

# If You're a Monster

Seconds

Traditional tune  
arr. Laurel Hunt Pedersen

The first system of music is in 4/4 time. The right hand (treble clef) begins with a quarter note G4, followed by a quarter rest, then a quarter note A4, and a quarter rest. The left hand (bass clef) starts with a quarter rest, followed by a quarter note G3, a quarter rest, a quarter note A3, and a quarter rest. The system concludes with a double bar line.

3

The second system of music continues in 4/4 time. The right hand plays a quarter rest, followed by a quarter note G4, a quarter rest, a quarter note A4, and a quarter rest. The left hand plays a quarter note G3, a quarter rest, a quarter note A3, and a quarter rest. The system concludes with a double bar line.

5

The third system of music continues in 4/4 time. The right hand plays a quarter rest, followed by a quarter note G4, a quarter rest, a quarter note A4, and a quarter rest. The left hand plays a quarter note G3, a quarter rest, a quarter note A3, and a quarter rest. The system concludes with a double bar line.

7

The fourth system of music continues in 4/4 time. The right hand plays a quarter rest, followed by a quarter note G4, a quarter rest, a quarter note A4, and a quarter rest. The left hand plays a quarter note G3, a quarter rest, a quarter note A3, and a quarter rest. The system concludes with a double bar line and a 4/4 time signature.

# If You're a Monster

7

Primo

Traditional tune  
arr. Laurel Hunt Pedersen

8<sup>va</sup>-----  
1

If you're a mon-ster and you know it, snort and growl, If you're a

3 8<sup>va</sup>-----

mon - ster and you know it, snort and growl, If you're a

5 8<sup>va</sup>-----

mon-ster and you know it, You will real - ly want to show it, If you're a

7 8<sup>va</sup>-----

mon - ster and you know it, snort and growl!

2. Smack your claws,
3. Stomp your paws,
4. Twitch your tail
5. Wiggle your warts
6. Give a roar
7. Do it all.