



Dreamer - SATB

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Dreamer

- Supertramp -

Words and Music by Rick Davies, Roger Hodgson
Arranged by Christian Blaha
Original Key

With a vivid anticipation ♩ = 148

A

B

DEMO

Soprano

Alto

Tenor

Bass

C. Instr.

Piano Combo

Synthesizer

Guitar

Bass Guitar

Drum Set

Percussion

8va optional

Drea - mer, you know you are a drea - mer Well can you put your hands in your head? Oh no! I said

Drea - mer, you know you are a drea - mer Well can you put your hands in your head? Oh no! I said

Wurlitzer piano

fp

Vibraphone

Let ring

D D A^{7sus4} A⁷ D A^{7sus4} A⁷ C F^{maj7} G

Dreamer 3

SATB Combo C

F

31

S: So now you put your head in your hands, oh no! Wool! I said

A: So now you put your head in your hands, oh no! Wool! I said

T: I said

B: I said

C: A^{7sus4} A⁷ C Fmaj⁷ G D A^{7sus4} A⁷ D A^{7sus4} A⁷ C Fmaj⁷ G

P.C.

Synth.

Gtr.

Bass

D. S. Toms optional, when no Timbales are available (sim. throughout the score)

Perc. High timbale Low timbale

G

40

S: "Far out!" What a day, a year, a life it is! You know, well, you know you had it co-min' to you, Now there's not a

A: "Far out!" What a day, a year, a life it is! You know, well, you know you had it co-min' to you, Now there's not a

T: "Far out!" You know,

B: "Far out!" You know,

C: A^b B^{add9} G^m C A^b B^{add9} G^m C G^m

P.C.

Synth. Jazz Organ

Gtr.

Bass

D. S.

Perc. High woodblock Low woodblock

Dreamer 5

SATB Combo C

I

64 all voices and instruments gradually getting intenser until rehearsal mark M

S
You can see a-ny-thing you want, boy oh we we we You can be a-ny-one, ce-le-brate, boy oh we we we

A
You can see a-ny-thing you want, boy oh we we we You can be a-ny-one, ce-le-brate, boy oh we we we

T
I could see some-thing oh we we we If I could be some-one oh we we we Well, if I can do some-thing

B
I could see some-thing we we we we we we we If I could be some-one we we we we we we we Well, if I can do some-thing

C
C B^badd9/C C

P.C.

Synth.

Gtr.

Bass

D. S.

Perc.

73 Falsetto all voices

S
You can do some-thing we we Well, can you do some-thing out of this world? ah

A
You can do some-thing we we we Well, can you do some-thing out of this world? ah

T
if I can do a-ny-thing we we we oh we we we oh

B
if I can do a-ny-thing we we we we we we oh we we we we we we we oh

C
B^badd9/C

P.C.

Synth.

Gtr.

Bass

D. S.

Perc.

Dreamer 7

SATB Combo C

L

101

Stop Falsetto

S: Drea - mer! on and on

A: a - - - long Drea - mer! on and on

T: On and come on and dream and dream a - long Come on and dream and dream a - long__

B: Drea - mer, come on and dream and dream a - long Come on and dream and dream a - long__

C: B^bmaj7 B^bsus2 B^bmaj7 C/B^b B^bmaj7 B^bsus2 F/C C F/C C F/C C F/C C

P.C.

Synth. Polysynth

Gtr.

Bass

D. S. 2

Perc.

M

108

S: de de de de de de de de de de de de de de de de Drea - - - mer, you know you are a

A: de de de de de de de de de de de de de de de de Drea - - - mer, you know you are a

T: Come on and dream and dream a - long Come on and dream and dream a - long Come on and dream and dream a - long__

B: Come on and dream and dream a - long Come on and dream and dream a - long Come on and dream and dream a - long__

C: B^bmaj7 C/B^b B^bmaj7 B^bsus2 B^bmaj7 C/B^b B^bmaj7 B^bsus2 D A⁷sus4 A⁷

P.C.

Synth.

Gtr.

Bass

D. S. 2

Perc. Crash cymbal Tambourine

Dreamer

- Supertramp -

Words and Music by Rick Davies, Roger Hodgson
Arranged by Christian Blaha
Original Key

With a vivid anticipation ♩ = 148

A

B

DEMO

Soprano

Alto

Tenor

Bass

Bb Instr.

Piano Combo

Synthesizer

Guitar

Bass Guitar

Drum Set

Percussion

Wurlitzer piano
fp

Vibraphone
Let ring

Bva optional

Drea - mer, you know you are a drea - mer Well can you put your hands in your head? Oh no! I said

Drea - mer, you know you are a drea - mer Well can you put your hands in your head? Oh no! I said

D A^{7sus4} A⁷ D A^{7sus4} A⁷ C Fmaj7 G

Dreamer 3

SATB Combo Bb

F

31

S: So now you put your head in your hands, oh no! Woo! I said

A: So now you put your head in your hands, oh no! Woo! I said

T: I said

B: I said

Bb: A^{7sus4} A⁷ C F^{maj7} G D A^{7sus4} A⁷ D A^{7sus4} A⁷ C F^{maj7} G

P.C.

Synth.

Gtr.

Bass

D. S.

Perc.

Toms optional, when no Timbales are available (sim. throughout the score)

High timbale

Low timbale

G

40

S: "Far _____ out!" What a day, a year, a life it is! You _____ know, well, you know you had it co-min' to you, Now there's not a

A: "Far _____ out!" What a day, a year, a life it is! You _____ know, well, you know you had it co-min' to you, Now there's not a

T: "Far _____ out!" You _____ know,

B: "Far _____ out!" You _____ know,

Bb: A^b B^{add9} G^m C A^b B^{add9} G^m C G^m

P.C.

Synth.

Gtr.

Bass

D. S.

Perc.

High woodblock

Low woodblock

Dreamer 5

SATB Combo Bb

I

64 all voices and instruments gradually getting intenser until rehearsal mark M

S
You can see a-ny-thing you want, boy oh we we we You can be a-ny-one, ce-le-brate, boy oh we we we You can do something

A
You can see a-ny-thing you want, boy oh we we we You can be a-ny-one, ce-le-brate, boy oh we we we You can do something

T
I could see some-thing oh we we we If I could be some - one oh we we we Well, if I can do some-thing if

B
I could see some-thing we we we we we we we we If I could be some - one we we we we we we we we Well, if I can do some-thing if

Bb

P.C.
C B^{add9}/C C

Synth.

Gtr.

Bass

D. S.

Perc.

J

Falsetto all voices

S
we we Well, can you do some-thing out of this world? ah

A
we we we Well, can you do some-thing out of this world? ah

T
I can do a-ny-thing we we we oh we we we oh Take a

B
I can do a-ny-thing we we we we we we oh we we we we we we we oh Take a

Bb

P.C.
B^{add9}/C C C^{sus2}

Synth.

Gtr.

Bass

D. S.

Perc.

Conga (ad lib.)

Dreamer 7
SATB Combo Bb

L

101

Stop Falsetto

S. Drea - mer! on and on

A. a - - - long Drea - mer! on and on

T. On and come on and dream and dream a - long Come on and dream and dream a - long _

B. Drea - mer, come on and dream and dream a - long Come on and dream and dream a - long _

Bb. B^bmaj7 B^bsus2 B^bmaj7 C/B^b B^bmaj7 B^bsus2 F/C C F/C C F/C C F/C C

P.C.

Synth. Polysynth Polysynth

Gtr.

Bass

D. S. 2 2

Perc.

M

108

S de de de de de de de de de de de de Drea - - mer, you know you are a

A de de de de de de de de de de de de Drea - - mer, you know you are a

T Come on and dream and dream a - long Come on and dream and dream a - long Come on and dream and dream a - long _

B Come on and dream and dream a - long Come on and dream and dream a - long Come on and dream and dream a - long _

Bb B^bmaj7 C/B^b B^bmaj7 B^bsus2 B^bmaj7 C/B^b B^bmaj7 B^bsus2 D A⁷sus4 A⁷

P.C.

Synth.

Gtr.

Bass

D. S. 2 2 Crash cymbal

Perc. Tambourine

Dreamer

- Supertramp -

Words and Music by Rick Davies, Roger Hodgson
Arranged by Christian Blaha
Original Key

With a vivid anticipation ♩ = 148

A

B

DEMO

Soprano

Alto

Tenor

Bass

E♭ Instr.

Piano Combo

Synthesizer

Guitar

Bass Guitar

Drum Set

Percussion

8va optional

Drea - mer, you know you are a drea - mer Well can you put your hands in your head? Oh no! I said

Drea - mer, you know you are a drea - mer Well can you put your hands in your head? Oh no! I said

Wurlizer piano

fp

Vibraphone

Let ring

D A^{7sus4} A⁷ D A^{7sus4} A⁷ C Fmaj7 G

Dreamer 3

SATB Combo Eb

F

31

S: So now you put your head in your hands, oh no! Woo! I said

A: So now you put your head in your hands, oh no! Woo! I said

T: I said

B: I said

Eb: A^{7sus4} A⁷ C F^{maj7} G D A^{7sus4} A⁷ D A^{7sus4} A⁷ C F^{maj7} G

P.C.

Synth.

Gtr.

Bass

D. S.

Perc.

Toms optional, when no Timbales are available (sim. throughout the score) >

High timbale

Low timbale

G

40

S: "Far out!" What a day, a year, a life it is! You know, well, you know you had it co-min' to you, Now there's not a

A: "Far out!" What a day, a year, a life it is! You know, well, you know you had it co-min' to you, Now there's not a

T: "Far out!" You know,

B: "Far out!" You know,

Eb: A^b B^{add9} G^m C A^b B^{add9} G^m C G^m

P.C.

Synth.

Gtr.

Bass

D. S.

Perc.

High woodblock

Low woodblock

High woodblock

Low woodblock

I

all voices and instruments gradually getting intenser until rehearsal mark M

64

S: You can see a-ny-thing you want, boy oh we we we You can be a-ny-one, ce-le-brate, boy oh we we we You can do something

A: You can see a-ny-thing you want, boy oh we we we You can be a-ny-one, ce-le-brate, boy oh we we we You can do something

T: I could see some-thing oh we we we If I could be some - one oh we we we Well, if I can do some-thing if

B: I could see some-thing we we we we we we we If I could be some - one we we we we we we we Well, if I can do some-thing if

Eb: C B^{add9}/C C

P.C.

Synth.

Gtr.

Bass

D. S.

Perc.

J

Falsetto all voices

74

S: we we Well, can you do some-thing out of this world? ah

A: we we we Well, can you do some-thing out of this world? ah

T: I can do a-ny-thing we we we oh we we we oh Take a

B: I can do a-ny-thing we we we we we we oh we we we we we we we oh Take a

Eb: B^{add9}/C C C^{sus2}

P.C.

Synth.

Gtr.

Bass

D. S.

Perc.

Conga (ad lib.)

Dreamer 7
SATB Combo Eb

L

101

S. *Stop Falsetto*

A. Drea - mer! on and on

T. a - - - long Drea - mer! on and on

B. On and come on and dream and dream a - long Come on and dream and dream a - long

Eb. Drea - mer, come on and dream and dream a - long Come on and dream and dream a - long

P.C. B^bmaj7 B^bsus2 B^bmaj7 C/B^b B^bmaj7 B^bsus2 F/C C F/C C F/C C F/C C

Synth. Polysynth Polysynth

Gtr.

Bass

D. S. 2 2

Perc.

M

The musical score for "DREAM" by The Lumineers is presented in a multi-staff format. It includes parts for Soprano (S), Alto (A), Tenor (T), Bass (B), Eb horn, Piano/Contra Bass (P.C.), Synthesizer (Synth.), Guitar (Gtr.), Bass, Drums (D.S.), and Percussion (Perc.).

- Vocal Parts:**
 - Soprano (S) and Alto (A):** Sing the chorus melody. Lyrics include "de de de de de de de de de de de de de de de de de de Drea - - mer, you know you are a".
 - Tenor (T) and Bass (B):** Sing the verse melody. Lyrics include "Come on and dream and dream a - long Come on and dream and dream a - long Come on and dream and dream a - long_".
- Eb Horn:** Plays a melodic line corresponding to the vocal harmonies.
- Piano/Contra Bass (P.C.):** Provides harmonic support with chords and bass lines. Chord symbols like Bbmaj7, C/Bb, Bbmaj7, Bbsus2, Bbmaj7, C/Bb, Bbmaj7, Bbsus2, D, A7sus4, and A7 are indicated above the staff.
- Synthesizer (Synth.):** Adds texture with sustained chords and arpeggiated patterns.
- Guitar (Gtr.):** Features a rhythmic pattern in the verse and a more melodic line in the chorus.
- Bass:** Provides a steady, driving bass line throughout the song.
- Drums (D.S.):** Includes a snare drum part with double bar lines indicating specific rhythms.
- Percussion (Perc.):** Features a tambourine part and a crash cymbal hit.

The score is written in G major (one sharp) and 4/4 time. The tempo is marked as "Moderato". The key signature changes from one sharp (F#) to two sharps (C# and F#) at the end of the first system.



SATB 4 extra staves

Dreamer

- Supert ramp -

Words and Music by Rick Davies, Roger Hodgson
Arranged by Christian Blaha

Original Key

With a vivid anticipation $\text{♩} = 148$

A

B

C

Suprano

Alto

Tenore

Basso

1

2

3

4

D *Murder piano*

D A7sus4 A7 D A7sus4 A7 C Emaj7 G D A7sus4 A7 D A7sus4 A7

fp

Let ring

Vibraphone

Guitar

Bass Guitar

Drum Set

Percussion

See original!

Drea - mer, you know you are a drea - mer Well can you put your hands in your head? Oh no! I said drea - mer you're no-thing but a drea - mer Well can you put your

Drea - mer, you know you are a drea - mer Well can you put your hands in your head? Oh no! I said drea - mer you're no-thing but a drea - mer Well can you put your

E

F

Dreamer 3

SATB 4 extra slaves

27

S Drea - mer, you stu-pid lit-tle drea - mer So now you put your head in your hands, oh no! Woo!

A Drea - mer, you stu-pid lit-tle drea - mer So now you put your head in your hands, oh no! Woo!

T lot I can do

B lot I can do

1

2

3

4

P.C. C D A⁷sus⁴ A⁷ D A⁷sus⁴ A⁷ C Fmaj⁷ G D A⁷sus⁴ A⁷ D A⁷sus⁴ A⁷ C

Synth.

E1, Muted Guitar gradually add effect

Gtr. 8

Bass

D. S.

Perc. High timbale Low timbale

Toms optional, when no Timbales are available (sim. throughout the score) >

2

50 all voices and instruments very softly

Score for Dreamer 5, SATB 4 extra staves. The score includes staves for Soprano (S), Alto (A), Tenor (T), Bass (B), and four additional staves (1, 2, 3, 4). The instrumentation includes Piano (P.C.), Synth., Jazz Organ, Brass/C, C, and Percussion (Cobasa, High timbale, Low timbale). The score is marked with dynamics such as *fp* and *as written*. The lyrics are: "work it out some - day", "Oh we we we", and "work it out some - day". The score continues including n 124.

Score for Dreamer 5, SATB 4 extra staves. The score includes staves for Soprano (S), Alto (A), Tenor (T), Bass (B), and four additional staves (1, 2, 3, 4). The instrumentation includes Piano (P.C.), Synth., Jazz Organ, Brass/C, C, and Percussion (Cobasa, High timbale, Low timbale). The score is marked with dynamics such as *fp* and *as written*. The lyrics are: "work it out some - day", "Oh we we we", and "work it out some - day". The score continues including n 124.

Dreamer 7

SATB 4 extra staves

Falsetto all voices

J

S — we we You can do some-thing we we Well, can you do some-thing out of this— world? ah —————

A — we we You can do some-thing we we Well, can you do some-thing out of this— world? ah —————

T I can do some-thing If I can do a-ny-thing — we we ————— oh ————— we we oh ————— Take ————— a

B I can do some-thing If I can do a-ny-thing we we we ————— we we oh we we we we oh ————— Take ————— a

1

2

3

4

P.C. C Bands/C C C sus2

Synth.

Gtr. 8

Bass

D. S. 2 2 2 Conga (ad lib)

Perc.

K

L

Dreamer 9

SATB 4 extra slaves

96

Song Faheeto

S. long ————— Drea - meri on and on

A. long ————— dream ————— a - - - long ————— Drea - meri on and on

T. long ————— dream ————— a - long ————— On and come on and dream and dream a - long Come on and dream and dream a - long

B. long ————— dream ————— a long ————— Drea - meri come on and dream and dream a - long Come on and dream and dream a - long

1

2

3

4

C F/C F/C C F/C C Bma7 C/B> Bma7 Bsus2 Bma7 C/B> Bma7 Bsus2 F/C C F/C C F/C C

P.C. Polysynth Polysynth

Synth.

Gtr.

Bass

D. S.

Perc.

ORIGINAL DO NOT COPY

Sheet music for the song "Dreamer 11" (SATB 4 extra staves). The score is written for Soprano (S), Alto (A), Tenor (T), Bass (B), and four additional staves (1, 2, 3, 4). The key signature is one sharp (F#) and the time signature is 4/4.

Lyrics:

S: I said Drea - mer, you know you are a drea - mer Well can you put your hands in your head? Oh noi Oh noi
A: I said Drea - mer, you know you are a drea - mer Well can you put your hands in your head? Oh noi Oh noi
T: I said Drea - mer, you know you are a drea - mer Well can you put your hands in your head? Oh noi Oh noi
B: I said Drea - mer, you know you are a drea - mer Well can you put your hands in your head? Oh noi Oh noi

Chorus:

1: Come on and dream and dream a - long - Come on and dream and dream a - long
2: Come on and dream and dream a - long - Come on and dream and dream a - long
3: Come on and dream and dream a - long - Come on and dream and dream a - long
4: Come on and dream and dream a - long - Come on and dream and dream a - long

Instrumental parts:

- P.C. (Piano/Conductor):** F#m7, G, D, A7sus4, A7, D, A7sus4, A7, C, F#m7, G, F#m7, G. Includes markings: "repeat until gradual fade-out" and "8-measure piano small notes".
- Synth. (Synthesizer):** Includes markings: "repeat until gradual fade-out" and "8-measure piano small notes".
- Gtr. (Guitar):** Includes markings: "repeat until gradual fade-out" and "8-measure piano small notes".
- Bass:** Includes markings: "repeat until gradual fade-out" and "8-measure piano small notes".
- D. S. (Drum Set):** Includes markings: "repeat until gradual fade-out" and "8-measure piano small notes".
- Perc. (Percussion):** Includes markings: "repeat until gradual fade-out" and "8-measure piano small notes".

Other markings:

- Crash cymbal**
- China cymbal**
- Vibraphone**

Dreamer

- Supertramp -

Words and Music by Rick Davies, Roger Hodgson
Arranged by Christian Blaha
Original Key

With a vivid anticipation ♩ = 148

A

B

Soprano

Alto

Tenor

Bass

Piano Combo

Guitar

Bass Guitar

Drum Set

Percussion

Wurlitzer piano
fp

8va optional

Drea - mer, you know you are a drea - mer

Drea - mer, you know you are a drea - mer

D A^{7sus4} A⁷ D

22

S You know, Drea - mer,

A You know, Drea - mer,

T You know, well, you know you had it co-min' to you Now there's not a lot I can do

B You know, well, you know you had it co-min' to you Now there's not a lot I can do

P.C. A^b B^badd9 G^m C G^m C D

Gtr. El. Muted Guitar

Bass

D. S.

Perc.

F

29

S you stu-pid lit-tle drea - mer So now you put your head in your hands, oh no! Woo!

A you stu-pid lit-tle drea - mer So now you put your head in your hands, oh no! Woo!

T

B

P.C. A⁷sus4 A⁷ D A⁷sus4 A⁷ C F^{maj7} G D A⁷sus4 A⁷

Gtr. gradually add effect

Bass

D. S. Toms optional, when no Timbales are available (sim. throughout the score)

Perc. High timbale Low timbale

H

50 *all voices and instruments very softly*

S do

A do

T

B

P.C. C B^badd9/C C

Gtr.

Bass

D. S. 2 2

Perc. *Cabasa* *High timbale* *Low timbale*
Continue including m 124

57

S *fp* Oh we

A Oh we we we we we we we we

T *as written* work it out some - day Oh we we we we we we we we If

B work it out some - day Oh *fp* we If

P.C. B^badd9/C

Gtr.

Bass

D. S. 2 2

Perc.

J

Falsetto all voices

77

S *— world? — ah — Take a dream on a*

A *— world? — ah — Take a dream on a*

T *— we we we oh — Take — a dream on*

B *oh we we we we we we we oh — Take — a dream on*

P.C. *C Csus2 C Csus2 C*

Gtr.

Bass

D. S. *2 Conga (ad lib.)*

Perc.

84

S *Sun - day — Take a life, take a ho - li - day —*

A *Sun - day — Take a life, take a ho - li - day —*

T *Sun - day — Take a life, a ho - li - day — Take —*

B *Sun - - - day — Take a life, a ho - li - day —*

P.C. *B^b6/C B^b/C B^bmaj7/C C F/C C*

Gtr.

Bass

D. S. *2 Conga (ad lib.)*

Perc.

106

S
on and on de de de de de de de de de de de de de de de de de

A
on and on de de de de de de de de de de de de de de de de de

T
Come on and dream and dream a - long Come on and dream and dream a - long Come on and dream and dream a - long

B
Come on and dream and dream a - long Come on and dream and dream a - long Come on and dream and dream a - long

F/C C F/C C B^bmaj7 C/B^b B^bmaj7 B^bsus2 B^bmaj7 C/B^b B^bmaj7 B^bsus2

P.C.

Gtr.

Bass

D. S.

Perc.

M

112

S
Drea - - mer, you know you are a drea - - mer Well can you put your hands in your head? Oh

A
Drea - - mer, you know you are a drea - - mer Well can you put your hands in your head? Oh

T
Come on and dream and dream a - long _ Come on and dream and dream a - long _ come on _

B
Come on and dream and dream a - long _ Come on and dream and dream a - long _ come on _

D A⁷sus4 A⁷ D A⁷sus4 A⁷ C

P.C.

Gtr.

Bass
Crash cymbal

D. S.

Perc.
Tambourine

*Words and Music by Rick Davies, Roger Hodgson
Arranged by Christian Blaha
Original Key*

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E

22

S You know, Drea - mer, you stu - pid lit - tle drea - mer

A You know, Drea - mer, you stu - pid lit - tle drea - mer

T You know, well, you know you had it co - min' to you Now there's not a lot I can do

B You know, well, you know you had it co - min' to you Now there's not a lot I can do

1

2

P.C. A^b B^badd9 G^m C G^m C D A⁷sus4 A⁷ D

Gtr. *El. Muted Guitar* *gradually add effect*

Bass

D. S.

Perc.

G

39

S
I said "Far _____ out!" What a day, a year, a life it is!" You _____ know, well, you know you had it co-min' to you,

A
I said "Far _____ out!" What a day, a year, a life it is!" You _____ know, well, you know you had it co-min' to you,

T
I said "Far _____ out!" You _____ know,

B
I said "Far _____ out!" You _____ know,

1
2

P.C.
Fmaj7 G Ab Bbadd9 Gm C Ab Bbadd9 Gm C

Gtr.
8

Bass
8

D. S.
8

Perc.
High woodblock Low woodblock

Dreamer 7
SATB small Combo extra staves

I

*all voices and instruments gradually getting
intenser until rehearsal mark M*

57

S *fp* Oh ————— we ————— You can see a-ny-thing you

A Oh ————— we we we we we we You can see a-ny-thing you

T *as written* work it out some-day ————— Oh ————— we we we we we we If I could see some-thing oh —————

B work it out some-day ————— *fp* Oh ————— we ————— If I could see some-thing we we we

1

2

P.C. *B♭add9/C* C

Gtr.

Bass

D. S.

Perc.

Dreamer 9
SATB small Combo extra staves

Falsetto all voices

J

7/5

S can you do some-thing out of this world? ah

A can you do some-thing out of this world? ah

T we we we oh we we we oh we we we oh

B we we we oh we we we oh

1

2

Brads/C

C

C sus2 C C sus2 C

Gtr.

Bass

D. S.

Perc.

Conga (ad lib.)

Take a dream on a

Take a dream on a

Take a dream on a

Take a dream on a

K

94

S Dream, dream, dream, dream, dream, dream a - long

A dream, dream, dream, dream a - long

T dream, dream, dream a - long

B dream, dream, dream a - long

1

2

B/C B $\flat$ maj7/C C F/C F/C C B $\flat$ maj7 C/B $\flat$ B $\flat$ maj7 B $\flat$ sus2 B $\flat$ maj7 C/B $\flat$ B $\flat$ maj7 B $\flat$ sus2

Gtr.

Bass

D. S.

Perc.

ORIGINAL DO NOT COPY

M

N

11/2

S Drea - mer, you know you are a drea - - mer Well can you put your hands in your head? Oh noi I said Drea - mer,

A Drea - mer, you know you are a drea - - mer Well can you put your hands in your head? Oh noi I said Drea - mer,

T Come on and dream and dream a - long - Come on and dream and dream a - long - Well can you put your hands in your head? Oh noi I said Drea - mer,

B Come on and dream and dream a - long - Come on and dream and dream a - long - come on - - come on - - Come on and dream and

1

2

D A⁷ sus4 A⁷ D A⁷ sus4 A⁷ C F^{ma}7 G D

P.C.

Gtr.

Bass

D. S.

Perc.

Crash cymbal

Crash cymbal

Tambourine

Dreamer

- Supertramp -

Words and Music by Rick Davies, Roger Hodgson
Arranged by Christian Blaha
Original Key

With a vivid anticipation ♩ = 148

A

B

Soprano

Alto

Tenor

Bass

Piano Solo Advanced

fp

Wurlizer piano

8va optional

Drea - mer, you know you are a

Drea - mer, you know you are a

D A^{7sus4} A⁷

D

17

S I said "Far out! You

A I said "Far out! You

T I said "Far _____ out! what a day, a year, a life it is!" You _____

B I said "Far _____ out! what a day, a year, a life it is!" You _____

P.S.A. Fmaj7 G A^b B^badd9 G^m C A^b

E

23

S know, Drea - mer,

A know, Drea - mer,

T know, well, you know you had it co-min' to you Now there's not a lot I can do

B know, well, you know you had it co-min' to you Now there's not a lot I can do

P.S.A. B^badd9 G^m C G^m C D

41

S out!" What a day, a year, a life it is!" You _____ know, well, you know you had it

A out!" What a day, a year, a life it is!" You _____ know, well, you know you had it

T out!" You know,

B out!" You _____ know,

P.S.A. B^badd9 G^m C A^b B^badd9 G^m

47

S co-min' to you, Now there's not a lot I can do. _____

A co-min' to you, Now there's not a lot I can do. _____

T

B

P.S.A. C G^m C B^badd9/C

H

all voices and instruments very softly

65

S
You can see a - ny - thing you want, boy oh _____ we we we You can be a - ny - one,

A
You can see a - ny - thing you want, boy oh _____ we we we _____ You can be a - ny - one,

T
8 oh _____ we we we _____ If I could be some - one oh _____

B
we we we we we we we we _____ If I could be some - one we we we

P.S.A.
B^{add9}/C

70

S
ce - le - brate, boy oh _____ we we we You can do some - thing we we Well,

A
ce - le - brate, boy oh _____ we we we You can do some - thing we we we Well,

T
8 _____ we we we _____ Well, if I can do some - thing if I can do a - ny - thing _____

B
we we we we we we _____ Well, if I can do some - thing if I can do a - ny - thing

P.S.A.
C

87

S Take a life, take a ho - li - day ____ Take a lie, take a drea - mer ____

A Take a life, take a ho - li - day ____ Take a lie, take a drea - mer ____

T life, a ho - li - day ____ Take ____ a lie, ____

B life, a ho - li - day ____ Take a lie ____

C F/C C B⁶/C

P.S.A.

93

S — Dream, dream, dream, dream, dream a - long

A — dream, dream, dream, dream a - long

T — Dream ____ a ____ long ____

B — Dream ____ a ____ long ____

B⁶/C B⁶maj7/C C F/C F/C C

P.S.A.

M

110

S de de de de de de de de de de de de de de de de Drea - mer, you know you are a

A de de de de de de de de de de de de de de de de Drea - mer, you know you are a

T 8 Come on and dream and dream a - long Come on and dream and dream a - long

B Come on and dream and dream a - long Come on and dream and dream a - long

P.S.A. B[♭]maj7 C/B[♭] B[♭]maj7 B[♭]sus2 D A⁷sus4 A⁷

114

S drea - - - mer Well can you put your hands in your head? Oh no! I said

A drea - - - mer Well can you put your hands in your head? Oh no! I said

T 8 Come on and dream and dream a - long come on come on

B Come on and dream and dream a - long come on come on

P.S.A. D A⁷sus4 A⁷ C F[♯]maj7 G



SATB Piano Solo Intermediate

Dreamer

- Supertramp -

Words and Music by Rick Davies, Roger Hodgson
Arranged by Christian Blaha
Original Key

With a vivid anticipation ♩ = 148

A

B

Sheet music for SATB Piano Solo Intermediate, featuring Soprano, Alto, Tenor, Bass, and Piano Solo parts. The music is in 4/4 time, key of D major, and tempo 148. The piano part includes a wurlitzer piano section and a piano solo section.

Soprano

Alto

Tenor

Bass

Piano Solo Intermediate

Chords: D, D, A^{7sus4}, A⁷

Lyrics: Drea - mer, you know you are a

Annotations: 8va optional, Wurlizer piano, fp

© www.ChorusOnline.com / 0031 (0) 6 - 41 57 77 56

D

17

S I said "Far out! You

A I said "Far out! You

T I said "Far _____ out! what a day, a year, a life it is!" You _____

B I said "Far _____ out! what a day, a year, a life it is!" You _____

P.S.I. F^{maj7} G A^b B^{badd9} G^m C A^b

E

23

S know, Drea - mer,

A know, Drea - mer,

T know, well, you know you had it co-min' to you Now there's not a lot I can do

B know, well, you know you had it co-min' to you Now there's not a lot I can do

P.S.I. B^{badd9} G^m C G^m C D

41

S out!" What a day, a year, a life it is!" You _____ know, well, you know you had it

A out!" What a day, a year, a life it is!" You _____ know, well, you know you had it

T out! You know,

B out!" You _____ know,

P.S.I. B^badd9 G^m C A^b B^badd9 G^m

47

S co-min' to you, Now there's not a lot I can do. _____

A co-min' to you, Now there's not a lot I can do. _____

T

B

P.S.I. C G^m C B^badd9/C

H

all voices and instruments very softly

65

S You can see a - ny - thing you want, boy oh _____ we we we You can be a - ny - one,

A You can see a - ny - thing you want, boy oh _____ we we we _____ You can be a - ny - one,

T oh _____ we we we _____ If I could be some - one oh _____

B we we we we we we we we _____ If I could be some - one we we we

P.S.I. $B^{\flat}add9/C$

70

S ce - le - brate, boy oh _____ we we we You can do some - thing we we Well,

A ce - le - brate, boy oh _____ we we we You can do some - thing we we we Well,

T _____ we we we _____ Well, if I can do some - thing if I can do a - ny - thing _____

B we we we we we we _____ Well, if I can do some - thing if I can do a - ny - thing

P.S.I. C

87

S Take a life, take a ho - li - day ____ Take a lie, take a drea - mer ____

A Take a life, take a ho - li - day ____ Take a lie, take a drea - mer ____

T life, a ho - li - day ____ Take ____ a lie, ____

B life, a ho - li - day ____ Take a lie ____

C F/C C B^b6/C

P.S.I.

93

S ____ Dream, dream, dream, dream, dream a - long

A ____ dream, dream, dream, dream a - long

T ____ Dream ____ a ____ long ____

B ____ Dream ____ a ____ long ____

B^b/C B^b7/C C F/C F/C C

P.S.I.

M

110

S de de de de de de de de de de de de de de de de Drea - mer, you know you are a

A de de de de de de de de de de de de de de de de Drea - mer, you know you are a

T 8 Come on and dream and dream a - long Come on and dream and dream a - long

B Come on and dream and dream a - long Come on and dream and dream a - long

P.S.I. B^bmaj7 C/B^b B^bmaj7 B^bsus2 D A⁷sus4 A⁷

114

S drea - - - mer Well can you put your hands in your head? Oh no! I said

A drea - - - mer Well can you put your hands in your head? Oh no! I said

T 8 Come on and dream and dream a - long come on come on

B Come on and dream and dream a - long come on come on

P.S.I. D A⁷sus4 A⁷ C F^{maj7} G

Dreamer

- Supertramp -

Words and Music by Rick Davies, Roger Hodgson

Arranged by Christian Blaha

Original Key

With a vivid anticipation ♩ = 148

A

B

8va optional

Tenor

4

8

Drea - mer, you know you are a drea - mer

Bass

4

8

Drea - mer, you know you are a drea - mer

C

T

8

Well can you put your hands in your head? Oh no! I said drea - mer

B

8

Well can you put your hands in your head? Oh no! I said drea - mer

T

12

8

you're no-thing but a drea - mer Well can you put your hands in your head? Oh

B

8

you're no-thing but a drea - mer Well can you put your hands in your head? Oh

D

S

16

I said "Far out!

A

I said "Far out!

T

8

no! I said "Far _____ out! what a day, a year, a life it is!"

B

no! I said "Far _____ out! what a day, a year, a life it is!"

42

S day, a year, a life it is!" You _____ know, well, you know you had it

A day, a year, a life it is!" You _____ know, well, you know you had it

T You know,

B You _____ know,

47

S co-min' to you, Now there's not a lot I can do _____

A co-min' to you, Now there's not a lot I can do _____

T

B

H all voices and instruments very softly

52

S Oh *fp*

A Oh _____ we we we we we we we

T *as written* work it out some - day _____ Oh _____ we we we we we we we

B work it out some - day _____ Oh *fp*

Falsetto all voices

J

76

S out of this world? ah

A out of this world? ah

T oh we we we oh Take

B we we we oh we we we we we we we oh Take

82

S Take a dream on a Sun - day Take a life, take a

A Take a dream on a Sun - day Take a life, take a

T a dream on Sun - day Take a life, a

B a dream on Sun - day Take a life, a

88

S ho - li - day Take a lie, take a drea - mer

A ho - li - day Take a lie, take a drea - mer

T ho - li - day Take a lie, Dream

B ho - li - day Take a lie Dream

109

S de de de de de de de de de de de de de de de de

A de de de de de de de de de de de de de de de de

T dream a - long Come on and dream and dream a - long

B dream a - long Come on and dream and dream a - long

M

112

S Drea - - - mer, you know you are a drea - - - mer

A Drea - - - mer, you know you are a drea - - - mer

T Come on and dream and dream a - long — Come on and dream and

B Come on and dream and dream a - long — Come on and dream and

115

S Well can you put your hands in your head? Oh no! I said

A Well can you put your hands in your head? Oh no! I said

T dream a - long — come on — come on —

B dream a - long — come on — come on —

Dreamer

- Supertramp -

Words and Music by Rick Davies, Roger Hodgson

Arranged by Christian Blaha

Original Key

With a vivid anticipation ♩ = 148

C Instr.

A **B** **C** **D** **E** **F**

35 **G**

41 **H**

47 **I**

59 **J**

76 **K**

83

90

97

Dreamer

- Supertramp -

Words and Music by Rick Davies, Roger Hodgson
Arranged by Christian Blaha
Original Key

With a vivid anticipation ♩ = 148

A **B** **C** **D** **E**

Bb Instr. 4 6 7 10 6

F

34

G

39

45

H

50

7

I

62

11

J

79

86

K

93

Dreamer

- Supertramp -

Words and Music by Rick Davies, Roger Hodgson

Arranged by Christian Blaha

Original Key

With a vivid anticipation ♩ = 148

A **B** **C** **D** **E**

E♭ Instr. 4 6 7 10 6

F 34

G 39

45

H 50 7

I 62 11

J 78

84

K 91

Dreamer

- Supertramp -

Words and Music by Rick Davies, Roger Hodgson
Arranged by Christian Blaha
Original Key

With a vivid anticipation ♩ = 148

A **B**

Wurlizer piano
fp

6 A^{7sus4} A^7 D A^{7sus4} A^7 C F^{maj7} G

C

11 D A^{7sus4} A^7 D A^{7sus4} A^7 C

D

16 F^{maj7} G F^{maj7} G A^b B^{badd9} G^m

21 C A^b B^{badd9} G^m C

Dreamer

- Supertramp -

Words and Music by Rick Davies, Roger Hodgson
Arranged by Christian Blaha
Original Key

With a vivid anticipation ♩ = 148

A **B**

Wurlitzer piano

fp

6 A^{7sus4} A^7 D A^{7sus4} A^7 C F^{maj7} G

C

11 D A^{7sus4} A^7 D A^{7sus4} A^7 C

D

16 F^{maj7} G F^{maj7} G A^b B^{badd9} G^m

21 C A^b B^{badd9} G^m C

Dreamer

- Supertramp -

Words and Music by Rick Davies, Roger Hodgson
Arranged by Christian Blaha
Original Key

With a vivid anticipation ♩ = 148

A **B**

D Wurlizer piano

fp

6 A^{7sus4} A^7 D A^{7sus4} A^7 C F^{maj7} G

C

11 D A^{7sus4} A^7 D A^{7sus4} A^7 C

D

16 F^{maj7} G F^{maj7} G A^b B^{badd9} G^m

21 C A^b B^{badd9} G^m C

Dreamer

- Supertramp -

With a vivid anticipation ♩ = 148

Words and Music by Rick Davies, Roger Hodgson
Arranged by Christian Blaha
Original Key

A **B** **C** **D** **E** **F**

Vibraphone

Let ring

2 6 7 10 6 6

G

Jazz Organ

40

45

H

Jazz Organ

50

56

3

I **J**

Vibraphone

64 3 12 5

88

Dreamer

- Supertramp -

Words and Music by Rick Davies, Roger Hodgson
Arranged by Christian Blaha
Original Key

With a vivid anticipation ♩ = 148

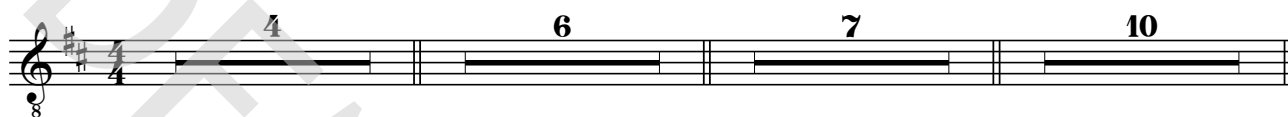
A

B

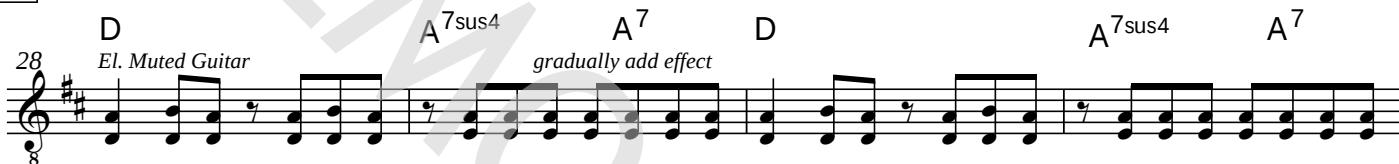
C

D

Guitar



E



F



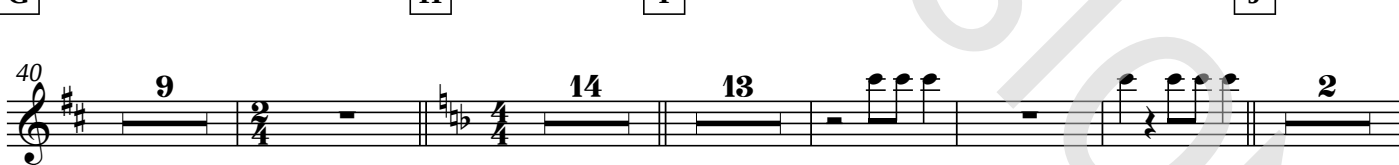
G



H

I

J



K



L



Dreamer

- Supertramp -

Words and Music by Rick Davies, Roger Hodgson
Arranged by Christian Blaha
Original Key

With a vivid anticipation ♩ = 148

Bass Guitar

4 6 7 A^b B^badd9

20 2 A^b B^badd9 4 6 D

35 A⁷sus4 A⁷ D A⁷sus4 A⁷ C F^{maj}7 G

40 A^b B^badd9 2 A^b B^badd9 3

49 C B^badd9/C 3

57 C B^badd9/C 2 C

65 B^badd9/C 2 C

Drumkit/Percussion

The image displays two staves of musical notation for a drumkit and percussion ensemble. The notation uses various symbols to represent different instruments and techniques, with labels pointing to specific notes and rests.

Staff 1 (Drumkit):

- High Tom:** Represented by a quarter note on the top line.
- Hi-Hat closed:** Represented by a quarter note on the first space.
- Hi-Hat open:** Represented by a quarter note on the first space with an 'x' above it.
- Mid Tom:** Represented by a quarter note on the second line.
- Low Tom:** Represented by a quarter note on the second space.
- Floor Tom:** Represented by a quarter note on the third line.
- Ride Cymbal:** Represented by a quarter note on the third space.
- Ride Bell/Cup:** Represented by a quarter note on the fourth line.
- Crash Cymbal:** Represented by a quarter note on the fourth space.
- Splash Cymbal:** Represented by a quarter note on the fifth line.
- Triangle mute:** Represented by a quarter note on the fifth line with an 'x' above it.
- Triangle open:** Represented by a quarter note on the fifth line with an 'o' above it.
- Tambourine Beating:** Represented by a quarter note on the fifth line with a small circle above it.
- Shareclick:** Represented by a quarter note on the first space.
- Hi-Hat Foot:** Represented by a quarter note on the first space.
- Bassdrum (Kick):** Represented by a quarter note on the first space.
- Snaredrum:** Represented by a quarter note on the first space.

Staff 2 (Percussion):

- Shaker (eggs):** Represented by a quarter note on the first space.
- Claves:** Represented by a quarter note on the first space.
- High Timbale:** Represented by a quarter note on the first space.
- Sleigh Bells:** Represented by a quarter note on the first space.
- Bell Tree:** Represented by a quarter note on the first space.
- Maracas:** Represented by a quarter note on the first space.
- Wind Chimes:** Represented by a quarter note on the first space.
- Cowbell:** Represented by a quarter note on the first space.
- Conga Cabasa:** Represented by a quarter note on the first space.
- Handclap:** Represented by a quarter note on the first space.
- Guero:** Represented by a quarter note on the first space.
- Woodblock High:** Represented by a quarter note on the first space.
- Woodblock Low:** Represented by a quarter note on the first space.
- Timbale Low:** Represented by a quarter note on the first space.
- Agogo High:** Represented by a quarter note on the first space.
- Agogo Low:** Represented by a quarter note on the first space.

Dreamer

- Supertramp -

Words and Music by Rick Davies, Roger Hodgson
Arranged by Christian Blaha
Original Key

With a vivid anticipation ♩ = 148

Drum Set

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

4 6 7

Crash cymbal

E **F**

22

4 5

Toms optional, when no Timbales are available (sim. throughout the score)

G

35

2

H

42

2 3

I

52

2 2 2

59

2

66

2

Drumkit/Percussion

The image displays two staves of musical notation for a drumkit and percussion ensemble. The notation uses various symbols to represent different instruments and techniques, with labels pointing to specific notes and rests.

Staff 1 (Drumkit):

- High Tom:** Represented by a quarter note on the top line.
- Hi-Hat closed:** Represented by a quarter note on the first space.
- Hi-Hat open:** Represented by a quarter note on the first space with an 'x' above it.
- Mid Tom:** Represented by a quarter note on the second line.
- Low Tom:** Represented by a quarter note on the second space.
- Floor Tom:** Represented by a quarter note on the third line.
- Ride Cymbal:** Represented by a quarter note on the third space.
- Ride Bell/Cup:** Represented by a quarter note on the fourth line.
- Crash Cymbal:** Represented by a quarter note on the fourth space.
- Splash Cymbal:** Represented by a quarter note on the fifth line.
- Triangle mute:** Represented by a quarter note on the fifth line with an 'x' above it.
- Triangle open:** Represented by a quarter note on the fifth line with an 'o' above it.
- Tambourine Beating:** Represented by a quarter note on the fifth line with a small circle above it.
- Shareclick:** Represented by a quarter note on the first space.
- Hi-Hat Foot:** Represented by a quarter note on the first space.
- Snaredrum:** Represented by a quarter note on the first space.
- Bassdrum (Kick):** Represented by a quarter note on the first space.

Staff 2 (Percussion):

- Shaker (eggs):** Represented by a quarter note on the top line.
- Claves:** Represented by a quarter note on the top line.
- High Timbale:** Represented by a quarter note on the top line.
- Sleigh Bells:** Represented by a quarter note on the top line.
- Bell Tree:** Represented by a quarter note on the top line.
- Maracas:** Represented by a quarter note on the top line.
- Wind Chimes:** Represented by a quarter note on the top line.
- Cowbell:** Represented by a quarter note on the top line.
- Conga Cabasa:** Represented by a quarter note on the top line.
- Handclap:** Represented by a quarter note on the top line.
- Guero:** Represented by a quarter note on the top line.
- Woodblock High:** Represented by a quarter note on the top line.
- Woodblock Low:** Represented by a quarter note on the top line.
- Timbale Low:** Represented by a quarter note on the top line.
- Agogo High:** Represented by a quarter note on the top line.
- Agogo Low:** Represented by a quarter note on the top line.

Dreamer

- Supertramp -

*Words and Music by Rick Davies, Roger Hodgson
Arranged by Christian Blaha
Original Key*

With a vivid anticipation ♩ = 148

Percussion

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

4 6 7 3

High woodblock
Low woodblock

E **F** **G**

24 4 5 6 3

High timbale
Low timbale

High woodblock
Low woodblock

H

46 3

Cabasa
High timbale

8

Continue including m 124
Low timbale

I **J**

64 2 12 5 3 2

K **L** **M**

94 6 8

Tambourine

N

114 2 2

O

120 2 2

Dreamer

- Supertramp -

Words and Music by Rick Davies, Roger Hodgson

Arranged by Christian Blaha

Original Key

With a vivid anticipation ♩ = 148

A

D



B

D

Drea - mer,



you know you are a drea - mer

Well can you put your hands in your head? Oh no!

I said

C

D

A⁷sus4

A⁷

D

A⁷sus4

A⁷

C



drea - mer

you're no-thing but a drea - mer

Well can you put your hands in your head? Oh

D



no!

I said

"Far _____ out!

what a day, a year, a life it is!"

A[♭]

B[♭]add9

G^m

C

G^m

C



You _____ know,

well, you know you had it co-min' to you

Now there's not a lot I can do

E

D

A⁷sus4

A⁷

D

A⁷sus4

A⁷

C



Drea - mer,

you stu-pid lit-tle drea - mer

So now you put your head in your hands, oh

Lyrics
Dreamer

- Supertramp -

Words and Music by Rick Davies, Roger Hodgson

Arranged by Christian Blaha

Original Key

A (Instr.Intro)

B

Dreamer, you know you are a dreamer
Well can you put your hands in your head? Oh no!

C

I said dreamer, you're nothing but a dreamer
Well can you put your hands in your head? Oh no!

D

I said, "Far out! What a day, a year, a life it is!"
You know, well, you know you had it comin' to you
Now there's not a lot I can do

E

Dreamer, you stupid little dreamer
So now you put your head in your hands, oh no! Woo!

F (instr. interlude)

G

I said, "Far out! What a day, a year, a life it is!"
You know, well, you know you had it comin' to you
Now there's not a lot I can do

H

Work it out someday

I

If I could see something. You can see anything you want, boy
If I could be someone. You can be anyone, celebrate, boy
Well, if I can do something. You can do something
If I can do anything. Well, can you do something out of this world?

J

Take a dream on a Sunday. Take a life, take a holiday
Take a lie, take a dreamer. Dream, dream, dream, dream, dream, dream, dream, dream along

K

(...along)

L

Dreamer, come on and dream and dream along
Come on and dream and dream along, on and on
Come on and dream and dream along (2x)

M

Dreamer, you know you are a dreamer
Can you put your hands in your head? Oh no!

N

I said dreamer, you're nothing but a dreamer
Well, can you put your hands in your head? Oh no! Oh no!

O (outro)