



FunkyTown- SSAA

Pag.

02	Full score combo C instrument
10	Full score combo Bb instrument
18	Full score combo Eb instrument
26	Full score combo 4 extra staves
37	Full score small combo
46	Full score small combo 2 extra staves
59	Full score Vocals (SSAA) Piano Advanced
70	Full score Vocals (SSAA) Piano Intermediate
81	Vocals (SSAA)
89	C instrument
91	Bb instrument
93	Eb instrument
95	Piano Combo
99	Piano Solo Advanced
103	Piano Solo Intermediate
107	Synthesizer
111	Guitar
113	Bass guitar
115	Drumkit
118	Leadsheet (melody, lyrics, chords)
121	Lyrics

FunkyTown

- Lipps Inc. -

*Words and Music by Steven Greenberg
Arranged by Frank de Vreeze
Original Key*

Disco - Funk ♩ = 121

A

mf

Soprano 1

Soprano 2

Alto 1

Alto 2

C Instr.

Piano Combo

Synthesizer

Guitar

Bass Guitar

Drums

Got - ta Got - ta move on, on on Got - ta Got - ta move on, on on Got - ta Got - ta move on.

C

Drawbar Organ

Kalimba

Bassy & Lead

Muted E. Guitar

Beat ring

D

20

S1 talk a - bout mo - o - vin'. Got - ta move on. Got - ta move on.

S2 talk a - bout mo - o - vin'. Got - ta move on. Got - ta move on.

A1 talk a - bout mo - o - vin'. Got - ta move on. Got - ta move on.

A2 talk a - bout mo - o - vin'. Got - ta Got - ta move on. on on Got - ta Got - ta move on. on on

C E^{m7} G/d C

P.C.

Synth

Gtr.

Bass

Dr.

E

26

S1 Got - ta move on. Got - ta Got - ta move on Got - ta Got - ta move

S2 Got - ta move on. Got - ta Got - ta move on Got - ta Got - ta move

A1 Got - ta move on. Got - ta Got - ta move on Got - ta Got - ta move

A2 Got - ta Got - ta move on. on on Got - ta Got - ta move on Got - ta Got - ta move

C G F^{ma7} E^{m7} G/d C

P.C.

Synth

Gtr.

Bass

Dr.

Clap on 2 + 4

49

S1
— and on and on and on and on Got - ta Got-ta move Tè-dè Tè-dè Tè-dè Tè - dè — Tè-dè Tè-dè Tè-dè Tè - dè — Tè-dè Tè-dè Tè-dè Tè - dè —

S2
— and on and on and on and on Got - ta Got-ta move Tè-dè Tè-dè Tè-dè Tè - dè — Tè-dè Tè-dè Tè-dè Tè - dè — Tè-dè Tè-dè Tè-dè Tè - dè —

A1
— on on Got - ta Got-ta move pa-da-da - da pa-daw. pa-da-da - da pa-daw. pa-da-da - da pa-daw.

A2
— on on Got - ta Got-ta move pa-da-da - da pa-daw. pa-da-da - da pa-daw. pa-da-da - da pa-daw.

C
F

P.C.

Synth

Gtr.

Bass

Dr.

57

S1
Tè-dè Tè-dè Tè-dè Tè - dè — Won't you take me to, — Fun-ky Town? Won't you take me to, — Fun-ky Town? Won't you take me to, — Fun-ky Town?

S2
Tè-dè Tè-dè Tè-dè Tè - dè — Won't you take me to, — Fun-ky Town? Won't you take me to, — Fun-ky Town? Won't you take me to, — Fun-ky Town?

A1
pa-da-da - da pa-daw. Got - ta Got-ta move on. — Won't you take me to, — Fun-ky Town? Won't you take me to, — Fun-ky Town? Won't you take me to, — Fun-ky Town?

A2
pa-da-da - da pa-daw. Got - ta Got-ta move on. — Won't you take me to, — Fun-ky Town? Won't you take me to, — Fun-ky Town? Won't you take me to, — Fun-ky Town?

C
Cm7

P.C.

Synth

Gtr.
clean

Bass

Dr.

K

83

S1

S2

A1

A2

C

P.C.

Synth

Gtr.

Bass

Dr.

Talk ___ a - bout, talk a - bout, talk a - bout mo - o - vin'.

Talk ___ a - bout, talk a - bout, talk a - bout mo - o - vin'.

Talk ___ a - bout talk a - bout talk a - bout mo - o - vin'.

Talk ___ a - bout talk a - bout talk a - bout mo - o - vin'.

G G Fmaj7 Em7 G/d C

Got - ta Got - ta move on.

FunkyTown

- Lipps Inc. -

*Words and Music by Steven Greenberg
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Original Key*

Disco - Funk ♩ = 121

A

Score for SSAA Combo Bb, Piano Combo, Synthesizer, Guitar, Bass Guitar, and Drums.

Vocal Parts:

- Soprano 1: *mf* Got -
- Soprano 2: *mf* Got -
- Alto 1: Got -
- Alto 2: Got - ta Got - ta move on, on on Got - ta Got - ta move on, on on Got - ta Got - ta move on.

Instrumental Parts:

- Bb Instr. (Baritone Saxophone): *mf*
- Piano Combo: *C* (Chordal accompaniment)
- Synthesizer: *Kalimba* (Lead), *Bass & Lead* (Bass line)
- Guitar: *Muted E. Guitar*
- Bass Guitar: *Bass & Lead*
- Drums: *Beat ring*

D

20

S1 talk a - bout mo - o - vin'. Got - ta move on. Got - ta move on.

S2 talk a - bout mo - o - vin'. Got - ta move on. Got - ta move on.

A1 talk a - bout mo - o - vin'. Got - ta move on. Got - ta move on.

A2 talk a - bout mo - o - vin'. Got - ta Got - ta move on. on on Got - ta Got - ta move on. on on

Bb

P.C. E^{m7} G/d C

Synth

Gtr.

Bass

Dr.

E

26

S1 Got - ta move on. Got - ta Got - ta move on Got - ta Got - ta move

S2 Got - ta move on. Got - ta Got - ta move on Got - ta Got - ta move

A1 Got - ta move on. Got - ta Got - ta move on Got - ta Got - ta move

A2 Got - ta Got - ta move on. on on Got - ta Got - ta move on. Got - ta Got - ta move on Got - ta Got - ta move

Bb

P.C. G F^{ma7} E^{m7} G/d C

Synth

Gtr.

Bass

Dr.

Clap on 2 + 4

49

S1
— and on and on and on and on Got - ta Got-ta move Tè-dè Tè-dè Tè-dè Tè - dè__ Tè-dè Tè-dè Tè-dè Tè - dè__ Tè-dè Tè-dè Tè-dè Tè - dè__

S2
— and on and on and on and on Got - ta Got-ta move Tè-dè Tè-dè Tè-dè Tè - dè__ Tè-dè Tè-dè Tè-dè Tè - dè__ Tè-dè Tè-dè Tè-dè Tè - dè__

A1
— on on Got - ta Got-ta move pa-da-da - da pa-daw. pa-da-da - da pa-daw. pa-da-da - da pa-daw.

A2
— on on Got - ta Got-ta move pa-da-da - da pa-daw. pa-da-da - da pa-daw. pa-da-da - da pa-daw.

Bb

P.C.

Synth

Gtr.

Bass

Dr.

F

57

S1
Tè-dè Tè-dè Tè-dè Tè - dè__ Won't you take me to, __ Fun-ky Town? Won't you take me to, __ Fun-ky Town? Won't you take me to, __ Fun-ky Town?

S2
Tè-dè Tè-dè Tè-dè Tè - dè__ Won't you take me to, __ Fun-ky Town? Won't you take me to, __ Fun-ky Town? Won't you take me to, __ Fun-ky Town?

A1
pa-da-da - da pa-daw. Got - ta Got-ta move on. __ Won't you take me to, __ Fun-ky Town? Won't you take me to, __ Fun-ky Town? Won't you take me to, __ Fun-ky Town?

A2
pa-da-da - da pa-daw. Got - ta Got-ta move on. __ Won't you take me to, __ Fun-ky Town? Won't you take me to, __ Fun-ky Town? Won't you take me to, __ Fun-ky Town?

Bb

P.C.

Synth

Gtr.

Bass

Dr.

Cm7

clean

K

78 *mf* top notes opt.

S1 groo-vin' with some e-ner-gy. Well, I talk a-bout it talk a-bout it talk a-bout it talk a-bout it. Talk

S2 groo-vin' with some e-ner-gy. Well, I talk a-bout it talk a-bout it talk a-bout it talk a-bout it. Talk

A1 groo-vin' with some e-ner-gy. Well, I talk a-bout talk a-bout talk a-bout talk a-bout it. Talk

A2 Got - ta Got-ta move on. on on Well, I talk a-bout talk a-bout talk a-bout talk a-bout it. Talk

Bb

P.C. G A^m/g G F/g G

Synth

Gtr.

Bass

Dr.

L

85

S1 - a-bout, talk a-bout, talk a-bout mo - o - vin'. Got - ta move on.

S2 - a-bout, talk a-bout, talk a-bout mo - o - vin'. Got - ta move on.

A1 - a-bout talk a-bout talk a-bout mo - o - vin'. Got - ta move on.

A2 - a-bout talk a-bout talk a-bout mo - o - vin'. Got - ta Got - ta move on. on on Got - ta Got - ta move on.

Bb

P.C. G F^{maj}7 E^m7 G/d C

Synth

Gtr.

Bass

Dr.

FunkyTown

- Lipps Inc. -

*Words and Music by Steven Greenberg
Arranged by Frank de Vreeze
Original Key*

Disco - Funk ♩ = 121

A

Score for SSAA Combo Eb, Piano, Synthesizer, Guitar, Bass Guitar, and Drums.

Vocal Parts:

- Soprano 1: *mf* Got -
- Soprano 2: *mf* Got -
- Alto 1: Got -
- Alto 2: Got - ta Got - ta move on, on on Got - ta Got - ta move on, on on Got - ta Got - ta move on.

Instrumental Parts:

- Eb Instr. (C): *Drawbar Organ*
- Piano Combo: *Kalimba*
- Synthesizer: *Bass & Lead*
- Guitar: *Muted E. Guitar*
- Bass Guitar: *Beat rns*
- Drums: *Beat rns*

D

20

S1 talk a - bout mo - o - vin' _____ Got - ta move on. Got - ta move on.

S2 talk a - bout mo - o - vin' _____ Got - ta move on. Got - ta move on.

A1 talk a - bout mo - o - vin' _____ Got - ta move on. Got - ta move on.

A2 talk a - bout mo - o - vin' _____ Got - ta Got - ta move on. on on Got - ta Got - ta move on. on on

Eb E^m7 G/d C

P.C.

Synth

Gtr.

Bass

Dr.

E

26

S1 Got - ta move on. Got - ta Got - ta move on Got - ta Got - ta move

S2 Got - ta move on. Got - ta Got - ta move on Got - ta Got - ta move

A1 Got - ta move on. Got - ta Got - ta move on Got - ta Got - ta move

A2 Got - ta Got - ta move on. on on Got - ta Got - ta move on Got - ta Got - ta move

Eb G F^{maj7} E^m7 G/d C

P.C.

Synth

Gtr.

Bass

Dr.

Clap on 2 + 4

48

S1
on Got - ta Got-ta move on ___ and on and on and on and on Got - ta Got-ta move Tè-dè Tè-dè Tè-dè Tè - dè ___ Tè-dè Tè-dè Tè-dè Tè-dè ___ Tè-dè

S2
on Got - ta Got-ta move on ___ and on and on and on and on Got - ta Got-ta move Tè-dè Tè-dè Tè-dè Tè - dè ___ Tè-dè Tè-dè Tè-dè Tè-dè ___ Tè-dè

A1
Got - ta Got-ta move on, ___ on on Got - ta Got-ta move pa-da-da - da pa-daw. pa-da-da - da pa-daw. pa-da-da - da pa-daw.

A2
Got - ta Got-ta move on, ___ on on Got - ta Got-ta move pa-da-da - da pa-daw. pa-da-da - da pa-daw. pa-da-da - da pa-daw.

Eb

P.C.

Synth

Gtr.

Bass

Dr.

H

56

S1
Tè-dè Tè-dè Tè - dè ___ Tè-dè Tè-dè Tè-dè Tè - dè ___ Won't you take me to, ___ Fun - ky Town? Won't you take me to, ___ Fun - ky Town? Won't you take me to,

S2
Tè-dè Tè-dè Tè - dè ___ Tè-dè Tè-dè Tè-dè Tè - dè ___ Won't you take me to, ___ Fun - ky Town? Won't you take me to, ___ Fun - ky Town? Won't you take me to,

A1
pa-da-da - da pa-daw. Got - ta Got-ta move on, ___ Won't you take me to, ___ Fun - ky Town? Won't you take me to, ___ Fun - ky Town? Won't you take me to,

A2
pa-da-da - da pa-daw. Got - ta Got-ta move on, ___ Won't you take me to, ___ Fun - ky Town? Won't you take me to, ___ Fun - ky Town? Won't you take me to,

Eb

P.C.

Synth

Gtr.

Bass

Dr.

C^{m7}

clean

K

77

mf top notes opt.

S1 — to keep me mo - vin' keep me groo - vin' with some e - ner - gy. Well, I talk a - bout it talk a - bout it talk a - bout it talk a - bout it

S2 — to keep me mo - vin' keep me groo - vin' with some e - ner - gy. Well, I talk a - bout it talk a - bout it talk a - bout it talk a - bout it

A1 — to keep me mo - vin' keep me groo - vin' with some e - ner - gy. Well, I talk a - bout it talk a - bout it talk a - bout it talk a - bout it

A2 — on on Got - ta Got - ta move on. on on Well, I talk a - bout it talk a - bout it talk a - bout it talk a - bout it

Eb

P.C.

Synth

Gtr.

Bass

Dr.

G A^m/g G F/g

83

S1 — Talk a - bout, talk a - bout, talk a - bout mo - o - vin'. —

S2 — Talk a - bout, talk a - bout, talk a - bout mo - o - vin'. —

A1 — Talk a - bout talk a - bout talk a - bout mo - o - vin'. —

A2 — Talk a - bout talk a - bout talk a - bout mo - o - vin'. — Got - ta Got - ta move on.

Eb

P.C.

Synth

Gtr.

Bass

Dr.

G G F^{maj7} E^{m7} G/d C

- Lipps Inc. -

*Words and Music by Steven Greenberg
Arranged by Frank de Vreeze
Original Key*

Disco - Funk ♫ = 121

A

Soprano 1

mf
Got - ta make a move to a town that's right for me. —

Soprano 2

mf
Got - ta make a move to a town that's right for me. —

Alto 1

Got - ta make a move to a town that's right for me. —

Alto 2

Got - ta make a move to a town that's right for me. —

1

2

3

4

Piano Combo

C

Downbeat Organ

Synthesizer

Kalimba

Bass & Lead

8th

Muted F. Guitar

Bass Guitar

Beat ring

Drums

Funky Town 3

SS/AA 4 extra staves

18

S1 Talk — a-bout, talk a-bout, talk a-bout mo - o - v'n! — Got - ta move on.

S2 Talk — a-bout, talk a-bout, talk a-bout mo - o - v'n! — Got - ta move on.

A1 Talk — a-bout, talk a-bout, talk a-bout mo - o - v'n! — Got - ta move on.

A2 Talk — a-bout, talk a-bout, talk a-bout mo - o - v'n! — Got - ta move on.

1 Got - ta move on.

2 Got - ta move on.

3 Got - ta move on.

4 Got - ta move on.

P.C. G F#m7 Em7 G/d C Got - ta move on.

Synth (8th) Got - ta move on.

Gtr. Got - ta move on.

Bass Got - ta move on.

Dr. Got - ta move on.

Funkytown 5

SS/AA 4 extra slaves

F

35 Stop Clap

S1 on Won't you take me to, — Fun-ky Town? Won't you take me to, — Fun-ky Town? Won't you take me to, — Fun-ky Town? Won't you take me to, — Got - ta Got-ta move on

S2 on Won't you take me to, — Fun-ky Town? Won't you take me to, — Fun-ky Town? Won't you take me to, — Fun-ky Town? Won't you take me to, — Got - ta Got-ta move on

A1 on Won't you take me to, — Fun-ky Town? Won't you take me to, — Fun-ky Town? Won't you take me to, — Fun-ky Town? Won't you take me to, — Got - ta Got-ta move on.

A2 on Won't you take me to, — Fun-ky Town? Won't you take me to, — Fun-ky Town? Won't you take me to, — Fun-ky Town? Won't you take me to, — Got - ta Got-ta move on.

1

2

3

4

Cm7

P.C.

Synth

Gtr. *clean*

Bass

Dr.

clean

Strings

G



5/4

S1
Tè-dè Tè-dè Tè-dè —
Tè-dè Tè-dè Tè-dè Tè - dè —
Tè-dè Tè-dè Tè-dè —
Tè-dè Tè-dè Tè-dè Tè - dè —

S2
Tè-dè Tè-dè Tè-dè —
Tè-dè Tè-dè Tè-dè Tè - dè —
Tè-dè Tè-dè Tè-dè —
Tè-dè Tè-dè Tè-dè Tè - dè —

A1
pa-da-da - da pa-daw.
pa-da-da - da pa-daw.
pa-da-da - da pa-daw.
Got - ta Got-ta move on. —

A2
pa-da-da - da pa-daw.
pa-da-da - da pa-daw.
pa-da-da - da pa-daw.
Got - ta Got-ta move on. —

1
2
3
4

P.C.
Cm7

Synth
clean

Gtr.
8

Bass

Dr.

Wont' you take me to, — Fun-ky Town? Wont' you take me to, — Fun-ky Town?
Wont' you take me to, — Fun-ky Town? Wont' you take me to, — Fun-ky Town?
Wont' you take me to, — Fun-ky Town? Wont' you take me to, — Fun-ky Town?
Wont' you take me to, — Fun-ky Town? Wont' you take me to, — Fun-ky Town?

J

73

S1 - ta make a move to a town that's right_ for me_ *mf* Town_ to keep me mo - vin' keep me groo-vin' with some e - ner - gy_

S2 - ta make a move to a town that's right_ for me_ *mf* Town_ to keep me mo - vin' keep me groo-vin' with some e - ner - gy_

A1 - ta make a move to a town that's right_ for me_ *mf* Town_ to keep me mo - vin' keep me groo-vin' with some e - ner - gy_

A2 - on on Got - ta Got - ta move on_ on Got - ta Got - ta move on_ on Got - ta Got - ta move on_ on

1

2

3

4

P.C.

Synth (8th)

Gtr.

Bass

Dr.

FunkyTown 1 I
SS/AA 4 extra staves

L

88

S1
Got - ta move on.

S2
Got - ta move on.

A1
Got - ta move on.

A2
Got - ta move on.

1
Got - ta move on.

2
Got - ta move on.

3
Got - ta move on.

4
Got - ta move on.

P.C.
Got - ta move on.

Synth
Got - ta move on.

Gtr.
Got - ta move on.

Bass
Got - ta move on.

Dr.
Got - ta move on.

FunkyTown

- Lipps Inc. -

*Words and Music by Steven Greenberg
Arranged by Frank de Vreeze
Original Key*

Disco - Funk ♩ = 121

A

Soprano 1

Soprano 2

Alto 1

Alto 2

Got - ta Got - ta move on. on on Got - ta Got - ta move on. on on

Piano Combo

Drawbar Organ

Muted E. Guitar

Guitar

Bass Guitar

Drums

Beat ring

16

S1
talk a-bout it talk a-bout it ____ Talk ____ a-bout, talk a-bout, talk a-bout mo - o-vin' ____

S2
talk a-bout it talk a-bout it ____ Talk ____ a-bout, talk a-bout, talk a-bout mo - o-vin' ____

A1
talk a-bout talk a-bout it ____ Talk ____ a-bout talk a-bout talk a-bout mo - o-vin' ____

A2
talk a-bout talk a-bout it ____ Talk ____ a-bout talk a-bout talk a-bout mo - o-vin' ____

G F/g G G Fmaj7 E^{m7} G/d C

P.C.

Gtr.

Bass

Dr.

D

22

S1
Got - ta move on. Got - ta move on.

S2
Got - ta move on. Got - ta move on.

A1
Got - ta move on. Got - ta move on.

A2
Got - ta Got-ta move on. ____ on on Got - ta Got-ta move on. ____ on on Got - ta Got-ta move on.

P.C.

Gtr.

Bass

Dr.

G

40

S1
— Fun - ky Town? Won't you take me to, — Fun - ky Town? Got - ta Got-ta move on — and on and on and on and

S2
— Fun - ky Town? Won't you take me to, — Fun - ky Town? Got - ta Got-ta move on — and on and on and on and

A1
— Fun - ky Town? Won't you take me to, — Fun - ky Town? Got - ta Got-ta move on. — on on

A2
— Fun - ky Town? Won't you take me to, — Fun - ky Town? Got - ta Got-ta move on. — on on

P.C.
Strings

Gtr.
clean

Bass

Dr.

46

S1
on Got - ta Got-ta move on — and on and on and on and on Got - ta Got-ta move on — and on and on and on and on Got - ta Got-ta move

S2
on Got - ta Got-ta move on — and on and on and on and on Got - ta Got-ta move on — and on and on and on and on Got - ta Got-ta move

A1
Got - ta Got-ta move on. — on on Got - ta Got-ta move on. — on on Got - ta Got-ta move

A2
Got - ta Got-ta move on. — on on Got - ta Got-ta move on. — on on Got - ta Got-ta move

P.C.

Gtr.

Bass

Dr.

I

63

S1 Won't you take me to, ___ Fun - ky Town? Won't you take me to, ___ Fun - ky Town?

S2 Won't you take me to, ___ Fun - ky Town? Won't you take me to, ___ Fun - ky Town?

A1 Won't you take me to, ___ Fun - ky Town? Won't you take me to, ___ Fun - ky Town? _____

A2 Won't you take me to, ___ Fun - ky Town? Won't you take me to, ___ Fun - ky Town? _____ Got - ta Got-ta move on.

P.C.

Gtr. *clean* *Muted E. Guitar*

Bass

Dr.

J

69

S1 *mf* Got - ta make a move to a

S2 *mf* Got - ta make a move to a

A1 Got - ta make a move to a

A2 — on on Got - ta Got-ta move on. — on on Got - ta Got-ta move on. — on on

P.C. *Drawbar Organ*

Gtr.

Bass

Dr. *Beat ring*

85

S1
_ a - bout, talk a - bout, talk a - bout mo - o - vin'. ____ Got - ta move on.

S2
_ a - bout, talk a - bout, talk a - bout mo - o - vin'. ____ Got - ta move on.

A1
_ a - bout talk a - bout talk a - bout mo - o - vin'. ____ Got - ta move on.

A2
_ a - bout talk a - bout talk a - bout mo - o - vin'. ____ Got - ta Got - ta move on. ____ on on

G Fmaj7 E^m7 G/d C

P.C.

Gtr.

Bass

Dr.

90

S1
Got - ta move on. Got - ta move on.

S2
Got - ta move on. Got - ta move on.

A1
Got - ta move on. Got - ta move on.

A2
Got - ta Got - ta move on. ____ on on Got - ta Got - ta move on. Got - ta move on.

P.C.

Gtr.

Bass

Dr.

SSAA small Combo extra staves

Funky Town

- Lipps Inc. -

*Words and Music by Steven Greenberg
Arranged by Frank de Vreeze
Original Key*

Disco - Funk = 121

A

B

The musical score is for the song "Got to Move" by The Beatles. It features four vocal parts: Soprano 1, Soprano 2, Alto 1, and Alto 2. The instrumental parts include Piano/Combo, Guitar, Bass Guitar, and Drums. The score is written in 4/4 time and includes the following lyrics:

Got - ta make a move to a town that's right for me. —
 Got - ta make a move to a town that's right for me. —
 Got - ta make a move to a town that's right for me. —

The score includes musical notation for the vocal parts, including notes, rests, and lyrics. The instrumental parts include piano accompaniment, guitar, bass, and drums. The score is written in 4/4 time and includes the following lyrics:

Got - ta make a move to a town that's right for me. —
 Got - ta make a move to a town that's right for me. —
 Got - ta make a move to a town that's right for me. —

D

A musical score for the song 'The Rose Tree'. It consists of four staves. The first staff is the vocal melody, featuring a series of eighth and sixteenth notes. The second staff is a piano accompaniment, with a bass line of eighth notes and a treble line of chords. The third staff is a guitar accompaniment, with a bass line of eighth notes and a treble line of chords. The fourth staff is a keyboard accompaniment, with a bass line of eighth notes and a treble line of chords. The score is written in a simple, clear style, suitable for a children's songbook.

F

Stop Clap

32
S1
Got - ta Got-ta move on
Got - ta Got-ta move on
Wont' you take me to, — Fun - ky Town?
Wont' you take me to, — Fun - ky Town?
Wont' you take me to, — Fun - ky Town?
Wont' you take me to, — Fun - ky Town?

S2
Got - ta Got-ta move on
Got - ta Got-ta move on
Wont' you take me to, — Fun - ky Town?
Wont' you take me to, — Fun - ky Town?
Wont' you take me to, — Fun - ky Town?
Wont' you take me to, — Fun - ky Town?

A1
Got - ta Got-ta move on
Got - ta Got-ta move on
Wont' you take me to, — Fun - ky Town?
Wont' you take me to, — Fun - ky Town?
Wont' you take me to, — Fun - ky Town?
Wont' you take me to, — Fun - ky Town?

A2
Got - ta Got-ta move on
Got - ta Got-ta move on
Wont' you take me to, — Fun - ky Town?
Wont' you take me to, — Fun - ky Town?
Wont' you take me to, — Fun - ky Town?
Wont' you take me to, — Fun - ky Town?

1
2
Cm7

P.C.
Cm7

Gtr.
8
clean

Bass

Dr.

48

S1
on Got - ta Got-ta move on — and on and on and on Got - ta Got-ta move
Tè-dè Tè-dè Tè-dè Tè - dè —
Tè-dè Tè-dè Tè-dè Tè-dè —
Tè-dè

S2
on Got - ta Got-ta move on — and on and on and on Got - ta Got-ta move
Tè-dè Tè-dè Tè-dè Tè - dè —
Tè-dè Tè-dè Tè-dè Tè-dè —
Tè-dè

A1
Got - ta Got-ta move on. — on on
Got - ta Got-ta move pa-da-da - da pa-daw.
pa-da-da - da pa-daw.
pa-da-da - da pa-daw.

A2
Got - ta Got-ta move on. — on on
Got - ta Got-ta move pa-da-da - da pa-daw.
pa-da-da - da pa-daw.
pa-da-da - da pa-daw.

1
2

P.C.
F

Gtr.
8

Bass

Dr.

I

6/4

S1

— Fun - ky Town? Won't you take me to, — Fun - ky Town?

S2

— Fun - ky Town? Won't you take me to, — Fun - ky Town?

A1

— Fun - ky Town? Won't you take me to, — Fun - ky Town? —

A2

— Fun - ky Town? Won't you take me to, — Fun - ky Town? — Got - ta Got-ta move on. — on on Got - ta Got-ta move on. — on on

1

2

P.C.

C

Drawbar Organ

Muted E. Guitar

clean

Gtr.

Bass

Dr.

Beat ring

78

K *mf* top notes opt.

S1
groo - vin' with some e - ner - gy. —

S2
groo - vin' with some e - ner - gy. —

A1
groo - vin' with some e - ner - gy. —

A2
got - ta got - ta move on. —

Well, I talk a - bout it talk a - bout it talk a - bout it —

Well, I talk a - bout it talk a - bout it talk a - bout it —

Well, I talk a - bout it talk a - bout it talk a - bout it —

1

2

G A^m/g G F/g

P.C.

Gtr.

Bass

Dr.

L

89

S1
Got - ta move on.

S2
Got - ta move on.

A1
Got - ta move on.

A2
Got - ta move on.

1
Got - ta move on.

2
Got - ta move on.

PC.
Got - ta move on.

Gtr.
Got - ta move on.

Bass
Got - ta move on.

Dr.
Got - ta move on.

FunkyTown

- Lipps Inc. -

*Words and Music by Steven Greenberg
Arranged by Frank de Vreeze
Original Key*

Disco - Funk ♩ = 121

A

Soprano 1

Soprano 2

Alto 1

Alto 2

Got - ta Got - ta move on. on on Got - ta Got - ta move on.

C

Piano Solo
Advanced

C

13 *mf* top notes opt.

S1 Well, I talk a-bout it talk a-bout it talk a-bout it talk a-bout it ____

S2 Well, I talk a-bout it talk a-bout it talk a-bout it talk a-bout it ____

A1 Well, I talk a-bout talk a-bout talk a-bout talk a-bout it ____

A2 on on Well, I talk a-bout talk a-bout talk a-bout talk a-bout it ____

G A^m/g G F/g G

P.S.A.

18

S1 Talk ____ a-bout, talk a-bout, talk a-bout mo - o-vin'. ____

S2 Talk ____ a-bout, talk a-bout, talk a-bout mo - o-vin'. ____

A1 Talk ____ a-bout talk a-bout talk a-bout mo - o-vin'. ____

A2 Talk ____ a-bout talk a-bout talk a-bout mo - o-vin'. ____ Got - ta Got-ta move on.

G F^{maj7} E^{m7} G/d C

P.S.A.

F

33

Stop Clap

S1
on Got - ta Got - ta move on Won't you take me to, _____ Fun - ky Town?

S2
on Got - ta Got - ta move on Won't you take me to, _____ Fun - ky Town?

A1
on Got - ta Got - ta move on Won't you take me to, _____ Fun - ky Town?

A2
on Got - ta Got - ta move on Won't you take me to, _____ Fun - ky Town?

P.S.A.

Cm7

37

S1
Won't you take me to, _____ Fun - ky Town? Won't you take me to, _____ Fun - ky Town?

S2
Won't you take me to, _____ Fun - ky Town? Won't you take me to, _____ Fun - ky Town?

A1
Won't you take me to, _____ Fun - ky Town? Won't you take me to, _____ Fun - ky Town?

A2
Won't you take me to, _____ Fun - ky Town? Won't you take me to, _____ Fun - ky Town?

P.S.A.

49

S1
— and on and on and on and on Got - ta Got-ta move Tè-dè Tè-dè Tè-dè Tè - dè — Tè-dè

S2
— and on and on and on and on Got - ta Got-ta move Tè-dè Tè-dè Tè-dè Tè - dè — Tè-dè

A1
— on on Got - ta Got-ta move pa-da-da-da pa-daw. pa-da-da-da pa-daw.

A2
— on on Got - ta Got-ta move pa-da-da-da pa-daw. pa-da-da-da pa-daw.

P.S.A.
F

54

S1
Tè-dè Tè-dè Tè - dè — Tè-dè Tè-dè Tè-dè Tè - dè — Tè-dè Tè-dè Tè-dè Tè - dè —

S2
Tè-dè Tè-dè Tè - dè — Tè-dè Tè-dè Tè-dè Tè - dè — Tè-dè Tè-dè Tè-dè Tè - dè —

A1
pa-da-da-da pa-daw. pa-da-da-da pa-daw. Got - ta Got-ta move on.

A2
pa-da-da-da pa-daw. pa-da-da-da pa-daw. Got - ta Got-ta move on.

P.S.A.

I

67

S1

S2

A1

A2

C

P.S.A.

Got - ta Got-ta move on. _____ on on Got - ta Got-ta move on. _____ on on

J

72

S1

S2

A1

A2

P.S.A.

mf Got - ta make a move to a town that's right for me. _____

mf Got - ta make a move to a town that's right for me. _____

Got - ta Got-ta move on. _____ on on Got - ta Got-ta move on. _____ on on

L

85

S1
— a - bout, talk a - bout, talk a - bout mo - o - vin'. — Got - ta move on.

S2
— a - bout, talk a - bout, talk a - bout mo - o - vin'. — Got - ta move on.

A1
— a - bout talk a - bout talk a - bout mo - o - vin'. — Got - ta move on.

A2
— a - bout talk a - bout talk a - bout mo - o - vin'. — Got - ta Got - ta move on. — on on

G Fmaj7 Em7 G/d C

P.S.A.

90

S1
Got - ta move on. Got - ta move on.

S2
Got - ta move on. Got - ta move on.

A1
Got - ta move on. Got - ta move on.

A2
Got - ta Got - ta move on. — on on Got - ta Got - ta move on. Got - ta move on.

P.S.A.

FunkyTown

- Lipps Inc. -

*Words and Music by Steven Greenberg
Arranged by Frank de Vreeze
Original Key*

Disco - Funk ♩ = 121

A

Soprano 1

Soprano 2

Alto 1

Alto 2

Got - ta Got - ta move on. on on Got - ta Got - ta move on.

C

Piano Solo Intermediate

C

13 *mf* top notes opt.

S1 Well, I talk a-bout it talk a-bout it talk a-bout it talk a-bout it ____

S2 Well, I talk a-bout it talk a-bout it talk a-bout it talk a-bout it ____

A1 Well, I talk a-bout talk a-bout talk a-bout talk a-bout it ____

A2 on on Well, I talk a-bout talk a-bout talk a-bout talk a-bout it ____

G A^m/g G F/g G

P.S.I.

18

S1 Talk ____ a-bout, talk a-bout, talk a-bout mo - o-vin'. ____

S2 Talk ____ a-bout, talk a-bout, talk a-bout mo - o-vin'. ____

A1 Talk ____ a-bout talk a-bout talk a-bout mo - o-vin'. ____

A2 Talk ____ a-bout talk a-bout talk a-bout mo - o-vin'. ____ Got - ta Got-ta move on.

G F^{maj7} E^{m7} G/d C

P.S.I.

F

33

Stop Clap

S1
on Got - ta Got-ta move on Won't you take me to, _____ Fun - ky Town? Won't you take me to,

S2
on Got - ta Got-ta move on Won't you take me to, _____ Fun - ky Town? Won't you take me to,

A1
on Got - ta Got-ta move on Won't you take me to, _____ Fun - ky Town? Won't you take me to,

A2
on Got - ta Got-ta move on Won't you take me to, _____ Fun - ky Town? Won't you take me to,

P.S.I.

38

S1
_____ Fun - ky Town? Won't you take me to, _____ Fun - ky Town? Won't you take me to, _____ Fun - ky Town?

S2
_____ Fun - ky Town? Won't you take me to, _____ Fun - ky Town? Won't you take me to, _____ Fun - ky Town?

A1
_____ Fun - ky Town? Won't you take me to, _____ Fun - ky Town? Won't you take me to, _____ Fun - ky Town?

A2
_____ Fun - ky Town? Won't you take me to, _____ Fun - ky Town? Won't you take me to, _____ Fun - ky Town?

P.S.I.

53

S1 Tè - dè Tè - dè Tè - dè Tè - dè Tè - dè Tè - dè Tè - dè

S2 Tè - dè Tè - dè Tè - dè Tè - dè Tè - dè Tè - dè Tè - dè

A1 pa - da - da - da pa - daw. pa - da - da - da pa - daw. pa - da - da - da pa - daw.

A2 pa - da - da - da pa - daw. pa - da - da - da pa - daw. pa - da - da - da pa - daw.

P.S.I.

H

58

S1 Tè - dè Tè - dè Tè - dè Won't you take me to, Fun - ky Town? Won't you take me to,

S2 Tè - dè Tè - dè Tè - dè Won't you take me to, Fun - ky Town? Won't you take me to,

A1 Got - ta Got - ta move on. Won't you take me to, Fun - ky Town? Won't you take me to,

A2 Got - ta Got - ta move on. Won't you take me to, Fun - ky Town? Won't you take me to,

C^{m7}

P.S.I.

J

72 *mf*

S1 Got - ta make a move to a town that's right__ for me. _____

S2 *mf* Got - ta make a move to a town that's right__ for me. _____

A1 Got - ta make a move to a town that's right__ for me. _____

A2 Got - ta Got - ta move on. _____ on on Got - ta Got - ta move on. _____ on on

P.S.I.

76 *mf*

S1 Town__ to keep me mo - vin' keep me groo - vin' with some e - ner - gy. _____

S2 *mf* Town__ to keep me mo - vin' keep me groo - vin' with some e - ner - gy. _____

A1 Town__ to keep me mo - vin' keep me groo - vin' with some e - ner - gy. _____

A2 Got - ta Got - ta move on. _____ on on Got - ta Got - ta move on. _____ on on

P.S.I.

90

S1
Got - ta move on. Got - ta move on.

S2
Got - ta move on. Got - ta move on.

A1
Got - ta move on. Got - ta move on.

A2
Got - ta Got - ta move on. on on Got - ta Got - ta move on. Got - ta move on.

P.S.I.

FunkyTown

- Lipps Inc. -

*Words and Music by Steven Greenberg
Arranged by Frank de Vreeze
Original Key*

Disco - Funk ♩ = 121

A

Soprano 1

Soprano 2

Alto 1

Alto 2

Got - ta Got - ta move on. ____ on on Got - ta Got - ta move on. ____ on on

B

6 *mf*

S1

mf Got - ta make a move to a town that's right for me. ____

S2

Got - ta make a move to a town that's right for me. ____

A1

Got - ta make a move to a town that's right for me. ____

A2

Got - ta Got - ta move on. ____ on on Got - ta Got - ta move on. ____ on on

24

S1 Got - ta move on. Got - ta move on.

S2 Got - ta move on. Got - ta move on.

A1 Got - ta move on. Got - ta move on.

A2 Got - ta Got - ta move on. on on Got - ta Got - ta move on. on on

E

28 Clap on 2 + 4

S1 Got - ta Got - ta move on Got - ta Got - ta move

S2 Got - ta Got - ta move on Got - ta Got - ta move

A1 Got - ta Got - ta move on Got - ta Got - ta move

A2 Got - ta Got - ta move on Got - ta Got - ta move

F

33 Stop Clap

S1 on Got - ta Got - ta move on Won't you take me to, Fun - ky Town?

S2 on Got - ta Got - ta move on Won't you take me to, Fun - ky Town?

A1 on Got - ta Got - ta move on Won't you take me to, Fun - ky Town?

A2 on Got - ta Got - ta move on Won't you take me to, Fun - ky Town?

48

S1
on Got-ta Got-ta move on ____ and on and on and on and on Got-ta Got-ta move Tè-dè

S2
on Got-ta Got-ta move on ____ and on and on and on and on Got-ta Got-ta move Tè-dè

A1
Got-ta Got-ta move on. ____ on on Got-ta Got-ta move pa-da-da-da pa-daw.

A2
Got-ta Got-ta move on. ____ on on Got-ta Got-ta move pa-da-da-da pa-daw.

52

S1
Tè-dè Tè-dè Tè - dè ____ Tè-dè Tè-dè Tè-dè Tè - dè ____ Tè-dè

S2
Tè-dè Tè-dè Tè - dè ____ Tè-dè Tè-dè Tè-dè Tè - dè ____ Tè-dè

A1
pa-da-da-da pa-daw. pa-da-da-da pa-daw.

A2
pa-da-da-da pa-daw. pa-da-da-da pa-daw.

56

S1
Tè-dè Tè-dè Tè - dè ____ Tè-dè Tè-dè Tè-dè Tè - dè ____ Won't you take me to,

S2
Tè-dè Tè-dè Tè - dè ____ Tè-dè Tè-dè Tè-dè Tè - dè ____ Won't you take me to,

A1
pa-da-da-da pa-daw. Got - ta Got-ta move on. ____ Won't you take me to,

A2
pa-da-da-da pa-daw. Got - ta Got-ta move on. ____ Won't you take me to,

J

73 *mf*

S1 - ta make a move to a town that's right for me. _____ *mf* Town

S2 - ta make a move to a town that's right for me. _____ Town

A1 - ta make a move to a town that's right for me. _____ Town

A2 — on on Got - ta Got - ta move on. — on on Got - ta Got - ta move on. —

77 *mf*

S1 — to keep me mo - vin' keep me groo - vin' with some e - ner - gy. _____ Well, I

S2 — to keep me mo - vin' keep me groo - vin' with some e - ner - gy. _____ Well, I

A1 — to keep me mo - vin' keep me groo - vin' with some e - ner - gy. _____ Well, I

A2 — on on Got - ta Got - ta move on. — on on Well, I

K

81 top notes opt.

S1 talk a - bout it talk a - bout it talk a - bout it talk a - bout it _____ Talk _____ a - bout, talk a - bout,

S2 talk a - bout it talk a - bout it talk a - bout it talk a - bout it _____ Talk _____ a - bout, talk a - bout,

A1 talk a - bout talk a - bout talk a - bout talk a - bout it _____ Talk _____ a - bout talk a - bout

A2 talk a - bout talk a - bout talk a - bout talk a - bout it _____ Talk _____ a - bout talk a - bout

FunkyTown

- Lipps Inc. -

Disco - Funk ♩ = 121

Words and Music by Steven Greenberg
Arranged by Frank de Vreeze
Original Key

A



B



C



FunkyTown

- Lipps Inc. -

Disco - Funk ♩ = 121

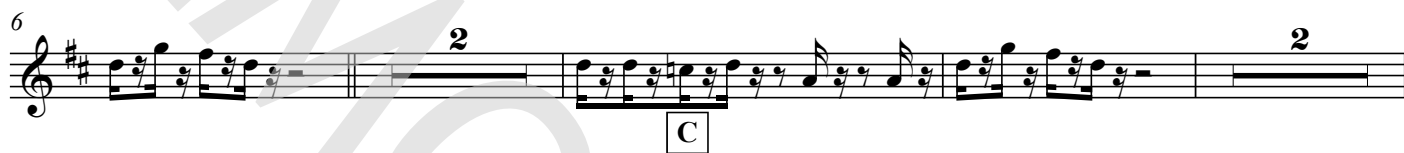
Words and Music by Steven Greenberg
Arranged by Frank de Vreeze
Original Key

A

Bb Instr.



B



C



D



E

F



G



H

I



FunkyTown

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Words and Music by Steven Greenberg
Arranged by Frank de Vreeze
Original Key

A

E♭ Instr.



B



C



E

F



H

I



FunkyTown

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Original Key

Disco - Funk ♩ = 121

A

C

Drawbar Organ

B

5

9

C

G A^m/g G F/g G

14

19

G F^{maj}7 E^m7 G/d C

FunkyTown

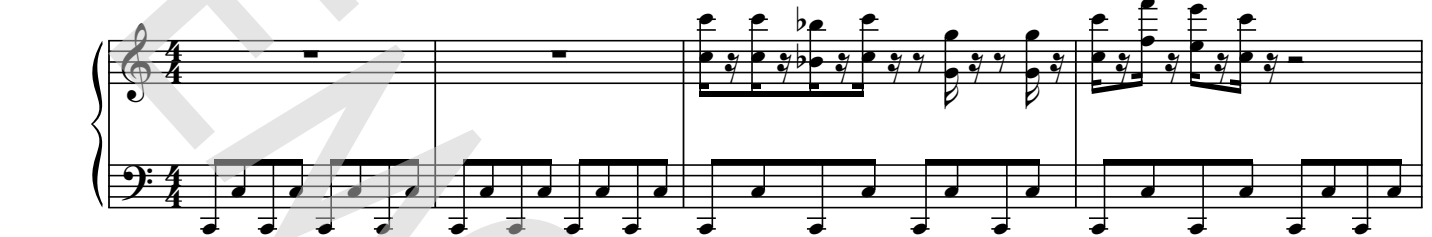
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Original Key

Disco - Funk ♩ = 121

A

C



B



C

G A^m/g G F/g G



19 G Fmaj7 E^m7 G/d C



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Original Key

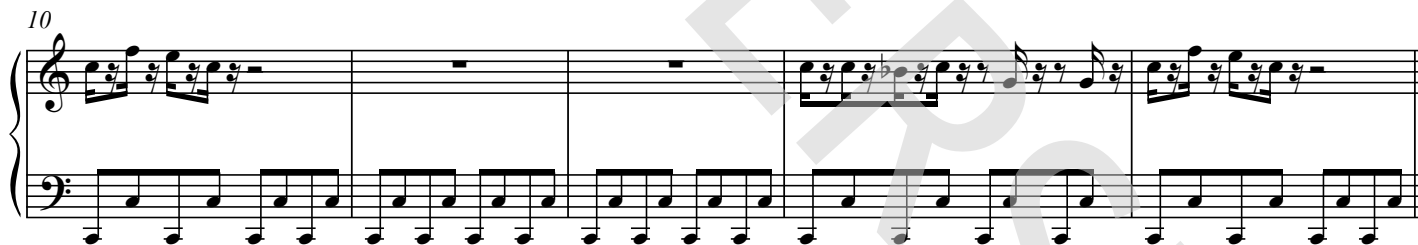
Disco - Funk ♩ = 121

A

C



B



C



D



FunkyTown

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Original Key

Disco - Funk ♩ = 121

A

Kalimba

Bass & Lead

8vb

B

5

8vb

9

8vb

C

13

8vb

17

8vb

FunkyTown

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Words and Music by Steven Greenberg
Arranged by Frank de Vreeze
Original Key

Disco - Funk ♩ = 121

A

C

Muted E. Guitar

3

Guitar



B

6



C

G A^m/g G F/g G

12



D

G F^{maj7} E^{m7} G/d C

18



24



E

E^{m7} G/d C

F

C^{m7}
clean

30



36



clean

FunkyTown

- Lipps Inc. -

Words and Music by Steven Greenberg
Arranged by Frank de Vreeze
Original Key

Disco - Funk ♩ = 121

A

Bass Guitar

C

3

B

6

C

12

G

A^m/g

G

F/g

G

D

18

G

F^{maj7}

E^{m7}

G/d

C

24

G

F^{maj7}

E

F

30

E^{m7}

G/d

C

C^{m7}

36

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. The first staff includes labels for: Hi-Hat closed, Hi-Hat open, Shareclick, Bassdrum (Kick), Sharedrum, Hi-Hat Foot, High Tom, Mid Tom, Low Tom, Floor Tom, Ride Cymbal, Ride Bell/Cup, Crash Cymbal, Splash Cymbal, Triangle mute, Tambourine Beating, and Triangle open. The second staff includes labels for: Shaker(eggs), Claves, High Timbale, Sleigh Bells, Bell Tree, Maracas, Wind Chimes, Handclap, Cowbell, Conga Cabasa, Guiro, Woodblock High, Woodblock Low, Timbale Low, Agogo High, and Agogo Low. A large, diagonal watermark reading 'DRUMKIT/PERCUSION' is overlaid across the center of the page.

FunkyTown

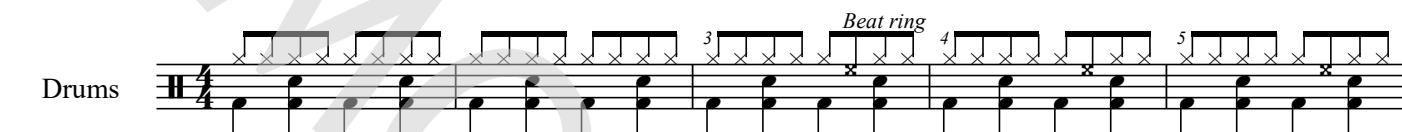
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Arranged by Frank de Vreeze
Original Key

Disco - Funk ♩ = 121

A

Drums



B



C



D



E

F



FunkyTown

- Lipps Inc. -

Words and Music by Steven Greenberg
Arranged by Frank de Vreeze
Original Key

Disco - Funk ♩ = 121

A

C

Drawbar Organ



B



Got - ta make a move to a town that's right for me. ____



Town ____ to keep me mo-vin' keep me groo-vin' with some e-ner-gy. ____

Well, I

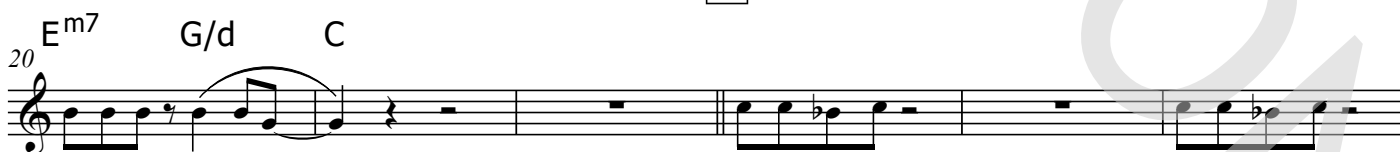
C



talk a-bout it talk a-bout it talk a-bout it talk a-bout it ____

Talk ____ a-bout, talk a-bout,

D



talk a-bout mo - o - vin'. ____

Got-ta move on.

Got-ta move on.

E



Got-ta move on.

FunkyTown

- Lipps Inc. -

*Words and Music by Steven Greenberg
Arranged by Frank de Vreeze
Original Key*

A: (Gotta gotta move on on on 2x)

B:
(Gotta gotta move on on on 4x)
Gotta make a move to a town that's right for me
Town to keep me movin'
Keep me groovin' with some energy

C:
Well, I talk about it, talk about it
Talk about it, talk about it
Talk about, talk about
Talk about movin'

D:
(Gotta gotta move on on on 3x) Gotta move on (3x)

E:
(Gotta gotta move on 3x)

F:
Won't you take me to Funkytown? (4x)

G:
(Gotta gotta move (and) on (and) on (and) on 3x)
(Gotta gotta move)
Pa-da-da-da-pa-daw... Tèdè Tèdè Tèdè Tèdè (4x)

H:
(Gotta gotta move on on on 4x)
Won't you take me to Funkytown? (4x)

I:
(Gotta gotta move on on on 3x)

J:
(Gotta gotta move on on on 4x)
Gotta make a move to a town that's right for me
Town to keep me movin'
Keep me groovin' with some energy

K:
Well, I talk about it, talk about it
Talk about it, talk about it
Talk about, talk about
Talk about movin'

L:
(Gotta gotta move on on on 2x)
Gotta move on
Gotta move on
(Gotta gotta move on)
Gotta move on