



Try - Chorus-LIGHT (SAB)

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 (High – Mid - Low) piano advanced
81	Full score vocals (High – Mid - Low) piano moderated
92	Vocals (High – Mid - Low)
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

Try

- P!nk -

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

A Solid Rock ♩ = 104

High

Mid

Low

C Instr.

Piano Combo

Synthesizer

Guitar

Bass Guitar

Drums

Percussion

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

mf non legato throughout

ppp *p* *mp*

8va

El. Guitar (right hand mute)

mp

mp

D

19

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

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

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

C (8m) A5 B5 G5 D5 A G D A

P.C. Distorted analog lead sound (square)

Synth Synth. Pad Distortion

Gtr. open, full chords

Bass

Dr. *f* *sim.*

Perc. *f* Shaker & Claps

25

H 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,

M 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,

L 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 B^m G D A B^m G

P.C.

Synth

Gtr.

Bass

Dr.

Perc.

G

43

H
E - ven when it's not right
Where there is de -

M
E - ven when it's not right
Where there is de -

L
—
Where there is de -

C
G₅ D₅ A₅ B₅ *mp* G₅ D₅ A₅ B₅ G₅ D₅ A

P.C.
mf

Synth
pp *p* *ppp*

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

Bass
f

Dr.
f

Perc.

H

49

H
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

M
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

L
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

C
f G D A B^m G D

P.C.
f *Distorted analog lead sound (square)*

Synth
f *Synth. Pad* *Distortion*

Gtr.
f *open, full chords*

Bass
f *sim.*

Dr.
Shaker & Claps

Perc.

67

H
M
L

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,

C

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

P.C.

Synth

Gtr.

Bass

Dr.

Perc.

[K]

73

H
M
L

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

C

A G D A B^m G

P.C.

Synth

Gtr.

Bass

Dr.

Perc.

Distorted analog lead sound (square)

Synth. Pad Distortion

f open, full chords

f sim.

Shaker & Claps

L

91

H try _____ Got - ta get up and try, try, try _____ oh _____ a few singers only

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

L try _____ Got - ta get up and try, try, try

C D A B^m G⁵ D⁵ A⁵ B⁵ G⁵ D⁵ A⁵ B⁵

P.C. *mf*

Synth *Soft Pad* *p*

Gtr. *mp* 2

Bass *mp* 2

Dr. *mp*

Perc. *mp*

97

H oo _____

M and try, try, try Got - ta get up and try, try, try _____

L

C

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

Synth *mp*

Gtr. 2

Bass 2

Dr.

Perc.

D

19

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

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

L *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* *Distorted analog lead sound (square)*

Synth *Synth. Pad* *Distortion*

Gtr. *open, full chords*

Bass *sim.*

Dr. *f* *Shaker & Claps*

Perc. *f*

25

H 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,

M 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,

L 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^m* *G* *D* *A* *B^m* *G*

Synth

Gtr.

Bass

Dr.

Perc.

G

43

Hr. E - ven when it's not right Where there is de -

M. E - ven when it's not right Where there is de -

L. — Where there is de -

Bb. G5 D5 A5 B5 8va- mp G5 D5 A5 B5 G5 D5 A

P.C. mf

Synth. pp p ppp 8va-

Gtr. Distortion (muted) mf mp

Bass.

Dr. f

Perc.

H

49

Hr. 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

M. 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

L. 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

Bb. f G D A Bm G D

P.C. f Distorted analog lead sound (square)

Synth. f Synth. Pad Distortion

Gtr. f open, full chords

Bass. f sim.

Dr. Shaker & Claps

Perc.

67

H
M
L

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,

Bb

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

P.C.

Synth

Gtr.

Bass

Dr.

Perc.

[K]

73

H
M
L

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

Bb

A G D A B^m G

P.C.

Synth

Gtr.

Bass

Dr.

Perc.

Distorted analog lead sound (square)

Synth. Pad

Distortion

f open, full chords

f

sim.

Shaker & Claps

Try 9

Chorus-LIGHT Combo Bb

L

91

H. try _____ Got - ta get up and try, try, try _____ oh _____ a few singers only

M. try _____ Got - ta get up and try, try, try _____ You got - ta get up

L. try _____ Got - ta get up and try, try, try

Bb. D A B^m G₅ D₅ A₅ B₅ G₅ D₅ A₅ B₅

P.C. *mf*

Synth. *Soft Pad* *p*

Gtr. *mp* 2

Bass. *mp* 2

Dr. *mp*

Perc.

97

H. oo _____

M. and try, try, try Got - ta get up and try, try, try _____

L.

Bb.

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

Synth. *mp*

Gtr. 2

Bass. 2

Dr.

Perc.

D

19

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

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

L *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* *(8^{va})* A5 B5 G5 D5 A G D A

Synth *f* Distorted analog lead sound (square)

Gtr. *f* Synth. Pad Distortion

Bass *f* open, full chords

Dr. *f* *sim.*

Perc. *f* Shaker & Claps

25

H 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,

M 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,

L 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^m G D A B^m G

Synth

Gtr.

Bass

Dr.

Perc.

G

43

H
E - ven when it's not right
Where there is de -

M
E - ven when it's not right
Where there is de -

L
—
Where there is de -

Eb
G⁵ D⁵ A⁵ B⁵ *mp* G⁵ D⁵ A⁵ B⁵ G⁵ D⁵ A

P.C.
mf

Synth
pp *p* *ppp*

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

Bass
mf

Dr.
f

Perc.

H

49

H
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

M
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

L
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

Eb
f G D A B^m G D

P.C.
f Distorted analog lead sound (square)

Synth
f Synth. Pad Distortion

Gtr.
f open, full chords

Bass
f *sim.*

Dr.
Shaker & Claps

Perc.

67

Hr. 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,

M. 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,

L. 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. A5 B5 G5 D5 A5 B5 G5 D5 A5 B5 G5 D5

Synth.

Gtr. 2 2

Bass.

Dr.

Perc.

[K]

73

Hr. 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

M. 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

L. 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. A G D A B^m G

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

Gtr. *f* open, full chords

Bass. *f* *sim.*

Dr. *f*

Perc. *Shaker & Claps*

L

91

H try _____ Got - ta get up and try, try, try _____ oh _____ a few singers only

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

L try _____ Got - ta get up and try, try, try

Eb

P.C. D A B^m G⁵ D⁵ A⁵ B⁵ G⁵ D⁵ A⁵ B⁵

Synth Soft Pad *p* Soft Pad (muted) *mp*

Gtr. *mp*

Bass *mp*

Dr. *mp*

Perc. *mp*

97

H oo _____

M and try, try, try Got - ta get up and try, try, try _____

L

Eb

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

Synth *mp*

Gtr. 2 2 2

Bass 2 2 2

Dr.

Perc.

Try
- Pink -

Words and Music by M. Busbee & B. West

Arranged by Dirk Kox

Original Key Bm

This musical score is for the song "The Sound of Silence" by Simon & Garfunkel. It is written for piano, guitar, and drums. The score is in G major (one sharp) and 4/4 time. The piano part features a melodic line with chords B5, G5, D5, A5, B5, B5, G5, D5, A5, B5, B5, G5, D5, A5, and B5. The guitar part includes a "Soft pad" section and a "Guitar (right hand mute)" section. The drums part includes a "mp" (mezzo-piano) section. The score is marked with "pp" (pianissimo) and "mp" (mezzo-piano) dynamics. The piano part is marked with "mf non legato throughout". The guitar part is marked with "pp" and "mp". The drums part is marked with "mp". The score is marked with "8" and "8va" (octave up) markings. The score is marked with "EI Guitar (right hand mute)".

Try 3

Chorus-LIGHT 4 extra staves

C

15

H

M

L

bel - ter, to me - ver ask why

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 Pad

pp

mf

f

f

f

Dr.

Bass

Gtr.

Perc.

Try 5

Chorus-LIGHT 4 extra staves

E

29

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

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

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

1

2

3

4

P.C. Bm G D A Bm G5 D5 A5 B5 G5 D5

Synth p *Soft Ped* *El. Guitar (right hand mute)*

Gtr. *mp*

Bass *mp*

Dr. *mp*

Perc.

ORIGINAL DO NOT COPY

Try 7

43

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

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

L
—
f Where there is de - sire, there is gon - na be a

1
—

2
—

3
—

4
—

P.C.
mf

Synth
pp, *p*, *mp*, *ddd*, *gxc*

Bass
mf, *mp*

Gtr.
f open, full chords

Perc.
Shaker & Claps

[G] [H]

Try 9

Chorus-LIGHT 4 extra staves

I

57

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

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

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

1

2

3

4

G D A B^m G⁵ D⁵ A⁵ B⁵ G⁵ D⁵ A⁵ B⁵

P.C. *mf*

Synth *p* *Soft Pad* *Soft Pad* *Clean, stereo delay* *solo* *mf*

Chor. *mf*

Bass *mp*

Dr. *mp*

Perc.

Try 11
Chorus-LIGHT 4 extra staves

K

71

H 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

M 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

L 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

3

4

P.C. A5 B5 G5 D5 A G D A Bm

Synth

Disorted analog lead sound (square)

Gtr. 8

Bass *f* open, full chords

Dr. *f* *stacc.* *claps*

Perc. *stacc.* *claps*

Ty 13

Chorus-LIGHT 4 extra staves

85

H
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

M
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

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

1
2
3
4

P.C.
Bm G D A Bm G D

Synth
8

Gtr.
8

Bass
8

Dr.
8

Perc.
8

Try 15
Chorus-LIGHT 4 extra staves

99

H

M

L

and try try try

1

2

3

4

P.C.

G5 D5

A5 B5

G5 D5

A5 B5

G5 D5

A5 B5

Synth

mp

Gtr.

Bass

Dr.

Perc.

Try

- P!nk -

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

A Solid Rock ♩ = 104

High

Mid

Low

Piano Combo

Guitar

Bass Guitar

Drums

Percussion

mf non legato throughout

mp

B₅ G₅ D₅ A₅ B₅ B₅ G₅ D₅ A₅ B₅

C

16

H

M

L

ne - ver ask why

P.C.

G₅ D₅ A₅ B₅ G₅ D₅ A₅ B₅ G₅ D₅

Gtr.

Bass

Dr.

Perc.

D

21

H

M

L

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

P.C.

A G D A B^m

Gtr.

Bass

Dr.

Perc.

Distortion

open, full chords

sim.

Shaker & Claps

F

36 *mf*

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

M *mf*

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

L *mp* (echo) *mp*

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

A5 B5 G5 D5 A5 B5 G5 D5 A5 B5

P.C.

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

Bass

Dr.

Perc.

G

41

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

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

L fall oh

G5 D5 A5 B5 G5 D5 A5 B5 G5 D5

P.C.

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

Bass

Dr.

Perc.

Try 7

Chorus-LIGHT small Combo

I

56

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

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

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

P.C. B^m G D A B^m G⁵ D⁵

Gtr. Clean, stereo delay solo *mf*

Bass *mp*

Dr. *mp*

Perc.

J

61

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

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

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

P.C. A⁵ B⁵ G⁵ D⁵ A⁵ B⁵ G⁵ D⁵ A⁵ B⁵

Gtr. (muted) *mp*

Bass

Dr.

Perc.

76

H
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,

M
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,

L
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^m G D A

Gtr.

Bass

Dr.

Perc.

81

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

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

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

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

Gtr.

Bass

Dr.

Perc.

96

H

M

L

8

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

P.C.

Gtr.

Bass

Dr.

Perc.

101

H

M

L

8

G5 D5 A5 B5 G5 D5 A5 B5

P.C.

Gtr.

Bass

Dr.

Perc.

Chorus-LIGHT small Combo extra staves

Try

- Pink -

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

A Solid Rock $\frac{1}{2}$ = 104

High

Mid

Low

1

2

Piano Combo

mf non legato throughout

B₅ G₅ D₅

A₅ B₅ B₅

G₅ D₅

A₅ B₅ B₅

G₅ D₅

A₅ B₅

Guitar

8

mp

Bass Guitar

mp

Drums

mp

Percussion

El. Guitar (right hand mute)

mp

9

Try 3
Chorus-LIGHT small Combo extra staves

C

15

H *f* Where there is de -

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

L *f* Where there is de -

1 2

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

P.C. *mf*

Gtr. *mf*

Bass *mf*

Dr. *f*

Perc. *f*

Try 5

Chorus-LIGHT small Combo extra staves

E

29

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

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

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

1
2

P.C.
B^m G D A B^m G⁵ D⁵ A⁵ B⁵ G⁵ D⁵

Gtr.
g

Bass
mp

Dr.
mp

Perc.
mp

Ex. Guitar (right hand mute)

ORIGINAL DO NOT COPY

Ty 7

Chorus-LIGHT small Combo extra staves

G

H

43

H
E - ven when it's not right

M
E - ven when it's not right

L
—

1
2

G5 D5 A5 B5 *gtr* G5 D5 A5 B5 G5 D5 A G

PC.
mf

Gtr.
mf *Distortion (muted)* *mf* *mp* *f* *open, full chords* *Distortion*

Bass
+ *f*

Dr.
+ *f*

Perc.
Shaker & Claps

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

Try 9

Chorus-LIGHT small Combo extra staves

1

57

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

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

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

1

2

G D A B^m G⁵ D⁵ A⁵ B⁵ G⁵ D⁵ A⁵ B⁵

P.C. *mf* *solo* *(Clean, stereo delay)* *mf* *3*

Gtr. *mf*

Bass *mp* *+*

Dr. *mp* *+*

Perc. *mp* *+*

Try 11

Chorus-LIGHT small Combo extra staves

K

71

The musical score consists of three staves labeled H, M, and L from top to bottom. Each staff begins with a treble clef, a key signature of one sharp (F#), and a common time signature (C). The melody is written across four systems. The lyrics are printed below each staff, aligned with the notes. A large, light gray watermark reading "Copyright © All Rights Reserved by www.musicalscore.com" is oriented diagonally across the page.

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

[illegible]

PC.

A5 B5 G5 D5 A G D A Bm

This musical score is for the song "The Sound of Silence" by Simon & Garfunkel. It is arranged for guitar (Gtr.), bass (Bass), drums (Dr.), and percussion (Perc.). The score is written in G major (one sharp) and 4/4 time. The guitar part begins with a treble clef and a key signature of one sharp (F#), with a capo indicated at the 8th fret. The bass part is in the bass clef. The drum part is in the treble clef. The percussion part is in the bass clef. The score includes various musical notations such as notes, rests, and dynamic markings like *f* (forte) and *sim.* (simulazione). The guitar part features a prominent use of distortion, indicated by the word "Distortion" in the right margin. The bass part includes a section marked "f open, full chords". The drum part includes a section marked "Shaker & Claps". The percussion part includes a section marked "f".

85

H
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

M
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

L
try, Got-ta get up and try, try, try — Got-ta get up and 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.
8

Gtr.
8

Bass
8

Dr.
8

Perc.
8

The musical score is for a song titled 'Try 13'. It features three vocal staves labeled H, M, and L, each with lyrics. The instrumental staves include Guitar (Gtr.), Bass, Drums (Dr.), and Percussion (Perc.). The guitar part includes chords Bm, G, D, A, Bm, G, and D. The score is marked with a '1' and a '2' at the beginning of the instrumental section. The percussion part includes a 'P.C.' (Percussion Cue) marked with an '8'.

Try 15
Chorus-LIGHT small Combo extra staves

99

H

M

L

and try, try, try

1

2

PC.

G5 D5

A5 B5

G5 D5

A5 B5

G5 D5

A5 B5

Gtr.

Bass

Dr.

Perc.



Chorus-LIGHT Piano Solo Advanced

Try

- P!nk -

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

A Solid Rock ♩ = 104

High

Mid

Low

Piano Solo Advanced

mp

mf non legato throughout

B₅ G₅ D₅ A₅ B₅ B₅ G₅ D₅ A₅ B₅

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C

16

H

M

L

ne-ver ask why

P.S.A.

G5 D5 A5 B5 G5 D5 A5 B5 G5 D5

D

21

H

M

L

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

P.S.A.

A G D A B^m

F

36 *mf*

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

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

L *mp* It's fun- ny (echo) ceiv- ing ceiv- ing ceiv- ing *mp* Why do we

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

G

41

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

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

L fall oh

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

I

56

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

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

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

B^m G D A B^m G⁵ D⁵

P.S.A. *mf*

J

61

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

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

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

A⁵ B⁵ G⁵ D⁵ A⁵ B⁵ G⁵ D⁵ A⁵ B⁵

P.S.A.

76

H
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,

M
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,

L
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^m G D A

81

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

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

L
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^m G D A B^m

96

H

M

L

P.S.A.

A5 B5 G5 D5 A5 B5 G5 D5 A5 B5

101

H

M

L

P.S.A.

G5 D5 A5 B5 G5 D5 A5 B5

DEMO VERSION

oo

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

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Try

- P!nk -

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

A Solid Rock ♩ = 104

High

Mid

Low

Piano Solo Intermediate

mp

mf non legato throughout

B₅ G₅ D₅ A₅ B₅ B₅ G₅ D₅ A₅ B₅

C

16

H

M

L

ne-ver ask why

P.S.I.

G5 D5 A5 B5 G5 D5 A5 B5 G5 D5

D

21

H

M

L

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

P.S.I.

f A G D A B^m

F

36 *mf*

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

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

L *mp* It's fun-ny (echo) ceiv-ing ceiv-ing ceiv-ing *mp* Why do we

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

G

41

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

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

L fall oh

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

I

56

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

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

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

P.S.I. B^m G D A B^m G⁵ D⁵ *mf*

J

61

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

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

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

P.S.I. A⁵ B⁵ G⁵ D⁵ A⁵ B⁵ G⁵ D⁵ A⁵ B⁵

76

H
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,

M
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,

L
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^m G D A

81

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

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

L
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^m G D A B^m

96

H

M

L

P.S.I.

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

H

M

L

P.S.I.

G5 D5 A5 B5 G5 D5 A5 B5

Try

- P!nk -

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

A Solid Rock ♩ = 104

B

High

Mid

Low

8

8

mp

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

12

H

M

L

How it's all turned to lies

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

E

F

32

H and try, try, try *mf* Fun-ny how the heart can be de-

M and try, try, try *mf* Fun-ny how the heart can be de-

L 8 and try, try, try *mp* It's fun-ny

2

38

H ceiv - ing More than just a cou - ple times

M ceiv - ing More than just a cou - ple times

L 8 (echo) ceiv - ing ceiv - ing ceiv - ing *mp* Why do we

41

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

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

L 8 fall oh

I J

59

H and try, try, try E-ver wor-ry that it might be ru-ined And

M and try, try, try E-ver wor-ry that it might be ru-ined And

L and try, try, try E-ver wor-ry that it might be ru-ined And

8

mf

3

66

H does it make you wan-na cry When you're out there do-ing what you're do-ing

M does it make you wan-na cry When you're out there do-ing what you're do-ing

L does it make you wan-na cry When you're out there do-ing what you're do-ing

8

70

H Are you just get-ting by Tell me are you just get-ting by, by, by Where there is de -

M Are you just get-ting by Tell me are you just get-ting by, by, by Where there is de -

L Are you just get-ting by Tell me are you just get-ting by, by, by Where there is de -

8

85

H try, Got-ta get up and try, try, try___ Got-ta get up___ try, try, You got-ta get up

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

L try, Got-ta get up and try, try, try___ Got-ta get up and try, try, try Got-ta get up

90

L

H and try, try, try___ Got-ta get up and try, try, try oh_____ a few singers only

M and try, try, try___ Got-ta get up and try, try, try

L and try, try, try___ Got-ta get up and try, try, try

96

H oo_____ 4

M You got-ta get up and try, try, try Got-ta get up and try, try, try___ 4

L 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**

10

8

mp

11

E **F** **G**

33

mp

8

mp

H

46

f

53

I **J**

60

optional solo

mf

3

10

K

74

f

82

L

92

mp

8

Try

- P!nk -

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Arranged by Dirk Kokx
Original Key Bm

A Solid Rock ♩ = 104

Bb Instr.

A 4 *mp*

B **C** **D**

10 8 *mp* 11

E **F** **G**

33 *mp* 8 *mp*

H

46 *f*

52

I

60 optional solo *mf* 3

J **K**

64 10 *f*

82

L

90 *mp* 8

Try

- P!nk -

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Arranged by Dirk Kokx
Original Key Bm

A Solid Rock ♩ = 104

E♭ Instr.

B **C** **D**

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

33 **H**

46 **I** **J**

60 optional solo **K**

74 **L**

82

92

mp *mf* *f*

4 8 11 8 10 8

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

B₅ G₅ D₅ A₅ B₅ G₅ D₅ A₅ B₅ G₅ D₅

A₅ B₅ G₅ D₅ A₅ B₅ G₅ D₅ A₅ B₅

C

G₅ D₅ A₅ B₅ *8va* G₅ D₅ A₅ B₅ G₅ D₅

mf

D

A G D A B^m

f

Try

- P!nk -

Words and Music by M. Busbee & B. West

Arranged by Dirk Kokx

Original Key Bm

A Solid Rock ♩ = 104

Chorus A

Chords: B5, G5 D5, A5 B5, G5 D5, A5 B5

Tempo: $\text{♩} = 104$

Dynamic: *mp* (first measure), *mf non legato throughout* (rest of section)

Chorus B

Chords: B5, G5 D5, A5 B5, G5 D5, A5 B5, G5 D5

Dynamic: *mf non legato throughout*

Chorus C

Chords: A5 B5, G5 D5, A5 B5, G5 D5, A5 B5

Dynamic: *mf non legato throughout*

Chorus D

Chords: G5 D5, A5 B5, G5 D5, A5 B5, G5 D5

Dynamic: *mf non legato throughout*

Chorus E

Chords: A, G, D, A, Bm

Dynamic: *f* (starting at measure 21)

Tempo: $\text{♩} = 104$

Try

- P!nk -

Words and Music by M. Busbee & B. West

Arranged by Dirk Kokx

Original Key Bm

A Solid Rock ♩ = 104

Chorus

mp *mf non legato throughout*

B₅ G₅ D₅ A₅ B₅ B₅ G₅ D₅ A₅ B₅

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 (8^{va}) A G D A B^m

f

Try

- P!nk -

Words and Music by M. Busbee & B. West

Arranged by Dirk Kokx

Original Key Bm

A Solid Rock ♩ = 104

B

C

D

E

F

G

H

Synth. Pad

Try

- P!nk -

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

A Solid Rock ♩ = 104

Guitar

8

4

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

mp

B

9

A₅ B₅ G₅ D₅ A₅ B₅

C

14

G₅ D₅ A₅ B₅ G₅ D₅ A

D

22

G D A B^m G D A B^m G D A

Distortion
open, full chords

E

33

B^m G₅ D₅ A₅ B₅ G₅ D₅ A₅ B₅ G₅ D₅ A₅ B₅
El. Guitar (right hand mute)

mp *mf* *mp*

F

39

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

Distortion (muted)
mf *mp*

G

44

A₅ B₅ G₅ D₅ A₅ B₅ G₅ D₅ A

Distortion (muted)
mf *mp*

Try

- P!nk -

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

A Solid Rock ♩ = 104

Bass Guitar

mp

B

C

f

D

E

mp

F

G

6

12

22

28

34

40

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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 sounds, 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.
- 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.
- Sharedrum:** Represented by a quarter note on the first space.
- Tambourine Beating:** 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.
- Handclap:** 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.
- Guiro:** 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.

Try

- P!nk -

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

A Solid Rock ♩ = 104

Drums

B

C

D

E

F

Drumkit/Percussion

The image displays two staves of musical notation for a drumkit and percussion ensemble. The notation uses various symbols including eighth notes, quarter notes, and rests, with specific symbols for different instruments. A large, diagonal 'DEMO VERSION' watermark is overlaid across the center of the page.

Staff 1 (Top):

- High Tom:** Labeled at the top right of the staff.
- Hi-Hat closed:** Labeled above the first two notes.
- Hi-Hat open:** Labeled above the third note.
- Mid Tom:** Labeled above the fourth note.
- Low Tom:** Labeled above the fifth note.
- Floor Tom:** Labeled above the sixth note.
- Ride Cymbal:** Labeled above the seventh note.
- Ride Bell/Cup:** Labeled above the eighth note.
- Crash Cymbal:** Labeled above the ninth note.
- Splash Cymbal:** Labeled above the tenth note.
- Triangle mute:** Labeled above the eleventh note.
- Triangle open:** Labeled above the twelfth note.
- Shareclick:** Labeled above the first note.
- Hi-Hat Foot:** Labeled below the third note.
- Tambourine Beating:** Labeled below the ninth note.
- Sharedrum:** Labeled below the first note.
- Bassdrum (Kick):** Labeled below the first note.

Staff 2 (Bottom):

- Shaker(eggs):** Labeled above the first note.
- Claves:** Labeled above the second note.
- High Timbale:** Labeled above the third note.
- Sleigh Bells:** Labeled above the fourth note.
- Bell Tree:** Labeled above the fifth note.
- Maracas:** Labeled above the sixth note.
- Wind Chimes:** Labeled above the seventh note.
- Handclap:** Labeled above the eighth note.
- Guero:** Labeled above the ninth note.
- Woodblock High:** Labeled above the tenth note.
- Woodblock Low:** Labeled below the tenth note.
- Timbale Low:** Labeled above the eleventh note.
- Agogo High:** Labeled above the twelfth note.
- Agogo Low:** Labeled below the twelfth note.
- Cowbell:** Labeled below the first note.
- Conga Cabasa:** Labeled below the second note.

Try

- P!nk -

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

A Solid Rock ♩ = 104

B **C** **D**

Percussion

7 *El. snare hit* *mp* 8 4 *Shaker & Claps* *f*

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

26 *Shaker & Claps* 4 8 4

51

I **J**

57 4 10

K

74 *Shaker & Claps*

81

L

88 12

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

7 A⁵ B⁵ G⁵ D⁵ A⁵ B⁵ G⁵ D⁵ A⁵ B⁵

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

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

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

C 18 G⁵ D⁵ A⁵ B⁵ G⁵ D⁵ A G D

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

24 A B^m G

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

27 D A B^m 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

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L

You gotta get up and try, try, try
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