

Get Away!

This piece uses both the **MIDDLE C POSITION** and the **MIDDLE D POSITION**.



Adapted from themes from
the Overture to "William Tell,"
by G. Rossini

MIDDLE C POSITION

Allegro

4

1

3

p Get a - way, get a-way, got - ta get a - way! Get a horse, get a horse and we'll

ride all day! Get a - way, get a - way, got - ta get a - way! Get a

2

Move to
MIDDLE D POSITION

5

2

horse and get a - way! *f* "Gid - dy - up! Gid - dy - up!" That is

2/4

2/4

Figuring the Fingering

Now that you have learned the trick of crossing 2 over 1 and are becoming more skilled at moving to different positions on the keyboard, you can begin to choose your own fingering.

1. Fill in the squares with the best finger numbers for playing this piece. The first finger for each line is given. Notice that you do not have to finger every note. The second bar of each line is exactly like the first; it is played with the same fingering.
2. Play the piece several times, using the fingering you wrote.

Moderato

mp

mf

mp

p

f