



**Try - SSAA**

Pag.

02	Full score combo C instrument
11	Full score combo Bb instrument
20	Full score combo Eb instrument
29	Full score combo 4 extra staves
44	Full score small combo
55	Full score small combo 2 extra staves
70	Full score vocals (SSAA) piano advanced
81	Full score vocals (SSAA) piano moderated
92	Vocals (SSAA)
99	C instrument
100	Bb instrument
101	Eb instrument
102	Piano Combo
106	Piano Solo Advanced
110	Piano Solo Intermediate
114	Synthesizer
116	Guitar
118	Bass guitar
120	Drumkit
123	Percussion
125	Leadsheet (melody, lyrics, chords)
128	Lyrics



SSAA Combo C

# Try

- P!nk -

Words and Music by M. Busbee & B. West  
Arranged by Dirk Kokx  
Original Key Bm

DEMO

VERSUS

A Solid Rock ♩ = 104

Musical score for SSAA Combo C. The score includes staves for Soprano 1, Soprano 2, Alto 1, Alto 2, C Instr., Piano Combo, Synthesizer, Guitar, Bass Guitar, Drums, and Percussion. The key signature is B minor (two sharps) and the time signature is 4/4. The tempo is marked as Solid Rock with a quarter note equal to 104. The score features various dynamics such as *mf*, *pp*, *ppp*, and *mp*, along with performance instructions like *non legato throughout* and *El. Guitar (right hand mute)*. Chord symbols (Bs, G5, D5, A5) are indicated above the piano part. A large 'DEMO' watermark is visible across the score.

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D

19

S1 *f* Where there is de - sire, there is gon - na be a flame Where there is a flame, \_ some - one's bound to get \_

S2 *f* Where there is de - sire, there is gon - na be a flame Where there is a flame, \_ some - one's bound to get \_

A1 *f* Where there is de - sire, there is gon - na be a flame Where there is a flame, \_ some - one's bound to get \_

A2 *f* Where there is de - sire, there is gon - na be a flame Where there is a flame, \_ some - one's bound to get \_

C

P.C. *f* A5 B5 G5 D5 A G D A

Synth *f* Distorted analog lead sound (square) Synth. Pad Distortion

Gtr. *f* open, full chords

Bass *f*

Dr. *f* sim.

Perc. *f* Shaker & Claps

25

S1 burned But just be-cause it burns, \_ does - n't mean you're gon - na die You got - ta get up and try, try, try Got - ta get up and try, try,

S2 burned But just be-cause it burns, \_ does - n't mean you're gon - na die You got - ta get up and try, try, try Got - ta get up and try, try,

A1 burned But just be-cause it burns, does - n't mean you're gon - na die You got - ta get up and try, try, try Got - ta get up and try, try,

A2 burned But just be-cause it burns, does - n't mean you're gon - na die You got - ta get up and try, try, try Got - ta get up and try, try,

C

P.C. B<sup>m</sup> G D A B<sup>m</sup> G

Synth

Gtr.

Bass

Dr.

Perc.



67

S1  
S2  
A1  
A2  
C  
P.C.  
Synth  
Gtr.  
Bass  
Dr.  
Perc.

When you're out there do - ing what you're do - ing Are you just get - ting by Tell me are you just get - ting by,

When you're out there do - ing what you're do - ing Are you just get - ting by Tell me are you just get - ting by,

When you're out there do - ing what you're do - ing Are you just get - ting by Tell me are you just get - ting by,

When you're out there do - ing what you're do - ing Are you just get - ting by Tell me are you just get - ting by,

A5 B5 G5 D5 A5 B5 G5 D5 A5 B5 G5 D5

[K]

73

S1  
S2  
A1  
A2  
C  
P.C.  
Synth  
Gtr.  
Bass  
Dr.  
Perc.

by, by Where there is de - sire, there is gon - na be a flame Where there is a flame, some - one's bound to get burned But just be - cause it burns, does - n't mean you're gon - na

by, by Where there is de - sire, there is gon - na be a flame Where there is a flame, some - one's bound to get burned But just be - cause it burns, does - n't mean you're gon - na

by, by Where there is de - sire, there is gon - na be a flame Where there is a flame, some - one's bound to get burned But just be - cause it burns, does - n't mean you're gon - na

by, by Where there is de - sire, there is gon - na be a flame Where there is a flame, some - one's bound to get burned But just be - cause it burns, does - n't mean you're gon - na

A G D A B<sup>m</sup> G

*f* *f* *f* *f* *f*

Distorted analog lead sound (square)

Synth. Pad  
Distortion

*f* open, full chords

*sf* *sim.*

Shaker & Claps

L

91

a few singers only

S1 try Got - ta get up and try, try, try oh

S2 try Got - ta get up and try, try, try You got - ta get up

A1 try Got - ta get up and try, try, try You got - ta get up

A2 try Got - ta get up and try, try, try

C D A B<sup>m</sup> G<sup>5</sup> D<sup>5</sup> A<sup>5</sup> B<sup>5</sup> G<sup>5</sup> D<sup>5</sup> A<sup>5</sup> B<sup>5</sup>

P.C. mf

Synth p Soft Pad

Gtr. mp

Bass mp

Dr. mp

Perc. mp

97

S1 oo

S2 and try, try, try Got - ta get up and try, try, try

A1 and try, try, try Got - ta get up and try, try, try

A2

C

P.C. G<sup>5</sup> D<sup>5</sup> A<sup>5</sup> B<sup>5</sup> G<sup>5</sup> D<sup>5</sup> A<sup>5</sup> B<sup>5</sup> G<sup>5</sup> D<sup>5</sup> A<sup>5</sup> B<sup>5</sup> G<sup>5</sup> D<sup>5</sup> A<sup>5</sup> B<sup>5</sup> G<sup>5</sup> D<sup>5</sup> A<sup>5</sup> B<sup>5</sup>

Synth mp

Gtr. 2

Bass 2

Dr.

Perc.

# Try

- P!nk -

Words and Music by M. Busbee & B. West  
Arranged by Dirk Kokx  
Original Key Bm

DEMO

VERS

A Solid Rock ♩ = 104



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D

19

S1 *f* Where there is de - sire, there is gon - na be a flame Where there is a flame, \_ some - one's bound to get \_

S2 *f* Where there is de - sire, there is gon - na be a flame Where there is a flame, \_ some - one's bound to get \_

A1 *f* Where there is de - sire, there is gon - na be a flame Where there is a flame, \_ some - one's bound to get \_

A2 *f* Where there is de - sire, there is gon - na be a flame Where there is a flame, \_ some - one's bound to get \_

Bb

P.C. *f* A5 B5 G5 D5 A G D A

Synth *f* Distorted analog lead sound (square) Synth. Pad Distortion

Gtr. *f* open, full chords

Bass *f* *sim.*

Dr. *f*

Perc. *f* Shaker & Claps

25

S1 burned But just be-cause it burns, \_ does - n't mean you're gon - na die You got - ta get up and try, try, try Got - ta get up and try, try,

S2 burned But just be-cause it burns, \_ does - n't mean you're gon - na die You got - ta get up and try, try, try Got - ta get up and try, try,

A1 burned But just be-cause it burns, does - n't mean you're gon - na die You got - ta get up and try, try, try Got - ta get up and try, try,

A2 burned But just be-cause it burns, does - n't mean you're gon - na die You got - ta get up and try, try, try Got - ta get up and try, try,

Bb

P.C. B<sup>m</sup> G D A B<sup>m</sup> G

Synth

Gtr.

Bass

Dr.

Perc.

G

43

S1  
S2  
A1  
A2  
Bb  
P.C.  
Synth  
Gtr.  
Bass  
Dr.  
Perc.

E - ven when it's not right  
E - ven when it's not right

Where there is de -  
Where there is de -  
Where there is de -  
Where there is de -

G5 D5 A5 B5 8va mp G5 D5 A5 B5 G5 D5 A

mf ppp 8va

Distortion (muted) mf mp

f

H

49

S1  
S2  
A1  
A2  
Bb  
P.C.  
Synth  
Gtr.  
Bass  
Dr.  
Perc.

sire, there is gon-na be a flame Where there is a flame, some-one's bound to get burned But just be-cause it burns, does - n't mean you're gon - na die You got - ta get up  
sire, there is gon-na be a flame Where there is a flame, some-one's bound to get burned But just be-cause it burns, does - n't mean you're gon - na die You got - ta get up  
sire, there is gon-na be a flame Where there is a flame, some-one's bound to get burned But just be-cause it burns, does - n't mean you're gon - na die You got - ta get up  
sire, there is gon-na be a flame Where there is a flame, some-one's bound to get burned But just be-cause it burns, does - n't mean you're gon - na die You got - ta get up

f G D A Bm G D

Distorted analog lead sound (square) f

Synth Pad Distortion

f open, full chords

f sim.

Shaker & Claps

67

S1  
S2  
A1  
A2  
Bb  
P.C.  
Synth  
Gtr.  
Bass  
Dr.  
Perc.

When you're out there do - ing what you're do - ing Are you just get - ting by Tell me are you just get - ting by,

A5 B5 G5 D5 A5 B5 G5 D5 A5 B5 G5 D5

[K]

73

S1  
S2  
A1  
A2  
Bb  
P.C.  
Synth  
Gtr.  
Bass  
Dr.  
Perc.

by, by Where there is de - sire, there is gon - na be a flame Where there is a flame, some - one's bound to get \_ burned But just be - cause it burns, does - n't mean you're gon - na

A G D A B<sup>m</sup> G

*f*

Distorted analog lead sound (square)

Synth. Pad  
Distortion

*f* open, full chords

*sf* *sim.*

Shaker & Claps

L

91

a few singers only

S1 try Got - ta get up and try, try, try oh

S2 try Got - ta get up and try, try, try You got - ta get up

A1 try Got - ta get up and try, try, try You got - ta get up

A2 try Got - ta get up and try, try, try

Bb D A B<sup>m</sup> G<sub>5</sub> D<sub>5</sub> A<sub>5</sub> B<sub>5</sub> G<sub>5</sub> D<sub>5</sub> A<sub>5</sub> B<sub>5</sub>

P.C. mf

Synth Soft Pad p

Gtr. mp

Bass mp

Dr. mp

Perc. mp

97

S1 oo

S2 and try, try, try Got - ta get up and try, try, try

A1 and try, try, try Got - ta get up and try, try, try

A2

Bb

P.C. G<sub>5</sub> D<sub>5</sub> A<sub>5</sub> B<sub>5</sub> G<sub>5</sub> D<sub>5</sub> A<sub>5</sub> B<sub>5</sub> G<sub>5</sub> D<sub>5</sub> A<sub>5</sub> B<sub>5</sub> G<sub>5</sub> D<sub>5</sub> A<sub>5</sub> B<sub>5</sub> G<sub>5</sub> D<sub>5</sub> A<sub>5</sub> B<sub>5</sub>

Synth mp

Gtr. 2

Bass 2

Dr.

Perc.

# Try

- P!nk -

Words and Music by M. Busbee & B. West  
Arranged by Dirk Kokx  
Original Key Bm

A Solid Rock ♩ = 104

Soprano 1

Soprano 2

Alto 1

Alto 2

E♭ Instr.

Piano Combo

Synthesizer

Guitar

Bass Guitar

Drums

Percussion

Chord symbols: B<sub>5</sub>, G<sub>5</sub>, D<sub>5</sub>, A<sub>5</sub>, B<sub>5</sub>, B<sub>5</sub>, G<sub>5</sub>, D<sub>5</sub>, A<sub>5</sub>, B<sub>5</sub>, B<sub>5</sub>, G<sub>5</sub>, D<sub>5</sub>

Dynamic markings: *mf*, *pp*, *ppp*, *mp*

Performance instructions: *non legato throughout*, *Soft Pad*, *El. Guitar (right hand mute)*

D

19

S1 *f* Where there is de - sire, there is gon - na be a flame Where there is a flame, \_ some - one's bound to get \_

S2 *f* Where there is de - sire, there is gon - na be a flame Where there is a flame, \_ some - one's bound to get \_

A1 *f* Where there is de - sire, there is gon - na be a flame Where there is a flame, \_ some - one's bound to get \_

A2 *f* Where there is de - sire, there is gon - na be a flame Where there is a flame, \_ some - one's bound to get \_

Eb

P.C. *f* A5 B5 G5 D5 A G D A

Synth *f* Distorted analog lead sound (square)

Gtr. *f* Synth. Pad Distortion open, full chords

Bass *f* *sim.*

Dr. *f*

Perc. *f* Shaker & Claps

25

S1 burned But just be-cause it burns, \_ does - n't mean you're gon - na die You got - ta get up and try, try, try Got - ta get up and try, try,

S2 burned But just be-cause it burns, \_ does - n't mean you're gon - na die You got - ta get up and try, try, try Got - ta get up and try, try,

A1 burned But just be-cause it burns, does - n't mean you're gon - na die You got - ta get up and try, try, try Got - ta get up and try, try,

A2 burned But just be-cause it burns, does - n't mean you're gon - na die You got - ta get up and try, try, try Got - ta get up and try, try,

Eb

P.C. B<sup>m</sup> G D A B<sup>m</sup> G

Synth

Gtr.

Bass

Dr.

Perc.

G

43

S1  
S2  
A1  
A2  
Eb  
P.C.  
Synth  
Gtr.  
Bass  
Dr.  
Perc.

E - ven when it's not right  
E - ven when it's not right

Where there is de -  
Where there is de -  
Where there is de -  
Where there is de -

G<sup>5</sup> D<sup>5</sup> A<sup>5</sup> B<sup>5</sup> *mp* G<sup>5</sup> D<sup>5</sup> A<sup>5</sup> B<sup>5</sup> G<sup>5</sup> D<sup>5</sup> A

*mf* *ppp* *pp* *ppp* *mf* *mp* *f*

*Distortion* *(muted)*

H

49

S1  
S2  
A1  
A2  
Eb  
P.C.  
Synth  
Gtr.  
Bass  
Dr.  
Perc.

sire, there is gon-na be a flame Where there is a flame, some-one's bound to get burned But just be-cause it burns, does - n't mean you're gon - na die You got - ta get up  
sire, there is gon-na be a flame Where there is a flame, some-one's bound to get burned But just be-cause it burns, does - n't mean you're gon - na die You got - ta get up  
sire, there is gon-na be a flame Where there is a flame, some-one's bound to get burned But just be-cause it burns, does - n't mean you're gon - na die You got - ta get up  
sire, there is gon-na be a flame Where there is a flame, some-one's bound to get burned But just be-cause it burns, does - n't mean you're gon - na die You got - ta get up

G D A B<sup>m</sup> G D

*f* *f* *f* *f* *f* *f*

*Distorted analog lead sound (square)*  
*Synth. Pad*  
*Distortion*  
*f open, full chords*  
*f* *sim.*  
*Shaker & Claps*

67

S1  
S2  
A1  
A2

When you're out there do - ing what you're do - ing Are you just get - ting by Tell me are you just get - ting by,

Eb

P.C.

Synth

Gtr.

Bass

Dr.

Perc.

A5 B5 G5 D5 A5 B5 G5 D5 A5 B5 G5 D5

73

S1  
S2  
A1  
A2

by, by Where there is de - sire, there is gon - na be a flame Where there is a flame, some - one's bound to get \_ burned But just be - cause it burns, does - n't mean you're gon - na

Eb

P.C.

Synth

Gtr.

Bass

Dr.

Perc.

A G D A B<sup>m</sup> G

*f*

*f*

*f*

*f* open, full chords

*f*

*sim.*

*f*

Distorted analog lead sound (square)

Synth. Pad

Distortion

Shaker & Claps

L

91

a few singers only

S1 try Got - ta get up and try, try, try oh

S2 try Got - ta get up and try, try, try You got - ta get up

A1 try Got - ta get up and try, try, try You got - ta get up

A2 try Got - ta get up and try, try, try

Eb

P.C. D A B<sup>m</sup> G<sub>5</sub> D<sub>5</sub> A<sub>5</sub> B<sub>5</sub> G<sub>5</sub> D<sub>5</sub> A<sub>5</sub> B<sub>5</sub>

Synth Soft Pad *p*

Gtr. *mp*

Bass *mp*

Dr. *mp*

Perc. *mp*

97

S1 oo

S2 and try, try, try Got - ta get up and try, try, try

A1 and try, try, try Got - ta get up and try, try, try

A2

Eb

P.C. G<sub>5</sub> D<sub>5</sub> A<sub>5</sub> B<sub>5</sub> G<sub>5</sub> D<sub>5</sub> A<sub>5</sub> B<sub>5</sub> G<sub>5</sub> D<sub>5</sub> A<sub>5</sub> B<sub>5</sub> G<sub>5</sub> D<sub>5</sub> A<sub>5</sub> B<sub>5</sub> G<sub>5</sub> D<sub>5</sub> A<sub>5</sub> B<sub>5</sub>

Synth *mp*

Gtr. *mp*

Bass *mp*

Dr.

Perc.

SSAA 4 extra staves

**Try**  
- Pink -

Words and Music by M. Busbee & B. West  
Arranged by Dirk Kokx  
Original Key Bm

□ Solid Rock ♩ = 104

The musical score is arranged for a four-part vocal ensemble (Soprano 1, Soprano 2, Alto 1, Alto 2) and instrumental accompaniment. The instrumental parts include Piano Combo, Synthesizer (with a 'Soft Pad' section), Guitar, Bass Guitar, Drums, and Percussion. The score is in the key of B minor (Bm) and 4/4 time, with a tempo of 104 beats per minute. The vocal parts are mostly silent, indicated by a large 'X' watermark. The piano accompaniment features a rhythmic pattern of eighth notes. Chord changes are indicated by letters: B5, G5, D5, A5, B5, B5, G5, D5, A5, B5, B5, G5, D5, A5, B5. A 'Soft Pad' section is marked with 'pp' and '8' in a box. A 'Guitar (right hand mute)' section is marked with 'mp' and '8' in a box. A 'Piano Combo' section is marked with 'mf non legato throughout' and '8' in a box. A 'Drums' section is marked with 'mp' and '8' in a box. A 'Percussion' section is marked with 'mp' and '8' in a box. A large 'ORIGINAL DO NOT COPY' watermark is overlaid on the score.

C

15

S1  
S2  
A1  
A2

bel - ter,  
to ne - ver ask  
why  
bel - ter,  
to ne - ver ask  
why

Where there is de -  
Where there is de -  
Where there is de -  
Where there is de -

1  
2  
3  
4

A5 B5 G5 D5 A5 B5 G5 D5 A5 B5 G5 D5 A

Soft Ped *ppp* *p* *mf* *f*

Chr.  
Bass  
Dr.  
Perc.

E

29

S1 try Got - ta get up and try, try, try Got - ta get up and try, try, try

S2 try Got - ta get up and try, try, try Got - ta get up and try, try, try

A1 try Got - ta get up and try, try, try Got - ta get up and try, try, try

A2 try Got - ta get up and try, try, try Got - ta get up and try, try, try

1

2

3

4

Bm G D A Bm G5 D5 A5 B5 G5 D5

p.c. Bm G D A Bm G5 D5 A5 B5 G5 D5

Soft Ped

Soft Ped

Soft Ped

El. Guitar (right hand mute)

8

Gtr. *mp*

Bass *mp*

Dr. *mp*

Perc. *mp*





K

71

S1 Tell me are you just get-ting by, by, by Where there is de-sire, there is gon-na be a flame, Where there is a flame, some-one's bound to get- burned But just be-cause it

S2 Tell me are you just get-ting by, by, by Where there is de-sire, there is gon-na be a flame, Where there is a flame, some-one's bound to get- burned But just be-cause it

A1 Tell me are you just get-ting by, by, by Where there is de-sire, there is gon-na be a flame, Where there is a flame, some-one's bound to get- burned But just be-cause it

A2 Tell me are you just get-ting by, by, by Where there is de-sire, there is gon-na be a flame, Where there is a flame, some-one's bound to get- burned But just be-cause it

1

2

3

4

P.C. As Bs Gs Ds A G D A Bm

Synth *f* *Dissonant analog (lead sound) (square)*

Synth Pad *f* *Distortion*

Gtr. *f* *open, full chords*

Bass *f* *sim.*

Dr. *f* *Snare & Claps*

Perc. *f*

85

S1 try, — Got - ta get up and try, try, try, — Got - ta get up — try, try, You got - ta get up and try, try, Got - ta get up

S2 try, Got - ta get up and try, try, try, — Got - ta get up and try, try, try, You got - ta get up and try, try, Got - ta get up

A1 try, Got - ta get up and try, try, try, — Got - ta get up and try, try, try, You got - ta get up and try, try, Got - ta get up

A2 try Got - ta get up and try, try, try, — Got - ta get up and try, try, try, Got - ta get up

1

2

3

4

Bm G D A Bm G D

p.c.

Smith

Chr.

Bass

Dr.

Perc.

The musical score is arranged in a standard format with the following components from top to bottom:

- Vocal Staves:** S1, S2, A1, and A2. S1 and S2 have lyrics "and try try try" with musical notation. A1 and A2 have lyrics "and try try try" with musical notation. A large watermark "ORIGINAL DO NOT COPY" is overlaid on the vocal staves.
- Instrumental Staves:** 1, 2, 3, and 4. These staves are currently empty.
- P.C. (Piano/Chorus):** A staff with notes and chords: G5, D5, A5, B5, G5, D5, A5, B5, G5, D5, A5, B5.
- Smith:** A staff with notes and a dynamic marking of *mp*.
- Gtr. (Guitar):** A staff with notes and a dynamic marking of *mp*.
- Bass:** A staff with notes and a dynamic marking of *mp*.
- Dr. (Drums):** A staff with a drum set icon and a dynamic marking of *mp*.
- Perc. (Percussion):** A staff with a drum set icon and a dynamic marking of *mp*.



SSAA small Combo

# Try

- P!nk -

Words and Music by M. Busbee & B. West  
Arranged by Dirk Kokx  
Original Key Bm

A Solid Rock ♩ = 104

Musical score for SSAA small Combo. The score includes staves for Soprano 1, Soprano 2, Alto 1, Alto 2, Piano Combo, Guitar, Bass Guitar, Drums, and Percussion. The key signature is B major (two sharps) and the time signature is 4/4. The tempo is marked as Solid Rock with a quarter note equal to 104. The Piano Combo part includes the instruction *mf non legato throughout* and chord markings: B<sub>5</sub>, G<sub>5</sub>, D<sub>5</sub>, A<sub>5</sub>, B<sub>5</sub>, B<sub>5</sub>, G<sub>5</sub>, D<sub>5</sub>, A<sub>5</sub>, B<sub>5</sub>. The Bass Guitar part is marked *mp*. The score is overlaid with a large 'DEMO' watermark.

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C

16

S1

S2  
ne - ver ask why

A1  
ne - ver ask why

A2

P.C.  
G5 D5 A5 B5 *g<sup>m</sup>* G5 D5 A5 B5 G5 D5

Gtr.

Bass

Dr.

Perc.

D

21

S1  
*f*  
Where there is de - sire, there is gon-na be a flame Where there is a flame, some-one's bound to get burned But just be-cause it

S2  
*f*  
Where there is de - sire, there is gon-na be a flame Where there is a flame, some-one's bound to get burned But just be-cause it

A1  
*f*  
Where there is de - sire, there is gon-na be a flame Where there is a flame, some-one's bound to get burned But just be-cause it

A2  
*f*  
Where there is de - sire, there is gon-na be a flame Where there is a flame, some-one's bound to get burned But just be-cause it

P.C.  
*open* A G D A B<sup>m</sup>

Gtr.  
*Distortion*  
*open, full chords*

Bass

Dr.  
*f* *sim.*

Perc.  
*f*  
*Shaker & Claps*

**F**

36 *mf* (echo) *mf* (echo) *mf*

S1 It's fun-ny ceiv-ing ceiv-ing Why do we

S2 It's fun-ny ceiv-ing Why do we

A1 Fun-ny how the heart can be de- ceiv-ing More than just a cou- ple times

A2 Fun-ny how the heart can be de- ceiv-ing More than just a cou- ple times

P.C. A5 B5 G5 D5 A5 B5 G5 D5 A5 B5

Gtr. *mf* *mp* *mf* Distortion (muted) Distortion

Bass

Dr.

Perc.

**G**

41 *mf* *mp* *mf* *mp* Distortion (muted) Distortion (muted)

S1 fall oh

S2 fall

A1 Why do we fall in love so ea- sy E- ven when it's not right

A2 Why do we fall in love so ea- sy E- ven when it's not right

P.C. G5 D5 A5 B5 G5 D5 A5 B5 *mf* G5 D5

Gtr. *mp* *mf* *mp* (muted) Distortion (muted)

Bass

Dr.

Perc.

I

56

S1  
try Got-ta get up and try, try, try Got-ta get up and try, try, try

S2  
try Got-ta get up and try, try, try Got-ta get up and try, try, try

A1  
try Got-ta get up and try, try, try Got-ta get up and try, try, try

A2  
try Got-ta get up and try, try, try Got-ta get up and try, try, try

P.C.  
B<sup>m</sup> G D A B<sup>m</sup> G<sup>5</sup> D<sup>5</sup>

Gtr.  
Clean, stereo delay  
solo  
mf

Bass  
mp

Dr.  
mp

Perc.

J

61

S1  
mf  
E - ver wor - ry that it might be ru - ined And

S2  
mf  
E - ver wor - ry that it might be ru - ined And

A1  
mf  
E - ver wor - ry that it might be ru - ined And

A2  
mf  
E - ver wor - ry that it might be ru - ined And

P.C.  
A<sup>5</sup> B<sup>5</sup> G<sup>5</sup> D<sup>5</sup> A<sup>5</sup> B<sup>5</sup> G<sup>5</sup> D<sup>5</sup> A<sup>5</sup> B<sup>5</sup>

Gtr.  
(muted)  
mp

Bass  
mp

Dr.

Perc.

Try 9  
SSAA small Combo

76

S1  
flame, some-one's bound to get... burned But just be-cause it burns, does - n't mean you're gon - na die You got - ta get up and try, try,

S2  
flame, some-one's bound to get... burned But just be-cause it burns, does - n't mean you're gon - na die You got - ta get up and try, try,

A1  
flame, some-one's bound to get... burned But just be-cause it burns, does - n't mean you're gon - na die You got - ta get up and try, try,

A2  
flame, some-one's bound to get... burned But just be-cause it burns, does - n't mean you're gon - na die You got - ta get up and try, try,

P.C.  
A B<sup>m</sup> G D A

Gtr.

Bass

Dr.

Perc.

81

S1  
try... Got - ta get up and try, try, try... Got - ta get up and try, try, try, ... Got - ta get up

S2  
try... Got - ta get up and try, try, try... Got - ta get up and try, try, try, ... Got - ta get up

A1  
try Got - ta get up and try, try, try... Got - ta get up and try, try, try, ... Got - ta get up

A2  
try B<sup>m</sup> Got - ta get up and try, try, try... Got - ta get up and try, try, try B<sup>m</sup> Got - ta get up

P.C.  
G G A B<sup>m</sup>

Gtr.

Bass

Dr.

Perc.

96

S1

S2

A1

A2

P.C.

Gtr.

Bass

Dr.

Perc.

oo

You got - ta get up and try, try, try Got - ta get up and try, try, try

A5 B5 G5 D5 A5 B5 G5 D5 A5 B5

101

S1

S2

A1

A2

P.C.

Gtr.

Bass

Dr.

Perc.

G5 D5 A5 B5 G5 D5 A5 B5

SSAA small Combo extra staves

**Try**  
- Pink -

Words and Music by M. Busbee & B. West  
Arranged by Dirk Kokor  
Original Key Bm

A Solid Rock  $\text{♩} = 104$

The musical score is arranged for a small SSAA combo with extra staves. It includes the following parts:

- Soprano 1**: Vocal line with rests.
- Soprano 2**: Vocal line with rests.
- Alto 1**: Vocal line with rests.
- Alto 2**: Vocal line with rests.
- Piano Combo**: Accompaniment with chords B5, G5, D5, A5 and dynamics *mf non legato throughout*.
- Guitar**: Accompaniment with chords B5, G5, D5, A5 and dynamics *mp*.
- Bass Guitar**: Accompaniment with chords B5, G5, D5, A5 and dynamics *mp*.
- Drums**: Drum part with dynamics *mp*.
- Percussion**: Percussion part with dynamics *mp*.

Chord diagrams for guitar are provided for B5, G5, D5, and A5. The score includes a watermark: ORIGINAL DO NOT COPY.



15

S1 *f* Where there is de -

S2 *f* Where there is de -

A1 *f* Where there is de -  
bet - ter, to ne - ver ask why

A2 *f* Where there is de -  
bet - ter, to ne - ver ask why

1  
2

A5 B5 G5 D5 A5 B5 G5 D5 A

PC: *mf*

Gtr: *f*

Bass: *f*

Dr: *f*

Perc: *f*



G

H

43

S1  
—

S2  
Where there is de - sire, there is gon - na be a

A1  
Where there is de - sire, there is gon - na be a

A2  
E - ven when it's not right  
Where there is de - sire, there is gon - na be a

E - ven when it's not right

1  
2

G5 D5 A5 B5 *guz* G5 D5 A5 B5 G5 D5 A G

PC:  
*mf*  
*mf*  
*f*

Gtr:  
*mf*  
*mp*  
*f* open, full chords  
Distortion

Bass  
*mf*  
*mp*  
*f*

Dr:  
*f*

Perc:  
Shaker & Claps

I

57

S1 and try, try, try — Got-ta get up and try, try, try  
 S2 and try, try, try Got-ta get up and try, try, try  
 A1 and try, try, try Got-ta get up and try, try, try  
 A2 and try, try, try Got-ta get up and try, try, try

G D A Bm G5 D5 A5 B5 G5 D5 A5 B5

Gtr. *mf* *solo* *Clean, stereo delay*  
 Bass *mp*  
 Dr. *mp*  
 Perc.

K

71

S1 Tell me are you just get-ting by, by Where there is de-sire, there is gon-na be a flame Where there is a flame, some-one's bound to get\_ burned But just-be-cause it

S2 Tell me are you just get-ting by, by Where there is de-sire, there is gon-na be a flame Where there is a flame, some-one's bound to get\_ burned But just-be-cause it

A1 Tell me are you just get-ting by, by Where there is de-sire, there is gon-na be a flame Where there is a flame, some-one's bound to get\_ burned But just-be-cause it

A2 Tell me are you just get-ting by, by Where there is de-sire, there is gon-na be a flame Where there is a flame, some-one's bound to get\_ burned But just-be-cause it

1

2

PC: A5 B5 G5 D5 A G D A Bm

Gtr. *Distortion*

Bass *f open, full chords*

Dr. *f*

Perc. *f Shaker & Claps*

85

S1  
try, — Got-ta get up and try, try, try, — Got-ta get up — try, try, try, You got-ta get up and try, try, try, — Got-ta get up

S2  
try, Got-ta get up and try, try, try, — Got-ta get up and try, try, try, You got-ta get up and try, try, try, Got-ta get up

A1  
try, Got-ta get up and try, try, try, — Got-ta get up and try, try, try, You got-ta get up and try, try, try, Got-ta get up

A2  
try Got-ta get up and try, try, try, — Got-ta get up and try, try, try, Got-ta get up and try, try, try, — Got-ta get up

1  
2

Bm G D A Bm G D

P.C.  
Gtr.  
Bass  
Dr.  
Perc.



SSAA Piano Solo Advanced

# Try

- P!nk -

Words and Music by M. Busbee & B. West  
Arranged by Dirk Kokx  
Original Key Bm

DEMO VERSION

**A** Solid Rock ♩ = 104

Soprano 1

Soprano 2

Alto 1

Alto 2

Piano Solo Advanced

*mp*

*mf non legato throughout*

B5 G5 D5 A5 B5 B5 G5 D5 A5 B5

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C

16

S1

S2

A1

A2

P.S.A.

ne-ver ask why

ne-ver ask why

G5 D5 A5 B5 G5 D5 A5 B5 G5 D5

D

21

S1

S2

A1

A2

P.S.A.

*f*

*f*

*f*

*f*

Where there is de - sire, there is gon-na be a flame Where there is a flame, some-one's bound to get burned But just be-cause it

Where there is de - sire, there is gon-na be a flame Where there is a flame, some-one's bound to get burned But just be-cause it

Where there is de - sire, there is gon-na be a flame Where there is a flame, some-one's bound to get burned But just be-cause it

Where there is de - sire, there is gon-na be a flame Where there is a flame, some-one's bound to get burned But just be-cause it

A G D A B<sup>m</sup>

**F**

36 *mf* (echo)

S1 It's fun-ny ceiv-ing ceiv-ing Why do we

S2 It's fun-ny ceiv-ing Why do we

A1 *mf* Fun-ny how the heart can be de- ceiv-ing More than just a cou-ple times

A2 *mf* Fun-ny how the heart can be de- ceiv-ing More than just a cou-ple times

P.S.A. A5 B5 G5 D5 A5 B5 G5 D5 A5 B5

**G**

41

S1 fall oh

S2 fall

A1 Why do we fall in love so ea-sy E-ven when it's not right

A2 Why do we fall in love so ea-sy E-ven when it's not right

P.S.A. G5 D5 A5 B5 G5 D5 A5 B5 G5 D5

I

56

S1  
try Got-ta get up and try, try, try — Got-ta get up and try, try, try

S2  
try Got-ta get up and try, try, try Got-ta get up and try, try, try

A1  
try Got-ta get up and try, try, try Got-ta get up and try, try, try

A2  
try Got-ta get up and try, try, try Got-ta get up and try, try, try

P.S.A.  
B<sup>m</sup> G D A B<sup>m</sup> G<sup>5</sup> D<sup>5</sup>

J

61

S1  
*mf* E - ver wor - ry that it might be ru - ined And

S2  
*mf* E - ver wor - ry that it might be ru - ined And

A1  
*mf* E - ver wor - ry that it might be ru - ined And

A2  
*mf* E - ver wor - ry that it might be ru - ined And

P.S.A.  
A<sup>5</sup> B<sup>5</sup> G<sup>5</sup> D<sup>5</sup> A<sup>5</sup> B<sup>5</sup> G<sup>5</sup> D<sup>5</sup> A<sup>5</sup> B<sup>5</sup>

76

S1  
flame, some-one's bound to get burned But just be-cause it burns, does-n't mean you're gon-na die You got-ta get up and try, try,

S2  
flame, some-one's bound to get burned But just be-cause it burns, does-n't mean you're gon-na die You got-ta get up and try, try,

A1  
flame, some-one's bound to get burned But just be-cause it burns, does-n't mean you're gon-na die You got-ta get up and try, try,

A2  
flame, some-one's bound to get burned But just be-cause it burns, does-n't mean you're gon-na die You got-ta get up and try, try,

P.S.A.  
A B<sup>m</sup> G D A

81

S1  
try — Got-ta get up and try, try, try — Got-ta get up and try, try, try, Got-ta get up

S2  
try — Got-ta get up and try, try, try — Got-ta get up and try, try, try, Got-ta get up

A1  
try Got-ta get up and try, try, try — Got-ta get up and try, try, try, Got-ta get up

A2  
try Got-ta get up and try, try, try — Got-ta get up and try, try, try Got-ta get up

P.S.A.  
B<sup>m</sup> G D A B<sup>m</sup>

96

S1

S2

A1

A2

P.S.A.

You got-ta get up and try, try, try Got-ta get up and try, try, try —

You got-ta get up and try, try, try Got-ta get up and try, try, try —

A5 B5 G5 D5 A5 B5 G5 D5 A5 B5

101

S1

S2

A1

A2

P.S.A.

G5 D5 A5 B5 G5 D5 A5 B5



SSAA Piano Solo Intermediate

# Try

- P!nk -

Words and Music by M. Busbee & B. West  
Arranged by Dirk Kokx  
Original Key Bm

DEMO VERSION

**A** Solid Rock ♩ = 104

Soprano 1

Soprano 2

Alto 1

Alto 2

Piano Solo Intermediate

*mp*

*mf non legato throughout*

B<sub>5</sub> G<sub>5</sub> D<sub>5</sub> A<sub>5</sub> B<sub>5</sub> B<sub>5</sub> G<sub>5</sub> D<sub>5</sub> A<sub>5</sub> B<sub>5</sub>

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C

16

S1

S2

A1

A2

P.S.I.

ne-ver ask why

ne-ver ask why

G5 D5 A5 B5 G5 D5 A5 B5 G5 D5

D

21

S1

S2

A1

A2

P.S.I.

*f* Where there is de-sire, there is gon-na be a flame Where there is a flame, some-one's bound to get burned But just be-cause it

*f* Where there is de-sire, there is gon-na be a flame Where there is a flame, some-one's bound to get burned But just be-cause it

*f* Where there is de-sire, there is gon-na be a flame Where there is a flame, some-one's bound to get burned But just be-cause it

*f* Where there is de-sire, there is gon-na be a flame Where there is a flame, some-one's bound to get burned But just be-cause it

*f* A G D A B<sup>m</sup>

**F**

36 *mf* (echo)

S1 It's fun-ny ceiv-ing ceiv-ing Why do we

S2 It's fun-ny ceiv-ing Why do we

A1 *mf* Fun-ny how the heart can be de- ceiv-ing More than just a cou-ple times

A2 *mf* Fun-ny how the heart can be de- ceiv-ing More than just a cou-ple times

P.S.I. A5 B5 G5 D5 A5 B5 G5 D5 A5 B5

**G**

41

S1 fall oh \_\_\_\_\_

S2 fall

A1 Why do we fall in love so ea- sy E- ven when it's not right

A2 Why do we fall in love so ea- sy E- ven when it's not right

P.S.I. G5 D5 A5 B5 G5 D5 A5 B5 G5 D5

I

56

S1  
try Got-ta get up and try, try, try — Got-ta get up and try, try, try

S2  
try Got-ta get up and try, try, try Got-ta get up and try, try, try

A1  
try Got-ta get up and try, try, try Got-ta get up and try, try, try

A2  
try Got-ta get up and try, try, try Got-ta get up and try, try, try

P.S.I.  
B<sup>m</sup> G D A B<sup>m</sup> G<sup>5</sup> D<sup>5</sup>

J

61

S1  
*mf* E - ver wor - ry that it might be ru - ined And

S2  
*mf* E - ver wor - ry that it might be ru - ined And

A1  
*mf* E - ver wor - ry that it might be ru - ined And

A2  
*mf* E - ver wor - ry that it might be ru - ined And

P.S.I.  
A<sup>5</sup> B<sup>5</sup> G<sup>5</sup> D<sup>5</sup> A<sup>5</sup> B<sup>5</sup> G<sup>5</sup> D<sup>5</sup> A<sup>5</sup> B<sup>5</sup>

76

S1  
flame, some-one's bound to get burned But just be-cause it burns, does-n't mean you're gon-na die You got-ta get up and try, try,

S2  
flame, some-one's bound to get burned But just be-cause it burns, does-n't mean you're gon-na die You got-ta get up and try, try,

A1  
flame, some-one's bound to get burned But just be-cause it burns, does-n't mean you're gon-na die You got-ta get up and try, try,

A2  
flame, some-one's bound to get burned But just be-cause it burns, does-n't mean you're gon-na die You got-ta get up and try, try,

P.S.I.  
A B<sup>m</sup> G D A

81

S1  
try — Got-ta get up and try, try, try — Got-ta get up and try, try, try, Got-ta get up

S2  
try — Got-ta get up and try, try, try — Got-ta get up and try, try, try, Got-ta get up

A1  
try Got-ta get up and try, try, try — Got-ta get up and try, try, try, Got-ta get up

A2  
try Got-ta get up and try, try, try — Got-ta get up and try, try, try Got-ta get up

P.S.I.  
B<sup>m</sup> G D A B<sup>m</sup>

96

S1

S2

A1

A2

P.S.I.

oo

You got - ta get up and try, try, try Got - ta get up and try, try, try

A5 B5 G5 D5 A5 B5 G5 D5 A5 B5

101

S1

S2

A1

A2

P.S.I.

G5 D5 A5 B5 G5 D5 A5 B5



SSAA

# Try

- P!nk -

Words and Music by M. Busbee & B. West  
Arranged by Dirk Kokx  
Original Key Bm

**A** Solid Rock ♩ = 104

**B**

Soprano 1

Soprano 2

Alto 1

Alto 2

E - ver won - der 'bout what he's do - ing

E - ver won - der 'bout what he's do - ing

12

S1

S2

A1

A2

How it's all turned to lies Some-times I think that it's bet-ter, to ne-ver ask why

How it's all turned to lies Some-times I think that it's bet-ter, to ne-ver ask why

E

F

32

S1 and try, try, try It's fun-ny

S2 and try, try, try It's fun-ny

A1 and try, try, try Fun-ny how the heart can be de-

A2 and try, try, try Fun-ny how the heart can be de-

*mf*

*mf*

*mf*

*mf*

38

S1 (echo) ceiv-ing ceiv-ing Why do we fall

S2 (echo) ceiv-ing Why do we fall

A1 ceiv-ing More than just a cou-ple times Why do we fall in love so

A2 ceiv-ing More than just a cou-ple times Why do we fall in love so

*mf*

G

42

S1 oh \_\_\_\_\_ Where there is de-

S2 Where there is de-

A1 ea-sy E-ven when it's not right Where there is de-

A2 ea-sy E-ven when it's not right Where there is de-

*f*

*f*

*f*

*f*

J

61 **3** *mf*

S1 E - ver wor - ry that it might be ru - ined And does it make you wan - na cry

S2 E - ver wor - ry that it might be ru - ined And does it make you wan - na cry

A1 E - ver wor - ry that it might be ru - ined And does it make you wan - na cry

A2 E - ver wor - ry that it might be ru - ined And does it make you wan - na cry

67

S1 When you're out there do - ing what you're do - ing Are you just get - ting by

S2 When you're out there do - ing what you're do - ing Are you just get - ting by

A1 When you're out there do - ing what you're do - ing Are you just get - ting by

A2 When you're out there do - ing what you're do - ing Are you just get - ting by

K

71

S1 Tell me are you just get - ting by, by, by Where there is de - sire, there is gon - na be a

S2 Tell me are you just get - ting by, by, by Where there is de - sire, there is gon - na be a

A1 Tell me are you just get - ting by, by, by Where there is de - sire, there is gon - na be a

A2 Tell me are you just get - ting by, by, by Where there is de - sire, there is gon - na be a

87

S1  
try — Got-ta get up — try, try, You got-ta get up and try, try, try — Got-ta get up

S2  
try — Got-ta get up and try, try, try, You got-ta get up and try, try, try Got-ta get up

A1  
try — Got-ta get up and try, try, try, You got-ta get up and try, try, try — Got-ta get up

A2  
try — Got-ta get up and try, try, try Got-ta get up and try, try, try — Got-ta get up

92

**L** a few singers only

S1  
and try, try, try — oh —

S2  
and try, try, try You got-ta get up

A1  
and try, try, try You got-ta get up

A2  
and try, try, try

97

S1  
oo —

S2  
and try, try, try Got-ta get up and try, try, try —

A1  
and try, try, try Got-ta get up and try, try, try —

A2

4 4 4 4

# Try

- P!nk -

Words and Music by M. Busbee & B. West  
Arranged by Dirk Kokx  
Original Key Bm

**A** Solid Rock ♩ = 104

C Instr.  **4**  
*mp*


**B** **C** **D**

 **8** **11**  
*mp*

**E** **F** **G**

 **8**  
*mp*

**H**


 **46**  
*f*

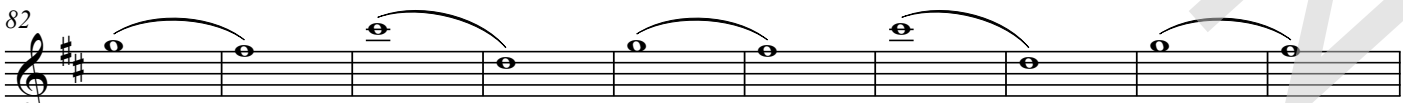
 **53**

**I** **J**

 **optional solo** **10**  
*mf*

**K**

 **74**  
*f*

 **82**

**L**

 **8**  
*mp*

# Try

- P!nk -

Words and Music by M. Busbee & B. West  
Arranged by Dirk Kokx  
Original Key Bm

**A** Solid Rock ♩ = 104

Bb Instr. 

**B** **C** **D**

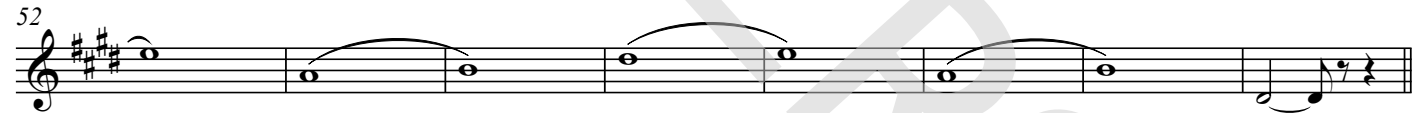


**E** **F** **G**



**H**

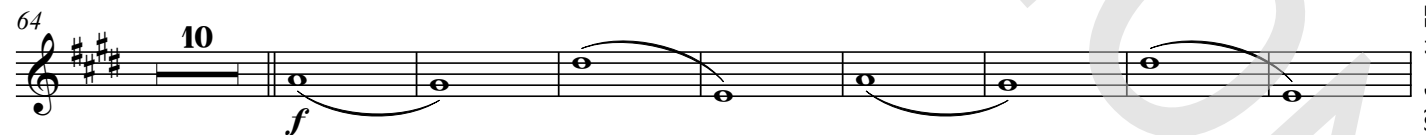




**I**



**J** **K**





**L**



# Try

- P!nk -


Words and Music by M. Busbee & B. West  
Arranged by Dirk Kokx  
Original Key Bm

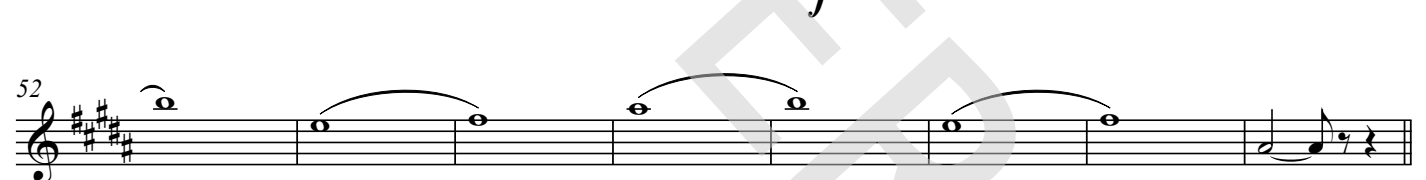
**A** Solid Rock ♩ = 104

E♭ Instr. 

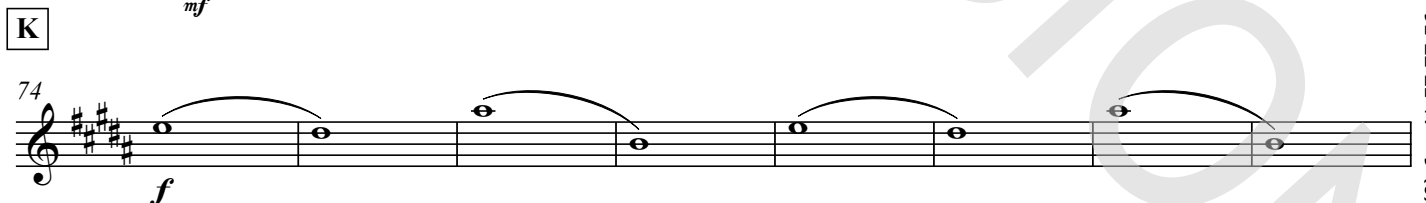
**B** **C** **D**  

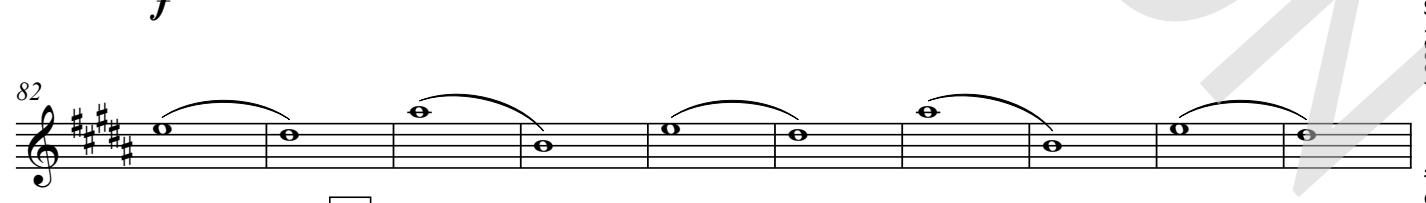

**E** **F** **G**  


**H**  




**I** **J**  


**K**  




**L**  




# Try

- P!nk -

Words and Music by M. Busbee & B. West  
Arranged by Dirk Kokx  
Original Key Bm

**A** Solid Rock ♩ = 104

B5 G5 D5 A5 B5 B5 G5 D5 A5 B5

*mf non legato throughout*

**B**

6 B5 G5 D5 A5 B5 G5 D5 A5 B5 G5 D5

11 A5 B5 G5 D5 A5 B5 G5 D5 A5 B5

**C**

16 G5 D5 A5 B5 G5 D5 A5 B5 G5 D5

**D**

21 A G D A B<sup>m</sup>

# Try

- P!nk -

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**A** Solid Rock ♩ = 104

Chords: B<sub>5</sub>, G<sub>5</sub> D<sub>5</sub>, A<sub>5</sub> B<sub>5</sub> B<sub>5</sub>, G<sub>5</sub> D<sub>5</sub>, A<sub>5</sub> B<sub>5</sub>

*mp* *mf non legato throughout*

**B**

Chords: B<sub>5</sub>, G<sub>5</sub> D<sub>5</sub>, A<sub>5</sub> B<sub>5</sub>, G<sub>5</sub> D<sub>5</sub>, A<sub>5</sub> B<sub>5</sub>, G<sub>5</sub> D<sub>5</sub>

11

Chords: A<sub>5</sub> B<sub>5</sub>, G<sub>5</sub> D<sub>5</sub>, A<sub>5</sub> B<sub>5</sub>, G<sub>5</sub> D<sub>5</sub>, A<sub>5</sub> B<sub>5</sub>

**C**

Chords: G<sub>5</sub> D<sub>5</sub>, A<sub>5</sub> B<sub>5</sub>, G<sub>5</sub> D<sub>5</sub>, A<sub>5</sub> B<sub>5</sub>, G<sub>5</sub> D<sub>5</sub>

**D**

Chords: A, G, D, A, B<sup>m</sup>

21 *f*

# Try

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Original Key Bm

**A** Solid Rock ♩ = 104

*mp* *mf non legato throughout*

B<sup>5</sup> G<sup>5</sup> D<sup>5</sup> A<sup>5</sup> B<sup>5</sup> B<sup>5</sup> G<sup>5</sup> D<sup>5</sup> A<sup>5</sup> B<sup>5</sup>

**B**

6 B<sup>5</sup> G<sup>5</sup> D<sup>5</sup> A<sup>5</sup> B<sup>5</sup> G<sup>5</sup> D<sup>5</sup> A<sup>5</sup> B<sup>5</sup> G<sup>5</sup> D<sup>5</sup>

11 A<sup>5</sup> B<sup>5</sup> G<sup>5</sup> D<sup>5</sup> A<sup>5</sup> B<sup>5</sup> G<sup>5</sup> D<sup>5</sup> A<sup>5</sup> B<sup>5</sup>

**C**

16 G<sup>5</sup> D<sup>5</sup> A<sup>5</sup> B<sup>5</sup> G<sup>5</sup> D<sup>5</sup> A<sup>5</sup> B<sup>5</sup> G<sup>5</sup> D<sup>5</sup> A<sup>5</sup> B<sup>5</sup>

**D**

21 *f* A G D A B<sup>m</sup>

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Soft Pad *pp* *p*

*ppp* 8<sup>va</sup>

**B**

**C**

8 (8<sup>va</sup>)

Soft Pad *pp* *p*

**D**

22 Distorted analog lead sound (square)

*f*

Synth. Pad

**E**

**F**

33 Soft Pad

*p*

Soft Pad

**G**

**H**

45 *ppp* 8<sup>va</sup>

*p*

Distorted analog lead sound (square)

*f*

Synth. Pad

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Guitar

8 **B5** **G5 D5** **A5 B5** **G5 D5**  
*El. Guitar (right hand mute)*

9 **A5** **B5** **G5 D5** **A5 B5**

14 **G5 D5** **A5 B5** **G5 D5** **A**

**D**

22 **G** **D** **A** **B<sup>m</sup>** **G** **D** **A** **B<sup>m</sup>** **G** **D** **A**  
*Distortion*  
*open, full chords*

**E**

33 **B<sup>m</sup>** **G5 D5** **A5 B5** **G5 D5** **A5 B5** **G5 D5** **A5 B5**  
*El. Guitar (right hand mute)* *Distortion (muted)*

39 **G5 D5** **A5 B5** **G5 D5** **A5 B5** **G5 D5**  
*Distortion (muted)*

**G**

44 **A5 B5** **G5 D5** **A5 B5** **G5 D5** **A**  
*Distortion (muted)*

# Try

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Original Key Bm

**A** Solid Rock ♩ = 104

Bass Guitar

B5 G5 D5 A5 B5 B5 G5 D5 A5 B5

*mp*

**B**

6 B5 G5 D5 A5 B5 G5 D5 A5 B5 G5 D5 A5 B5

**C**

12 G5 D5 A5 B5 G5 D5 A

*f*

**D**

22 G D A B<sup>m</sup> G D

**E**

28 A B<sup>m</sup> G D A B<sup>m</sup> G5 D5

*mp*

**F**

34 A5 B5 G5 D5 A5 B5 G5 D5 A5 B5 G5 D5

**G**

40 A5 B5 G5 D5 A5 B5 G5 D5 A5 B5 G5 D5

# Drumkit/Percussion

Hi-Hat closed  
Hi-Hat open  
High Tom  
Mid Tom  
Low Tom  
Floor Tom  
Ride Cymbal  
Ride Bell/Cup  
Crash Cymbal  
Splash Cymbal  
Triangle mute  
Bassdrum (Kick)  
Shareclick  
Hi-Hat Foot  
Tambourine Beating  
Triangle open

- Shaker (eggs)
- Claves
- High Timbale
- Sleigh Bells
- Bell Tree
- Maracas
- Wind Chimes

Handclap  
Guiro  
Woodblock High  
Timbale Low  
Agogo High  
Cowbell  
Conga Cabasa  
Woodblock Low  
Agogo Low

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Drums

The drum notation is written on a single staff with a treble clef and a 4/4 time signature. It features various rhythmic patterns including eighth and sixteenth notes, rests, and accents. Section A begins with a 4-measure rest, then enters with a consistent rock beat. Section B ends with a 2-measure rest. Section C includes accents on certain notes. Section D has a 'sim.' marking and a 'f' dynamic. Section E and F continue the main rhythmic motif. Section G concludes with a final rhythmic flourish.

9

15

21

27

33

39

*mp*

*f*

*sim.*

**B**

**C**

**D**

**E**

**F**

# Drumkit/Percussion

Hi-Hat closed  
Hi-Hat open  
High Tom  
Mid Tom  
Low Tom  
Floor Tom  
Ride Cymbal  
Ride Bell/Cup  
Crash Cymbal  
Splash Cymbal  
Triangle mute  
Bassdrum (Kick)  
Shareclick  
Hi-Hat Foot  
Tambourine Beating  
Triangle open

- Shaker (eggs)
- Claves
- High Timbale
- Sleigh Bells
- Bell Tree
- Maracas
- Wind Chimes

Cowbell  
Handclap  
Conga Cabasa  
Guiro  
Woodblock High  
Woodblock Low  
Timbale Low  
Agogo High  
Agogo Low

Percussion

# Try

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**A** Solid Rock ♩ = 104 **B** **C** **D**

Percussion

7 El. snare hit **E** *mp* **F** **G** **H** *f* Shaker & Claps

26 Shaker & Claps

51 **I** **J**

57 **K** 4 10

74 Shaker & Claps

81 **L**

88 12

# Try

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Original Key Bm

**A** Solid Rock ♩ = 104

B<sup>5</sup> G<sup>5</sup> D<sup>5</sup> A<sup>5</sup> B<sup>5</sup> B<sup>5</sup> G<sup>5</sup> D<sup>5</sup>

**B**

A<sup>5</sup> B<sup>5</sup> G<sup>5</sup> D<sup>5</sup> A<sup>5</sup> B<sup>5</sup> G<sup>5</sup> D<sup>5</sup> A<sup>5</sup> B<sup>5</sup>

E - ver won - der 'bout what he's do - ing

G<sup>5</sup> D<sup>5</sup> A<sup>5</sup> B<sup>5</sup> G<sup>5</sup> D<sup>5</sup> A<sup>5</sup> B<sup>5</sup> G<sup>5</sup> D<sup>5</sup> A<sup>5</sup> B<sup>5</sup>

How it's all turned to lies Some-times I think that it's bet-ter, to ne-ver ask why

**C**

G<sup>5</sup> D<sup>5</sup> A<sup>5</sup> B<sup>5</sup> G<sup>5</sup> D<sup>5</sup> A G D

Where there is de - sire, there is gon-na be a flame Where there is a

A B<sup>m</sup> G

flame, some-one's bound to get burned But just be-cause it burns, does - n't mean you're gon - na

D A B<sup>m</sup> G D

die You got-ta get up and try, try, try Got-ta get up and try, try, try — Got-ta get up

**Try**  
- P!nk -

*Words and Music by M. Busbee & B. West  
Arranged by Dirk Kokx  
Original Key Bm*

A

B

Ever wonder 'bout what he's doing  
How it's all turned to lies  
Sometimes I think that it's better,  
To never ask why

C

D

Where there is desire, there is gonna be a flame  
Where there is a flame, someone's bound to get burned  
But just because it burns, doesn't mean you're gonna die  
You gotta get up and try, try, try  
Gotta get up and try, try, try  
Gotta get up and try, try, try

E

F

Funny how the heart can be deceiving  
More than just a couple times  
Why do we fall in love so easy  
Even when it's not right

G

H

Where there is desire, there is gonna be a flame  
Where there is a flame, someone's bound to get burned  
But just because it burns, doesn't mean you're gonna die  
You gotta get up and try, try, try  
Gotta get up and try, try, try  
Gotta get up and try, try, try

I

J

Ever worry that it might be ruined  
And does it make you wanna cry  
When you're out there doing what you're doing  
Are you just getting by  
Tell me are you just getting by, by, by

K

Where there is desire, there is gonna be a flame  
Where there is a flame, someone's bound to get burned  
But just because it burns, doesn't mean you're gonna die  
You gotta get up and try, try, try  
Gotta get up and try, try, try  
Gotta get up and try, try, try

Gotta get up and try, try, try  
Gotta get up and try, try, try  
You gotta get up and try, try, try  
Gotta get up and try, try, try

L

You gotta get up and try, try, try  
Gotta get up and try, try, try