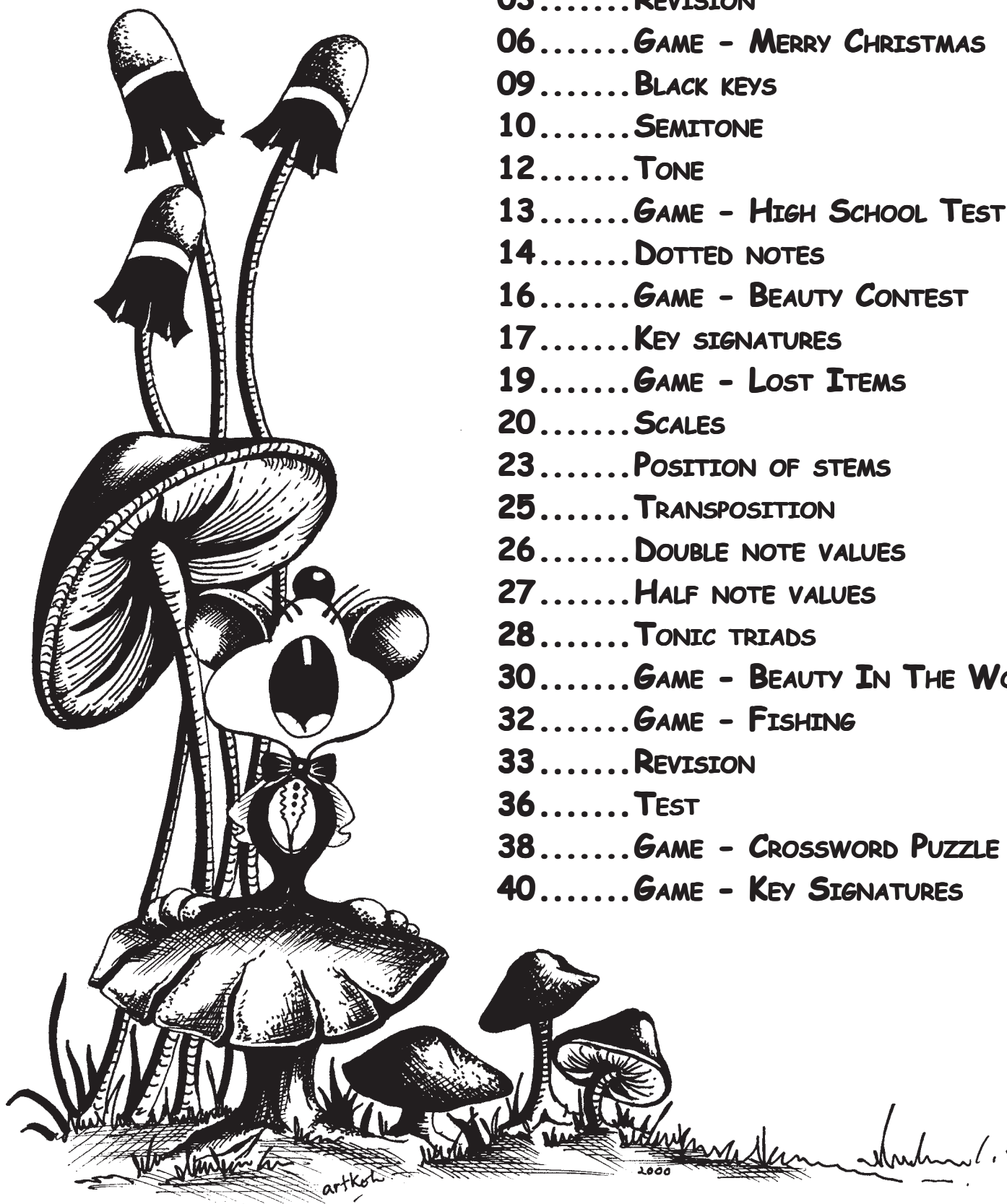
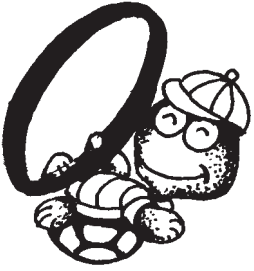
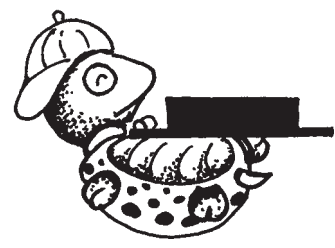
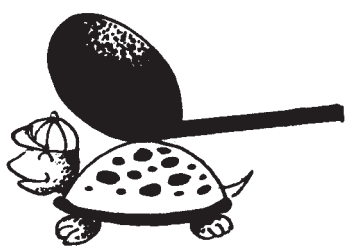
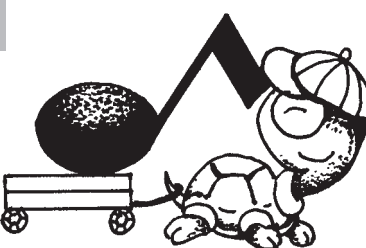

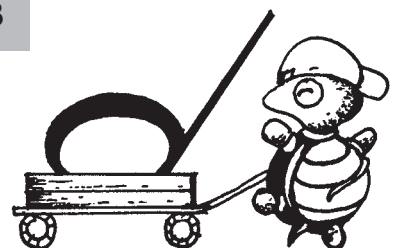

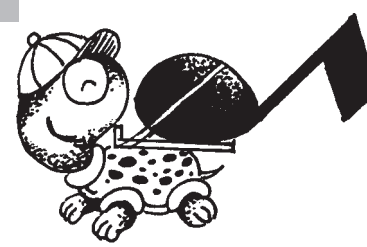



## PAGE ... TITLE

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10.....	SEMITONE
12.....	TONE
13.....	GAME - HIGH SCHOOL TEST
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16.....	GAME - BEAUTY CONTEST
17.....	KEY SIGNATURES
19.....	GAME - LOST ITEMS
20.....	SCALES
23.....	POSITION OF STEMS
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30.....	GAME - BEAUTY IN THE WOODS
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40.....	GAME - KEY SIGNATURES





Name the notes and rests.


1  _____	4  _____	7  _____
2  _____	5  _____	8  _____
3  _____	6  _____	9  _____


Insert the time signatures.

2	3	4
4	4	4

1.  

3.  

2.  

4.  

# KEY SIGNATURES

(2 - 4 players)

G major - F#

F major - Bb

C major - X

1. Cut out the 44 cards on the cover.

2. Put into a box.

3. Each player takes 6 cards.

4. Open 1 card to start the game.  
The rest become the draw pile.

Eg.



5. The 1st player opens 1 of the 3 cards.

Eg.



or



or



6. The 2nd, 3rd and 4th players follow.

If a player does not have either of the 3 cards, he draws from the pile.

7. When the 4th player has opened his card, take 1 card from the draw pile and open. If it is a joker, change the card.

8. The player with no card left is the winner.

9. The Joker represents any card.

If **F#** is opened, cards that follow should be **F#**, **G major** or **Joker**.

If **X** is opened, cards that follow should be **X**, **C major** or **Joker**.

If **Bb** is opened, cards that follow should be **Bb**, **F major** or **Joker**.

