



opt. solo

wait for me - ee-ee-ee-ee? Will you wait for me? My ev-er-green

wait for me - - - - Will you wait for me? *mm* *mp* *ooh*

wait for me? wait for me? My ev-er-green

wait for me? wait for me? *mm* *ooh*

wait for me? wait for me? *ooh*

A A/C# D A A/C# D A E/G# C#m

Stand - in' at the wat - er's edge

*p* LEAD Stand - in' at the wat - er's edge

Stand - in' at the wat - er's edge

Stand - in' at the wat - er's edge

DMaj7(9) A D E F#m

— see — The fo - rest, for the trees *mp* So, will you wait for — me? ee-ee-ee-ee? Will you

— see — The fo - rest, for the trees So, will you wait for — me? Will you

— see — The fo - rest, for the trees wait for — me?

— see — The fo - rest, for the trees wait for me?

— see — The fo - rest, for the trees wait for me?

*F#m* *D* *A* *A/C#* *D*

*opt. solo*

wait for — me - ee-ee-ee-ee? — ee - ee-ee - è-è-è Will you wait for me? — My ev-er-green —

wait for — me Will you wait for me? —

wait for me? wait for me? *mm* —

wait for me? wait for me? *mm* —

wait for me? wait for me?

*A* *A/C#* *D* *A* *A/C#* *D*

LEAD

*mp*

so Hope - less a - gainst the stream So, will you wait for me? My ev -

*mp*

so Hope - less a - gainst the stream for me? My ev -

so Hope - less a - gainst the stream

so Hope - less a - gainst the stream

*F#m D A A A/C# D*

*p*

*mf* LEAD SOLO

*p*

So, will you wait for me? My ev -

*mf*

er - green Oh - - - - ah - - - -

*mf*

er - green Oh - - - - ah - - - -

*mp* *mf*

I know it's just as hard in Heav - en Oh - - - - ah - - - -

*mf*

I know it's just as hard in Heav - en Oh - - - - ah - - - -

*mf*

Oh - - - - ah - - - -

*E F#m A B/F# E Esus Esus/D A/C# A D/F# D*

*mf*

*mf*

mp p rall. pp

Ev-er - green

mp p rall. pp

ooh mp p rall. pp

ooh mp p rall. pp

ooh mp p rall. pp

ooh mp p rall. pp

D mp p rall. pp

mp p rall. pp

The musical score consists of seven staves. The first staff is the vocal line with the lyrics 'Ev-er - green'. The second through sixth staves are vocal lines with 'ooh' lyrics. The seventh staff is the piano accompaniment, starting with a D chord. Dynamic markings include *mp*, *p*, *rall.*, and *pp*. Performance instructions include *rall.* and *pp*. The score is in a key with three sharps (F#, C#, G#) and a 4/4 time signature.