

Side Notes:

- Of all my songs, many people say this one is their favorite. I think you're gonna love this one.

Helpful Hints:

- Give it a two-beats per measure feel, like a jig.
- Level of difficulty: fifth easiest in the book.
- A deep thought on the subject of fingering : We learn songs at slow speeds, and therefore fingering seems dumb or unimportant. Then we wonder why some places are such a pain to play as we become able to play the song faster. It is because we have formed permanent fingering habits that make those places almost impossible to play. Wouldn't it be better to take just an extra minute to learn the right fingering the first time?

Waterfall

♩ = 125-135

With considerable body movement and obnoxious facial expressions

written by Jon Schmidt
(from the album *Walk in the Woods*)

©copyright 1996

Pedal ad-lib, except where noted

7

9

Those who choose not to use this fingering may never get the opportunity to enjoy playing this oft-repeated maneuver at high speeds.

11

fingering simile

13

The cool rhythm that starts here is *twice* as fun to play when you use the accents in the right hand. (Try practicing measure 13 and 14 slowly, until you get the hang of it.)

15

mf *cresc.*

Same dynamics as measure 14. Hereafter noted: *simile*

17

f *mf*

19

f

21

mf *f*

23

25

cresc. *ff* L.H. over L.H. over

You can do this.
Really! You can.

27 *simile* L.H. over L.H. over L.H. over

29 *simile* L.H. over

31 *ff*

33 *dim.* R.H. over - R.H. over -

35 *f*

37

cresc. *mf*

39

mp *

41

cresc. *f*

43

ff *Ped.*

45

mp *cresc.*

47

4 -important

(use thumb for C & D)

49

ff

L.H. over

simile

51

L.H. over

simile

53

mf

f

55

ff

56

5

3

5

R.H. over-

Ped.

R.H. over-

Ped.

58

f

Ped.

Ped.

60

4

4 5 4

3

cresc.

Ped.

Ped.

62

3 4 5

4

mf

mp

Ped.

Ped.

*

64

cresc.

f

Ped.

Ped.

66

68

70

4 (on top)
3

p *molto cresc.*

71

(use thumb for C & D)

72

ff *simile*

L.H. over

74

L.H. over

"G" L.H. over

simile

76

f

78

ff

fp

cresc.

80

same as previous chord if you can't reach

molto cresc.

82

sfz

ff

9

84

4 2 1

*

85

4 2 1

P.

87

cresc.

89

molto cresc.

ff

sfz

8 va . . .

5