

THIS OLD HAMMER

TBB and Piano

Drum and bass parts available on request.

John Henry was an American folk hero and his story a tall tale. He worked as a "steel-driver"—a man given the job of hammering a steel drill into rock to make holes for explosives to blast the rock away. He died during the construction of a tunnel for a railroad. In the legend, John Henry's prowess as a steel-driver was measured in a race against a steam powered hammer, which he won, only to die in victory with his hammer in his hand.

Traditional
Arr. Mark Puddy

$\text{♩} = 90$ Swing

mf

5 **A** *mf* (unison) *NB-the 't' is not pronounced in 'dut'-stop the note with the tongue.

Ba dut doo dut Ba da dut da dut dut Ba dut doo dut

mf (unison)

Ba dut doo dut Ba da dut da dut dut Ba dut doo dut

11

Ba da dut da dut dut Ba dut doo dut Ba da dut

Ba da dut da dut dut Ba dut doo dut Ba da dut

17

Ba da dut da dut dut Ba dut dut doo dut This old

Ba da dut da dut dut Ba dut dut doo dut This old

21 **B**

ham-mer killed John Hen-ry this old ham-mer killed John

ham-mer killed John Hen-ry This old ham-mer This old

27

Henry this old ham-mer killed John

Hen-ry This old ham-mer killed John

31

Hen-ry _____ but won't kill me _____ won't kill me.

Hen-ry _____ but won't kill me, kill me won't kill me kill me.

Piano accompaniment for measures 31-35.

C

36

This old ham-mer _____ killed John Hen-ry _____ this old ham-mer _____

This old ham-mer _____ killed John Hen-ry _____ this old ham-mer _____

Ba dut doo dut Ba da dut da dut dut Ba dut doo dut

Piano accompaniment for measures 36-41.

42

killed John Hen-ry _____ this old ham-mer _____ killed John

killed John Hen-ry _____ this old ham-mer _____ killed John

Ba da dut da dut dut Ba dut doo dut

Piano accompaniment for measures 42-46.

47

Hen-ry but won't kill me won't kill me.

Hen-ry but won't kill me, kill me won't kill me, kill me.

Ba da dut Ba da dut da dut dut Ba dut dut doo dut!

52

f **D**
This old ham - mer shines like

f
This old ham - mer shines like

f
This old ham - mer

ff