


Beat It

Michael Jackson

Intro

 = 139

Vocals

Steelpan

Guitar

Guitar2

Guitar3

Bass

Drums

Sheet music for the Intro of "Beat It" by Michael Jackson. The music is in 4/4 time, with a tempo of 139 beats per minute. The key signature is E major (four sharps: F#, C#, G#, D#).

The arrangement includes staves for Vocals, Steelpan, Guitar, Guitar2, Guitar3, Bass, and Drums. Each staff is divided into measures by vertical bar lines. The Drums staff shows a complex rhythmic pattern, including eighth notes and sixteenth notes, with some measures marked with 'x' to indicate specific drum hits.

10

V_o

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

2

15

V_o

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

Verse 1

20

V_o

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

They told him don't you ev er

120

12 x x 12 12 x x 12 14 x x 12 x 12 14 x x 12 x x 12 14 9 9 9 7 9 9 9 7 7 5

(4) 2 0 0 0 3 2 5 2 4 2 0 7 7 7 5

4
24

V_o

come a round here, don't wan na see your face, you bet ter dis ap pear. The

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

27

V_o

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

fi re's in their eyes and their words are real ly clear, so beat it, just

5 5 5 7 7 7 9 9 9 7

5 5 5 7 7 7 9 9 9 7

3 3 3 5 5 5 7 7 7 5

6

30

V_o



beat it. You bet ter run, you bet ter do what you can, don't

Sp



G_{tr}





G_{tr}2





G_{tr}3





Ba





Drs



33

V_o

wan na see no blood, don't be a ma cho man. You wan na be tough, bet ter

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

8

36

V_o



do what you can, so beat it. But you wan na be bad. Just

Sp



Gtr



Gtr2



Gtr3



Ba



Drs



Chorus

39

V_o

beat it, (beat it), beat it, (beat it), no one wants to be de fea ted. Show

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

The musical score is written for a chorus. It features five vocal parts (V_o, Sp, Gtr, Gtr2, Gtr3), a bass part (Ba), and a drum part (Drs). The key signature is D major (F# C# G# D#). The tempo is 8. The score includes lyrics: 'beat it, (beat it), beat it, (beat it), no one wants to be de fea ted. Show'. The guitar parts (Gtr, Gtr2, Gtr3) are written in treble clef. The bass part (Ba) is written in bass clef. The drum part (Drs) is written in a simplified notation using 'x' for hits and 'o' for rests. The score is divided into four measures. The first measure contains the lyrics 'beat it, (beat it), beat it, (beat it)'. The second measure contains the lyrics 'no one wants to be de fea ted. Show'. The third measure contains the lyrics 'Show'. The fourth measure contains the lyrics 'Show'.

V_o

Sp

G_{tr}

G_{tr}2

G_{tr}3

Ba

Drs

47

Vo

beat it, just beat it, just beat it, just beat it.

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

The musical score is written for a band. The key signature is D major, indicated by two sharps (F# and C#). The time signature is 4/4. The score begins at measure 47. The vocal parts (Vo and Sp) sing the lyrics 'beat it, just beat it, just beat it, just beat it.' The guitar parts (Gtr, Gtr2, Gtr3) play a repeating riff. The bass (Ba) and drums (Drs) provide a steady rhythm. The guitar parts are written in standard notation, while the bass and drums are written in bass clef notation. The drums part includes a snare drum and a kick drum.

Verse 2

51

V_o

They're out to get you, bet ter leave while you can, don't wan na be a boy, you wan na

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

54

Vo

be a man. You wan na stay al ive, bet ter do what you can, so

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

The musical score for measures 54-56 is as follows:

- Vocals (Vocals):** The melody starts on a whole note 'be a man.' followed by a half note 'You wan na stay al ive,' and a quarter note 'bet ter do what you can, so'.
- Soprano (Sp):** The melody follows the vocal line, starting with a whole note 'be a man.' followed by a half note 'You wan na stay al ive,' and a quarter note 'bet ter do what you can, so'.
- Guitar (Gtr):** The guitar part consists of a whole note 'be a man.' followed by a half note 'You wan na stay al ive,' and a quarter note 'bet ter do what you can, so'.
- Guitar 2 (Gtr2):** The guitar 2 part consists of a whole note 'be a man.' followed by a half note 'You wan na stay al ive,' and a quarter note 'bet ter do what you can, so'.
- Guitar 3 (Gtr3):** The guitar 3 part consists of a whole note 'be a man.' followed by a half note 'You wan na stay al ive,' and a quarter note 'bet ter do what you can, so'.
- Bass (Ba):** The bass part consists of a whole note 'be a man.' followed by a half note 'You wan na stay al ive,' and a quarter note 'bet ter do what you can, so'.
- Drums (Drs):** The drums part consists of a whole note 'be a man.' followed by a half note 'You wan na stay al ive,' and a quarter note 'bet ter do what you can, so'.

14

57

V_o

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

60

Vo

really not scared, you're play in' with your life this ain't no truth or dare. They'll

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

really not scared, you're play in' with your life this ain't no truth or dare. They'll

0 2 0 0 2 4 2 0 2

5 5 7 7 7 5 5 5

V_o
63

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

Chorus

66

V_o

wan na be bad, just beat it, (beat it), beat it, (beat it), no one wants to be de fea

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

7 7 7 7

5 5

0 2 0 2 0 3 2 5 2 4 2 0 0 0 3 2 5 2 4

5 5 0 3 2 5 2 4 2 0 0 0 3 2 5 2 4

V_o

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

Vo 78

ted. Show them how fun ky and strong is your fight, it does n't mat ter who's

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

Bridge

82

V_o

wrong or right, just beat it, beat it, beat it, beat it. Beat it, beat it, beat it.

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

The musical score for the bridge section (measures 82-85) is as follows:

- Vocals (V_o):** Melody in D major. Measures 82-83: "wrong or right, just beat it, beat it, beat it, beat it." Measures 84-85: "Beat it, beat it, beat it." The melody consists of eighth and quarter notes.
- Soprano (Sp):** Same melody as the Vocals.
- Guitar (Gtr):** Chords in D major (F# C# G# D) in measures 82-85.
- Guitar 2 (Gtr2):** Chords in D major (F# C# G# D) in measures 82-85.
- Guitar 3 (Gtr3):** Rhythm guitar part with eighth and quarter notes in measures 82-85.
- Bass (Ba):** Bass line in D major. Measures 82-83: (4)2 0. Measures 84-85: 0 0 0 0 0 0 0 0.
- Drums (Drs):** Drum kit notation with eighth and quarter notes in measures 82-85.

This musical score is for the song "Beat It" by Michael Jackson. It is written for guitar, drums, and bass. The key signature is one sharp (F#), and the time signature is 4/4. The score is divided into four measures, each 16 bars long. The guitar part (Gtr) features a melodic line in the first measure, a rhythmic pattern in the second, and a complex, fast-paced solo in the third and fourth measures. The drums (Drs) play a steady, rhythmic pattern throughout. The bass (Ba) provides a solid, rhythmic foundation. The lyrics "Beat it, beat it, beat it, beat it." are written under the guitar part in the first measure.

22
86

V_o

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

Beat it, beat it, beat it, beat it.

90

V_o

Beat it, beat it.

Sp

Gtr

Gtr2

Ba

Drs

The musical score is written for a 4-measure piece in E major (indicated by four sharps in the key signature). The parts are as follows:

- V_o (Voice):** The vocal line starts with the lyrics "Beat it, beat it." and consists of a single melodic phrase in the first measure, followed by rests in the subsequent measures.
- Sp (Soprano):** The soprano line mirrors the vocal melody in the first measure and then rests.
- Gtr (Guitar):** The guitar line has a whole rest in the first measure and then plays a series of chords in the following measures, marked with 'x' symbols.
- Gtr2 (Guitar 2):** This part features complex fretting and bends, with notes marked with 'x' and '12' or '14' indicating specific frets.
- Ba (Bass):** The bass line follows a similar pattern to the guitar, with notes marked with 'x' and '12' or '14'.
- Drs (Drums):** The drum part consists of a steady eighth-note pattern throughout the piece.

24

94

V_o



Beat it, beat it, beat it.

Sp



Gtr



Gtr2



Gtr3



Ba



Drs



Solo

[illegible]

26

102

V_o

Sp

Gtr

8

3

5

12-10

14-15-14-12-10-14-15-14-12-10-12-13-12

(19)

12-15-19

12-19-15-12-14-12

19-15

15-12-14

15

Gtr2

8

7

7

5

5

5

3

5

5

3

7

7

5

Gtr3

8

7

7

5

5

5

3

5

5

3

7

7

5

Ba

8

5

5

3

3

3

5

Drs

H

104

Vo

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

full full full full full full full

12-15 12-14 15-12-15 12 12 14-14-12 15 15-12 15-17-22-15 17-20 15-12 14-14-12 0-0 0-0 0-9 9-7-9 7-7-7

7 7 5 9 9 9 7 7 7 7 7 7 5 5 5

5 5 7 7 7 5 5 5

[illegible]

110

Vo

Sp

Gtr

8

full

full

14-14-12-14

15-8-13

15-8-12

15-8-13

15-8-12

15-8-13

15-8-12

15-8-13

15-8+12

17

0

Gtr2

8

Gtr3

8

Ba

8

Drs

This musical score is for a guitar solo and band accompaniment. It features a key signature of three sharps (F#, C#, G#) and a common time signature. The score is divided into two systems. The first system includes staves for Voice (Vo), Soprano (Sp), Guitar (Gtr), and a double bass (B) staff. The Gtr staff shows a solo starting with a 'full' dynamic marking, followed by a series of notes with a '5' and '3' indicating a specific fingering or technique. The B staff shows a sequence of notes with a '0' indicating a natural harmonic. The second system includes staves for Guitar 2 (Gtr2), Guitar 3 (Gtr3), Bass (Ba), and Drums (Drs). The Gtr2 and Gtr3 staves show a series of notes with a '7' and '5' indicating a specific fingering or technique. The Ba staff shows a series of notes with a '5' and '3' indicating a specific fingering or technique. The Drs staff shows a series of notes with a '5' and '3' indicating a specific fingering or technique.

30

112

V_o

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

114

Chorus

V_o

Sp

Gtr

8

3

3

17-17-17-17-17-17-19-19-19-19-19-19-19-19-20-20-20-20-20-20-20-20-20-22-22-22-22-22-22-22-22-22-22-22-24-24-24-24

Gtr2

8

Gtr3

8

Ba

8

Drs

5 5 0 3 2 5 2 4

Beat it, (beat it),

full full full full full full
full full full full full full

32

116

V_o

beat it, (beat it), no one wants to be de fea ted. Show them howfun ky and strong

Sp

Gtr

(24) 12

Gtr2

Gtr3

Ba

Drs

Outro

120

V_o

is your fight, it does n't mat ter who's wrong or right, just beat it, (beat it),

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

(4) 2 0 0 0 3 2 5 2 4 2 0 0 3 2 5 2 4

34

124

V_o

beat it, (beat it), no one wants to be de fea ted. Show them howfun ky and strong

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

128

is your fight, it does n't matter who's wrong or right, just beat it, (beat it),

Gtr

Gtr2

Gtr3

Ba

Drs

The musical score is written for a 128 BPM track. It features vocal parts (Vocals and Soprano), guitar parts (Guitar 1, 2, and 3), bass, and drums. The key signature is D major (F# C# G# D). The time signature is 4/4. The lyrics are 'is your fight, it does n't matter who's wrong or right, just beat it, (beat it),'. The guitar parts are mostly silent, with some chords in the first two measures. The bass part has a melodic line. The drums have a consistent pattern of eighth notes and quarter notes.

beat it, (beat it), no one wants to be de fea ted. Show them howfun ky and strong

Gtr

Gtr2

Gtr3

Ba

Drs

136

Vo

is your fight, it does n't matter who's wrong or right, just.

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

38

140

V_o

Sp

Gtr

Gtr2

Gtr3

Ba

Drs