

# A Little Echo

## A Song of Night

Raymond Arnold

**VOICE**  $\text{♩} = 65$

**PIANO**

[V1] My heart is beating. My

breath is strong. I'm walkin', runnin', dancin', playin'. Havin' fun. The

wheels in-side my mind are turn-in', Think-in', feel-in', lov-ing', learn-ing.

Won-derin' what kind of per-son I'll be-come. [Both] And life ticks on, And

lives connect And ov-er time I Collect a little echo of your mind, and so, ev-en

2  
16

V

when we're se-para - ted Ev-en though it's not the same It's sort of nice to say your name

P

19

V

And hear you whis-per mine. [V2] My

P

22

V

heart is skippin'. I take a nervous breath. I finally see your face a-gain. It's

P

25

V

been so long since last you left. I got a little metal circle Hanging on my chest. As

P

28

V

we col-lide, and in - ter-twine, It pres-ses cold a-against my breast. [Both] And

P

30

V

life ticks on, And lives connect And ov-er time I Collect a little echo of your

P

34

V

mind, and so, ev-en when we're se-para - ted Ev-en though it's not the same It's sort of

P

37

V

nice to say your name And hear you whisper mine. [V1] My

P

41

V

heart is failin' My breath is slow. I'm look-in', longin', lovin', wishin'

P

44

V

That I didn't have to go. I've got a little metal circle Ly-ing on my chest It's

P



65

V

P

nice to say your name And hear you whis-per mine.

Detailed description: The image shows a musical score for a vocal part (V) and a piano accompaniment (P). The vocal staff is in treble clef and contains three measures of music. The first measure has the lyrics 'nice to say your name' and the second measure has 'And hear you whis-per mine.' The piano accompaniment is in bass clef and contains three measures. The first measure has a chord of F major (F, A, C) and the second measure has a chord of F major (F, A, C). The third measure has a chord of F major (F, A, C) and the fourth measure has a chord of F major (F, A, C). The piano part is mostly rests, with the chords appearing in the first and third measures.