

Zero, My Hero

1 4 5 6

GEORGE: There are all kinds of heroes, you know.

7 8 9 10

A man can get to be a hero for a famous battle....

Or by studying very hard and becoming a weightless astronaut....

11 12 13 14 15 16

And then there are heroes of other sorts,
like the heroes we know from watching sports.

17 18 19 20 21

But a hero doesn't have to be a grown up person, you know. A hero can be a very big dog

22 23

...who comes to your rescue, or a very little boy
who's smart enough to know what to do.

Moderato

24 25 26 27

But let me tell you about my favorite hero....

28 29 30 31

My he - ro,

Ze - ro.—

Such a fun - ny lit - tle

he - ro.— but 'till

(GEORGE)

you came a - long — we count - ed on our fin - gers and toes. —

Now you're here to stay, — and no - bo - dy real - ly knows — how won - der - ful you

are. — Why, we could ne - ver reach a star with - out you, Ze - ro. My

he - ro, how won - der - ful you are.

SHULIE: What's so wonderful about a zero?
It's nothing, isn't it?

GEORGE: Sure, it represents nothing a

But place a ze - ro af - ter one and you've got your - self a

SHULIE: See how im - por - tant that is? —

(GEORGE) ten. See how im - port - ant that is? — When you run out of dig - its, you can

See how con - ven - ient that is? —

start all o - ver a - gain. — See how con - ven - ient that is? — That's why with

56 (GEORGE)

on - ly ten dig - its, in - clu - ding ze - ro,

58

you can count as high as you — could ev - er go, for - ev - er

61 (GEORGE)

to - wards — in - fin - i - ty —

63 SHULIE:

No one ev - er gets there, but

64

you could try! — It's high - er than the sky!

66

you could try! — High - er! With ten bil - lion

67 (GEORGE)

ze - roes, — from the cave - men 'till the her - oes who in - vent - ed you, they

71

count - ed on their fin - gers and toes. —

73

74

GEORGE: And maybe some sticks and stones.
 SHULIE: Or rocks and bones!
 GEORGE: And maybe your neighbor's toes! And...

75 (GEORGE)

no - bo - dy real - ly knows — how won - der - ful you are. — Why, we could

78 79 80 81

ne - ver reach a star with - out you, Ze - ro. My he - ro,

82 83 84 85

Ze - ro, how won - der - ful you are. Place one ze - ro af - ter

Light Rock

86 87 88 SHULIE:

See how

(GEORGE)

an - y num - ber and you've mul - ti - plied that num - ber by ten. — See how

89 90

ea - sy that is? —

ea - sy that is? — Place two ze - roes af - ter an - y num - ber and you've

91 92

See how

mul - ti - plied that num - ber by one hun - dred. — See how

93 (SHULIE) 94

sim - ple that is? —

(GEORGE)

sim - ple that is? — Place three ze - roes af - ter an - y num - ber and you've

95 96

mul - ti - plied that num - ber by one thou - sand, et ce - te - ra, — et

97 98 99

ce - te - ra, ad in - fin - i - tum, ad as - tra, for -

100 101 102

ev - er and ev - er with Ze - ro, my

103 104 105

he - ro, how won - der - ful you are! —