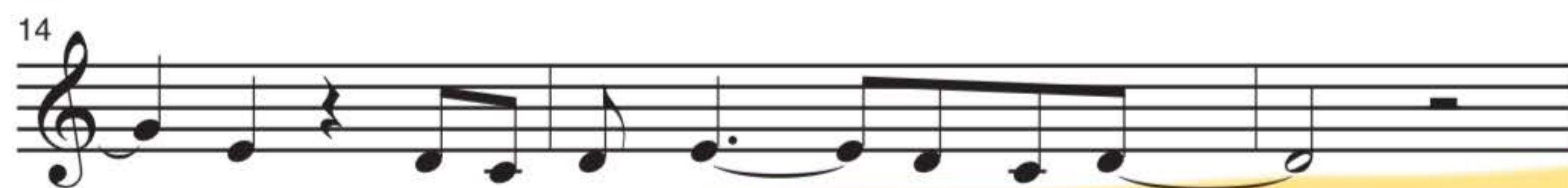


(PLAYER 3 ends the number defeated, perhaps slumped in a chair. PLAYER 10, who we have not yet met, approaches, and begins to sing directly to PLAYER 3, acknowledging the pressure and stress that PLAYER 3 feels. #9 – **LET IT GO.**)

# Let It Go

Icy Pop ♩ = 137

PLAYER 10:





21



Could-n't keep it in. Hea - ven knows I \_\_\_\_\_

23



\_\_\_\_\_ tried...

SOLO B:

25 *mf*



Don't let \_\_\_\_\_ them in, \_\_\_\_\_ don't let \_\_\_\_\_ them see,

SOLO C:

27



be the good girl you al - ways have to be.

Select All

SOLOS B & C:

29



Con - ceal, don't feel, \_\_\_\_\_ don't let \_\_\_\_\_ them know.

PLAYER 10 &  
SOLOS B, C, D, E:

PLAYER 10:  
*mp*

31



\_\_\_\_\_ Well, now \_\_\_\_\_ they know. \_\_\_\_\_ Let it go,

35



let it go, \_\_\_\_\_ can't hold it back an-y-more. \_\_\_\_\_ Let it go,



(PLAYER 10):



— let it go. — Turn a-way — and slam the door.

SOLOS B, C, D, E:

*mp*



Ah, —————

ah, —————



I — don't — care — what they're go-ing to — say.



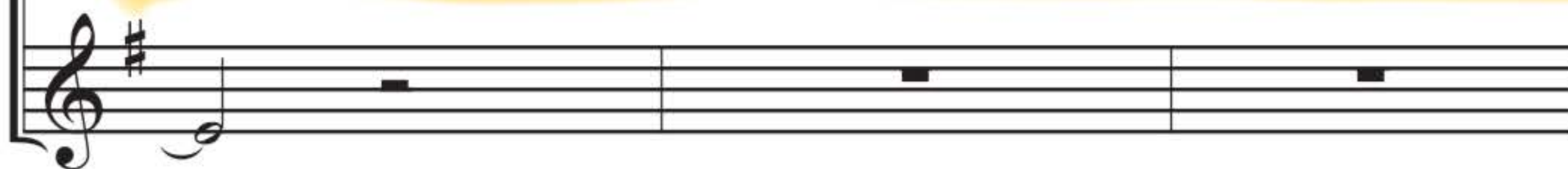
I don't care... —

go-ing to — say.

PLAYER 10 &  
SOLOS B, C, D, E:



— Let the storm rage on. — The



—

(PLAYER 10 &  
SOLOS B, C, D, E):



cold nev-er both-ered me an - y-way.

51-52

2