

The Thing that Has No Name!

Mysteriously

by Willard A. Palmer

mf

7 *PLAY R.H. ONE OCTAVE LOWER TO THE NEXT DOUBLE BAR.*

1. & 3. If it so ev - er should come your way,
2. It's so com - mon it's ver - y rare,

1
5

13

And in - vite you to come and play, Bet - ter you hur - ry and
You can find it 'most an - y - where. If you see it you'd

19 *f*

run a - way from the thing that has no
best be - ware of the thing that has no