus}}$ D \flat 5 A \flat B \flat m 7 Bdim A \flat /C

dad - dy so — much pain. — All — you got - ta do is say my name. Girl, — just say it

E_bm⁷ *G_b⁵*

three times in a row, and you won't believe how far I'll go. I'm on the

Detailed description: This system contains the first two measures of the piece. The vocal line is in the upper staff, with lyrics 'three times in a row, and you won't believe how far I'll go. I'm on the'. The piano accompaniment consists of two staves (treble and bass clef) with chords and moving lines. The key signature has three flats (B-flat major/C minor), and the time signature is 7/8.

Bmaj⁹ *B* *Bmaj⁷* *B⁶* *B_b7(9,13)*

bench, but Coach, just put me in the game. All you got-ta do is say my name.

Detailed description: This system contains the next two measures. The vocal line continues with lyrics 'bench, but Coach, just put me in the game. All you got-ta do is say my name.'. The piano accompaniment features more complex chords, including a B-flat dominant 7th with 9th and 13th extensions in the second measure. The piano part includes some grace notes and slurs.

E_b⁵ **BEETLEJUICE:**

Well, I can't say it. Yes! let's play it.

LYDIA:

But I don't know your name. How a-bout a game of cha-rades?

Detailed description: This system contains the dialogue between Beetlejuice and Lydia. The key signature changes to two flats (B-flat major/C minor). Beetlejuice's part is in the upper staff, with lyrics 'Well, I can't say it. Yes! let's play it.'. Lydia's part is in the middle staff, with lyrics 'But I don't know your name. How a-bout a game of cha-rades?'. The piano accompaniment is in the lower staves, providing a rhythmic accompaniment for the dialogue.

C C/G

Right. Uh - huh. No. No. No. Yes!

Two words. Sec - ond word. Drink? Bev - er - age? Wine? Juice? O. K.

mp

B \flat m⁶

O. K. No. Close, but no. Yes! Wow, I'm im-pressed! And

First word. Bug? Ant? Bee - tle? Bee - tle - juice!

Fm/A \flat D \flat

BEE TLE JUICE:

all you got - ta do is say my name three times. Three times in a row, it must be spo - ken un - bro - ken.

Suspense! Straight 16ths

Gm7.5

Bb6

Read-y? O. K. Go! Yes!

LYDIA:
Yeah. Bee-tle-juice,

B5/Bb

Cdim/Bb

Dbdim/Bb

Ddim/Bb

Ebdim/Bb

Gdim/Bb

Yes! Oh, it's gonna be so good!

Bee-tle-juice, Beee cause

cresc.

Faster, Swing 16ths

♩ = 100

Eb

LYDIA:

Eb7/Db

Ab/C

you're so smart, a stand-up bro. I'll think a - bout your of - fer, let you know. But I

f

B+ Eb Bb7

— pre-fer my chanc - es down be-low. Beet - le-juice, Beet - le-juice, be - ing young and fe - male does - n't

Eb Eb7/Db Ab/C

mean that I'm an eas - y mark. I've been swim-ming with pi - ra-nhas. I don't_ need a shark.

B+ Eb

Yes, life sucks, but not_ that much. O. K. Bee - tle-juice, Bee - tle-juice, be a doll and spare the

Fm7 Gm7 Ab Bb7 Cm7 Dm7,5 Eb Gm7

BEETLEJUICE:

I'm of - fring you a full - time spec - tre. You

lec - ture. Are_ you an - y good?

Fm⁷ Eb B⁹/D Bb Ab/Eb Eb

bet - cha, trust_ me, ba - by!

I just met ya. Real - ly, it's a flat - t'ring

Dm⁷^{b5} G⁹ Cm⁷ Bm Bbm⁷ A⁷⁴⁵ Abmaj⁷

Don't_ you wan - na see Dad suf - fer.

of - fer. I think_ I'd ra - ther just jump

Db Ab/C Bb⁷_{sus} Bb⁹

So!

off. I may be su - i - cid - al, but Bee - tle - juice, it's not as if I've lost my mind!

BEE-TLEJUICE: *Playing hardball, huh? You're tougher than you look.*
LYDIA: *I just want to make sure I know who I'm working with. Got any references?*
BARBARA: *Lydia! There you are!*
ADAM: *Are you alright?*
BEE-TLEJUICE: *A-dog! B-town! My old pals!*

F Gm⁷ E^b F

ADAM: *You get away from her! Lydia, this is a...*

Gm⁷ ADAM: N.C.

dan-ger-ous-ly un-sta-ble in-di-vid-u-al.

mf

D A⁷/E D/F# G A⁷SUS A⁷ D

BARBARA: ADAM: BOTH:

Bee-tle-juice is sex-y; Bee-tle-juice is smart. B. J. is a grad-u-ate of Jul-li-ard.

Double-time Jazz

♩ = 100 G⁶ E⁷/G# Ddim⁷ D/A

He can help. We found him on Yelp. Our trou-bles all end-ed on the

B⁷ Em B^{b9}

day that we be - friend - ed him. Ev - 'ry word _ is the truth.

D/A A D

Bee - tle - juice, Bee - tle - juice, Bee - tle - juice.

BARBARA: What the HECK was that!? ADAM: So violating!
 BEETLEJUICE: There ya go, kid. A couple-a five-star reviews.

Underworld Hip-Hop

$\text{♩} = 100$ D⁵ E^{b5} E⁵

pp

F Gm⁷

LYDIA: What was that? BEETLEJUICE: That was pos - ses - sion. An - y ghost can do it in less than one les - son.

mp

E \flat **LYDIA:** **BEETLEJUICE:** **D 7** **LYDIA:**

An - y ghost? Pret - ty much, an - y ghost - 'll do, sure. Then Bee - tle - juice, what do I need you for?

accel.

D 7 (#9) **BEETLEJUICE:** **Faster, Swing 16ths** **G 104** **G 7 /F**

Whoa, Whoa, Whoa, Whoa, Wait! Hold up! Hold up, — girl, I'm your pal. They're sweet,

C/E **Cm/E \flat**

but I'm a de - mon straight from hell. I know — I went a lit - tle hard on the sell. But we're

B 7 (#9) **N.C.**

B - F - F - F - F's for - ev - er!

ff

ADAM & BARBARA: Lydia!?

LYDIA: What? He was already dead.

And you heard what he said:

Any ghost can do that possession stuff.

Tempo I

♩ = 95 Am⁷ C⁵

We don't need_ that de - mon, the three of us a - lone can wreck_ Dad's eve - ning. To - geth - er we can

G^{SUS} G D Em⁷ Fdim⁷ ADAM: D/F#

make a grown_ man weep. Guys, _ I got a din - ner date to keep. O - kay, so what's the

Am⁷ BJ: C⁵/G F

plan? Teach Dad a les - son, he is gon-na freak when we pos - sess_ him. So, he wants the

C/E Bb⁶ B B/A B/G B/F#

per - fect daugh - ter. I'll lead that lamb to slaugh - ter. Yeah, I got game.

B⁷

Em⁷

I'm gon - na make him say my name. I'll make him say my name.

BARBARA:/
ADAM:

Make him say your name.

Em⁹/D

Am⁷

I'll make him say my name.

Make him say your name.

Make him say your name.

B⁷

N.C.

N.C.

Not run - ning a - way.

I'll make him say my name.

Not run - ning a - way.