

# Imagine

Music / Lyrics: John Lennon  
Bewerking: Jetse Bremer

♩ = 75

1

Repeat ad libitum

Piano

*p*

*ped.* *etc.*

Detailed description: This system shows the piano accompaniment for the first four measures of the piece. The right hand features a rhythmic pattern of eighth notes in a descending sequence, while the left hand plays a simple bass line with sustained notes. The dynamic is marked *p* (piano). Pedal markings and the word 'etc.' are present below the bass line.

5

s. *p*

t. *mp* *Mm* *Mm*

b. *p* *Mm* *mm*

Im-a-gine there's no Heav-en It's eas-y if you try

Detailed description: This system contains the vocal melody and piano accompaniment for measures 5 through 8. The vocal line is in treble clef with lyrics. The piano accompaniment continues in the bass clef. Dynamics include *p*, *mp*, and *Mm*. The piano part includes a *ped.* marking.

9

s. *Mm* *Mm*

t. *Mm* *Mm*

b. *mm* *ooh*

No hell be-low us A-bove us on-ly sky

Detailed description: This system contains the vocal melody and piano accompaniment for measures 9 through 12. The vocal line is in treble clef with lyrics. The piano accompaniment continues in the bass clef. Dynamics include *Mm* and *mm*. The piano part includes a *ped.* marking.

BRIDGE

13

*mp*

s. Im-a-gine all the peop - le Liv-ing for to - day

a. Im-a-gine all the peop-le Liv-ing for to - day ah

t. Im-a-gine all the peop - le Liv-ing for to - day ah

b. Im-a-gine all the peop-le Liv-ing for to - day

*mp*

*mp*

*f*

A 2

17

*p*

s. ooh ooh

a. Im - a-gine there's no coun - tries It is - n't hard to do

t. Im-a-gine there's no coun - tries It is-n't hard to do

b. ooh ooh

*p*

*p*

21

s. *ooh* \_\_\_\_\_ *ooh* \_\_\_\_\_ And no re - li - gion too

a. \_\_\_\_\_ No - thing to kill or die \_\_\_\_\_ for <sub>3</sub> \_\_\_\_\_ And no re - li - gion too

t. No-thing to kill \_\_\_\_\_ or die \_\_\_\_\_ for \_\_\_\_\_ And no re-li-gion too \_\_\_\_\_

b. *ooh* \_\_\_\_\_ *ooh* \_\_\_\_\_

25

s. *mp* Im-a-gine all the peop - le \_\_\_\_\_ Liv-in life in peace \_\_\_\_\_

a. *mp* Im-a-gine all \_\_\_\_\_ the peop-le \_\_\_\_\_ Liv-in life in peace \_\_\_\_\_ You \_\_\_\_\_

t. *mp* Im-a-gine all the peop - le \_\_\_\_\_ Liv-in life in peace \_\_\_\_\_ You \_\_\_\_\_

b. *mp* Im-a-gine all \_\_\_\_\_ the peop-le \_\_\_\_\_ Liv-in life in peace \_\_\_\_\_

B

29

s. *mf* 3  
 You may say— I'm a dream-er *mf* But I'm not the on - ly one— *ah*—

a. — *mf* *ah*— *ah*—

t. — *mf* *ah*—

b. *mf* 3  
 You may say I'm a dream-er— But I'm not the on - ly one—

*mf*

33

s. — I hope some - day— you'll join us— And the world will be as one—

a. — you'll join us— And the world— will be as one—

t. — I hope some-day you'll join us— And the world will be as one— *mp* *doo*—

b. I hope some-day you'll join us— And the world will be as one—

A3

37 *mp*

ooh\_\_\_\_\_ ooh\_\_\_\_\_

*mp*

Im - a - gine no pos - ses - sions I won - der if you can—

—doo doo doo doo— doo doo—doo doo doo doo— doo—

*mf*

Im-a-gine no— pos-ses - sions I won-der if you can—

*mp*

*mp*

41

ooh\_\_\_\_\_ ooh\_\_\_\_\_ A broth - er - hood of man

— No need for greed or hun - ger A broth - er - hood of man

—doo doo doo doo— doo doo—doo doo doo doo—

No need— for greed— or hun - ger A broth-er-hood— of man—

45 *mf*

s. Im-a-gine all the peop - le Shar-ing all the world

a. Im-a-gine all the peop - le Shar-ing all the world You

t. Im-a-gine all the peop - le Shar-ing all the world You

b. Im-a-gine all the peop - le Shar-ing all the world

**B**

49 *mf* — 3 —

s. You may say I'm a dream-er But I'm not the on - ly one ah

a. ah ah

t. ah

b. You may say I'm a dream-er But I'm not the on - ly one

53

s. — I hope some - day — you'll join us — And the world will be as one —

a. — you'll join us — And the world — will be as one —

t. — I hope some-day you'll join us — And the world will be as one —

b. — I hope some-day you'll join us — And the world will be as one —

57

s. *p* And the world — will be as one —

a. *p* And the world — will be as one —

t. *p* And the world — will be as one —

b. *p* And the world — will be as one —

*mp*

Neem de dynamiek in acht.  
Dat geeft de rangorde in belangrijkheid  
van elke partij weer.  
De LEAD moet er altijd uitkomen.