

# HIDE AND SEEK

LEVEL 3  
TREBLE  
NELLIE POORMAN

J. HODGES- 2009

*mf* *mf*  
Play a game of hide and seek! Close your eyes and do not peek.

*mf* *mf*  
Play a game of hide and seek! Close your eyes and do not peek.

*mf*  
Play a game of hide and seek! — Close your eyes and do not peek.

The first system of music consists of three staves. Each staff begins with a treble clef, a key signature of one sharp (F#), and a common time signature (C). The first two staves are marked with a mezzo-forte (*mf*) dynamic. The lyrics are: "Play a game of hide and seek! Close your eyes and do not peek." The third staff is also marked with *mf* and has a longer note under "seek!" followed by a dash and the rest of the lyrics.

5 5 *f*  
Count out loud, but not too fast, un - til you reach "one hun - dred".

5 *f*  
Count out loud, but not too fast, un - til you reach "one hun - dred".

5 *f*  
Count out loud, but not too fast, un - til you reach "one hun - dred".

The second system of music consists of three staves. Each staff begins with a treble clef, a key signature of one sharp (F#), and a common time signature (C). The first staff has a measure rest for 5 measures, followed by a box containing the number 5, and then a forte (*f*) dynamic. The lyrics are: "Count out loud, but not too fast, un - til you reach 'one hun - dred'." The second and third staves also begin with a measure rest for 5 measures and a forte (*f*) dynamic, with the same lyrics.

9 9 *mf*

Now the count - ing has be - gun; We must hur - ry, we must run!

Now the count - ing has be - gun; We must hur - ry, we must run!

Now the count - ing has be - gun; We must hur - ry, we must run!

13 13 *f* *mf* *mp*

Near at hand or far and wide we find a place where we can hide.

Near at hand or far and wide we find a place where we can hide.

Near at hand or far and wide we find a place where we can hide.