

Bonanza Theme

F

Keyboard

(Sax)

B \flat B \flat F7sus

6 F7 B \flat

The

10 B \flat

claim we hold is as good as gold, bo - nan - za!_____

14 F7sus F F7 B \flat

Hand in hand, we built this land, the Pon-der - o - sa ranch.

18 E \flat

Our birth - right is this Car - wright bo - nan - za!_____ We

22 B \flat 7sus B \flat B \flat 7 E \flat

here be - long and stand - ing strong, wrong ain't got - ta chance.

26 B \flat E \flat B \flat C9 F9

Day by day, work or play read - y we side by side.

30 B \flat E \flat B \flat C9 F9

"Hel-lo, friend, come on in, the gate is o - pen wide."

34 $B\flat$

Bound to be a fight - in' free bo - nan - za! _____

38 $F7_{\text{sus}}$ F $F7$ $B\flat$

Sing-ing pines are bound-'ry lines for the Pon - der - o - sa Ranch.

42 (Sax) $B\flat$

46 $F7_{\text{sus}}$ F $F7$ $B\flat$

Ev - 'ry

51 $B\flat$

tree and flower is part of our bo - nan - za! _____ The

55 $F7_{\text{sus}}$ F $F7$

stars at night and morn-ing light wat-er in the branch. We

59 $E\flat$

ride a - long four men strong to - geth - er. _____ Ev-'ry

63 $B\flat7_{\text{sus}}$ $B\flat$ $B\flat7$

plain and ridge is our her-i tage, the Pon-der - o - sa Ranch.

67 B^b E^b B^b C^9 F^9

Day by day, work or play read-y we side by side.

71 B^b E^b B^b C^9 F^9

"Hel-lo, __ friend, come on __ in, the gate is o - pen wide."

75 B^b

Bound to be __ a fight - in' free bo - nan - za! __

79 $F7^{sus}$ F $F7$ B^b

Sing-ing pines are bound - 'ry lines for the Pon - der - o - sa

(Sax)

83 B^b

ranch. __

87 $F7^{sus}$ F $F7$ B^b

The musical score is written for a vocal line and a saxophone line. The key signature has two flats (B-flat and E-flat), and the time signature is 4/4. The score is divided into systems, each starting with a measure number and a key signature change. The lyrics are written below the vocal line. Chord symbols are placed above the staff lines. The saxophone line is indicated by '(Sax)' and follows the vocal line with some melodic variations. The score ends with a double bar line at measure 91.