



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

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.

Kalimba
 Bass & Lead
 Muted E. Guitar
 Beat ring

Drawbar Organ

mf
 mf

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^{maj7} 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

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

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

C
G A^m/g G F/g

P.C.

Synth

Gtr.

Bass

Dr.

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.

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

P.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

DEMO

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

mf
Got -

Got -

C

Drawbar Organ

Kalimba

Bass & Lead

Muted E. Guitar

Beat ring

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

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

Bb

P.C. G F^{maj7} 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.

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.

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 Combo, Synthesizer, Guitar, Bass Guitar, and Drums.

Vocal Parts:

- Soprano 1: *mf* Got - ta Got - ta move on, on on Got - ta Got - ta move on, on on Got - ta Got - ta move on.
- 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* (Bass & Lead)
- 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.

F

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'. Got - ta Got - ta move on.

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

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

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

SSAA 4 extra staves

Funky Town

- Lipps Inc. -

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

Disco - Funk ♩ = 121

A

B

Sheet music for Funky Town, SSAA 4 extra staves. The score includes parts for Soprano 1, Soprano 2, Alto 1, Alto 2, Piano, Piano Combo, Synthesizer, Guitar, Bass Guitar, and Drums. The lyrics are: 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. Got - ta make a move to a town that's right for me. The score is marked with 'mf' (mezzo-forte) and 'C' (C major). The tempo is 121 beats per minute. The key signature is one flat (Bb). The score is arranged by Frank de Vreeze, original key.

FunkyTown 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

2

3

4

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

Synth (8th)

Gtr.

Bass

Dr.

Funkytown 5

SS/AA 4 extra staves

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

Funky Town 7

SS/AA 4 extra staves

H

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— 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— 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? 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, —

1

2

3

4

P.C. Cm7

Synth

Gtr. *clean*

Bass

Dr.

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.

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 Em7 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

Drummer Organ

Drums

Bass Guitar

Guitar

Piano/Combo

Alto 2

Alto 1

Soprano 2

Soprano 1

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 -

SSAA small Combo extra staves

D

[illegible]

SSAA small Combo extra staves

32

Stop Clap

S1

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

S2

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

A1

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

A2

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

1

2

Cm7

P.C.

Gtr.

Bass

Dr.

clean

8

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, — Got - ta Got-ta move on, — on Got - ta Got-ta move on, — on

1

2

C

P.C.

Drumbar Organ

clean

Muted E. Guitar

Gtr.

Bass

Dr.

Beau ring

FunkyTown 1 I
SSAA small Combo extra staves

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 talk a - bout talk a - bout talk a - bout it —

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

1
2

G A^m/g G F/g

P.C.

Gtr.
8

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

Piano Solo
Advanced

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

C

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

P.S.A.

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

C

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. $Cm7$

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 Tè - dè _ Tè - dè

S2 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.

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

P.S.I.

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,

P.S.I.

Cm7

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



E

F



H

I



FunkyTown

- Lipps Inc. -

Disco - Funk ♩ = 121

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

A



B



C



D



E

F



G



H

I



FunkyTown

- Lipps Inc. -

Disco - Funk ♩ = 121

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

A



B



C



D



E

F



G



H

I



FunkyTown

- Lipps Inc. -

Words and Music by Steven Greenberg
Arranged by Frank de Vreeze
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

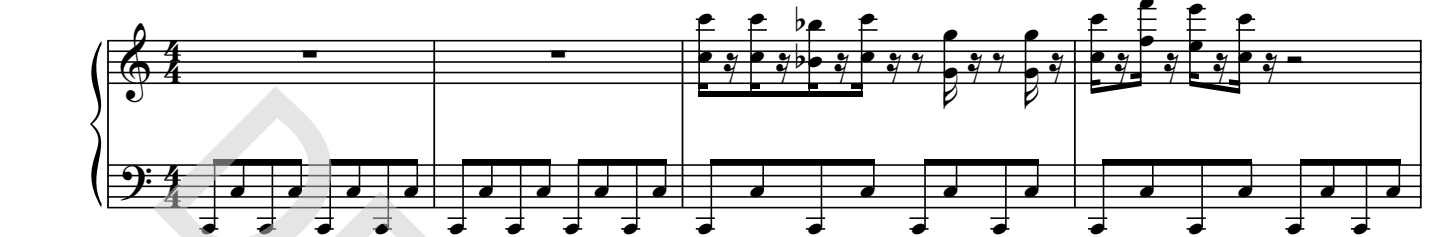
- Lipps Inc. -

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

Disco - Funk ♩ = 121

A

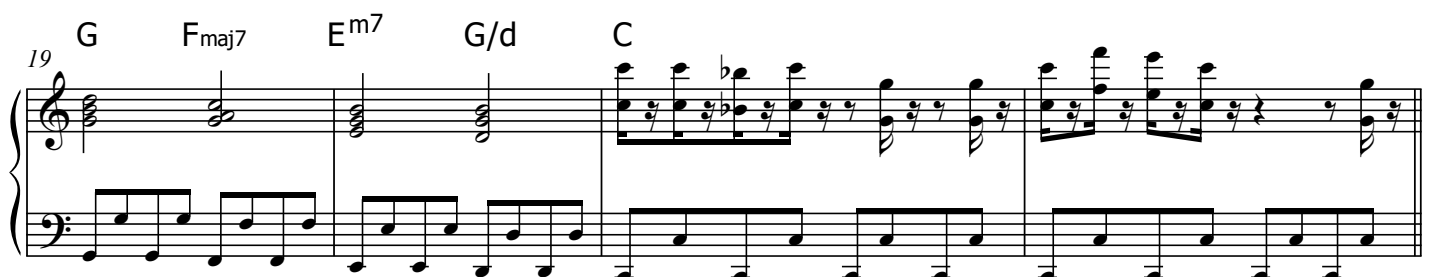
C



B



C



FunkyTown

- Lipps Inc. -

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

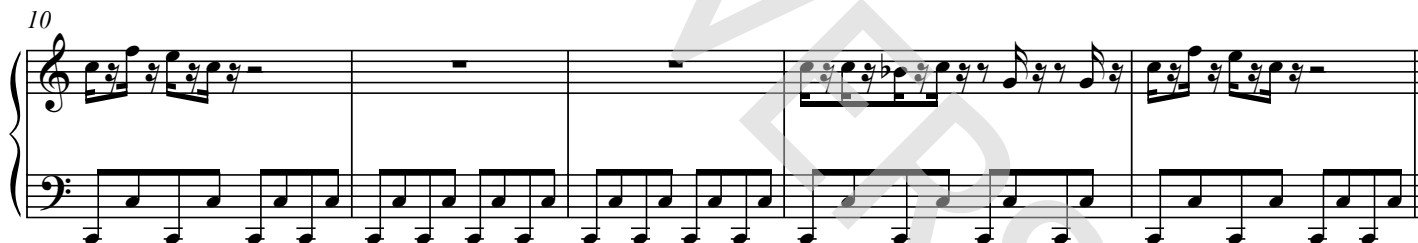
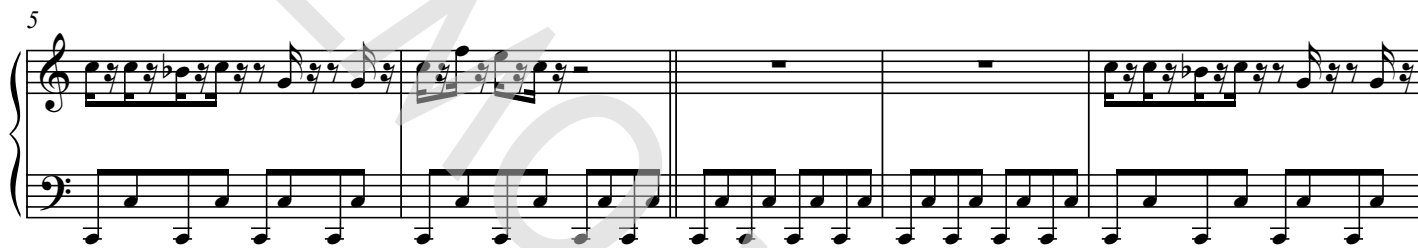
Disco - Funk ♩ = 121

A

C



B



C



D



FunkyTown

- Lipps Inc. -

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

Disco - Funk ♩ = 121

A

Kalimba

Bass & Lead

8vb

B

5

8vb

9

8vb

C

13

8vb

17

8vb

FunkyTown

- Lipps Inc. -

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

Disco - Funk ♩ = 121

A

C
Muted E. Guitar

B

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

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

E
E^m7 G/d C

F
C^m7
clean

F
clean

8 6 12 18 24 30 36

8 8 8 8 8 8 8

3

clean

FunkyTown

- Lipps Inc. -

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

Disco - Funk ♩ = 121

A

C

Bass Guitar

B

6

C

12

G A^m/g G F/g G

D

18

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

E

24

F

30

E^{m7} G/d C

36

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.

FunkyTown

- Lipps Inc. -

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

Disco - Funk ♩ = 121

A

Drums

Beat ring

B

6

C

12

D

18

E

24

F

30

36

FunkyTown

- Lipps Inc. -

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

Disco - Funk ♩ = 121

A

C



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

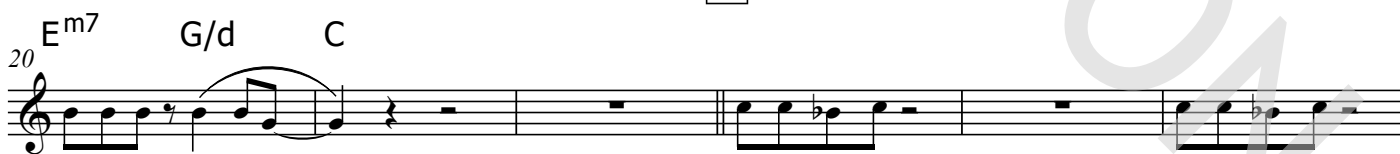
C



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