

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, key of D major (indicated by two sharps), and tempo is 139 BPM. The score includes staves for Vocals, Steelpan, Guitar, Guitar2, Guitar3, Bass, and Drums. The Intro consists of 10 measures. Measures 1-7 are marked with a whole rest, indicating a silent introduction. Measures 8-10 contain the first notes of the instrumental parts: Guitar (e a d g b e), Guitar2 (e a d g b e), Guitar3 (e a d g b e), Bass (e a d g), and Drums (a pattern of eighth notes and rests).

10

V_o

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

8

8

0

0

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

12-x-x-12 12-x-x-12-14 14

x-x-12 x-12 14 x-x 12-x-x-12 12-x-x-12-14 14

9 9 9 7

9 9 9 7

7 7 7 5

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

(4) 2 0 0 0 3 2 5 2 4 2 0 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 beat it.

The musical score is written for a band. The key signature is one sharp (F#). The time signature is 4/4. The score is divided into measures by vertical bar lines. The lyrics are written below the vocal staves. The guitar parts (Gtr, Gtr2, Gtr3) include fret numbers and chord diagrams. The bass part (Ba) includes fret numbers. The drum part (Drs) includes drum notation (x for cymbal, o for snare, etc.).

6

31

V_o

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

34

V_o

ma cho man. You wan na be tough, bet ter do what you can, so

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

37

Chorus

beat it. But you wan na be bad. Just beat it, (beat it), beat it, (beat it), no

V_o

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

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

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

7 7 7 5 5 5 0 3 2 5 2 4 2 0 0 0

1045

V_o

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

does n't matter who's wrong or right, just beat it, just beat it, just

The musical score is written for a band. It features a key signature of one sharp (F#) and a 4/4 time signature. The score is divided into ten measures. The vocal parts (V_o and Sp) are in the top two staves, both in treble clef. The guitar parts (Gtr, Gtr2, Gtr3) are in the middle staves, with Gtr and Gtr2 in treble clef and Gtr3 in bass clef. The bass part (Ba) is in the seventh staff, in bass clef. The drum part (Drs) is in the bottom staff, in bass clef. The lyrics are: 'does n't matter who's wrong or right, just beat it, just beat it, just'. The score includes various musical notations such as notes, rests, and accidentals.

49

Verse 2

beat it, just beat it. They're out to get you, bet ter leave while you can, don't

V_o

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

Measures 49-52. The score includes parts for Vocals (V_o), Soprano (Sp), Guitar (Gtr), Guitar 2 (Gtr2), Guitar 3 (Gtr3), Bass (Ba), and Drums (Drs). The key signature is one sharp (F#). The lyrics are: "beat it, just beat it. They're out to get you, bet ter leave while you can, don't". The guitar parts include a solo in measure 50 and a double bass line in measure 51. The drums play a consistent pattern of eighth notes.

12

53

V_o

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

57

V_o

beat it, just beat it. You have to show them that you're

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

9 9 9 7 7 7 9 9 9 7 7 7 0 2 0 0 2 4 2 0 2

14

60

V_o

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

63

Vo

kick you, then they'll beat you, and they'll tell you it's fair, so beat it. But you

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

The musical score is written for a band. The key signature is one sharp (F#). The score is divided into seven staves: Voice (Vo), Spoken (Sp), Guitar (Gtr), Guitar 2 (Gtr2), Guitar 3 (Gtr3), Bass (Ba), and Drums (Drs). The lyrics are: 'kick you, then they'll beat you, and they'll tell you it's fair, so beat it. But you'. The score includes various musical notations such as notes, rests, and chords. The guitar parts (Gtr, Gtr2, Gtr3) feature complex rhythms and chord progressions. The bass part (Ba) provides a steady rhythm. The drums (Drs) play a consistent pattern.

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

0 2 0 0 2 4 2 0 2 0 2 0 0 2 4 2 0 2 0 2 0 0 2 4 2 0 2

3 3 3 5 5 5 7 7 7 5

Chorus

66

V_o

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

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

70

Vo

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

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

The musical score is written for a band. The key signature is one sharp (F#). The score is divided into seven parts: Voice (Vo), Soprano (Sp), Guitar (Gtr), Guitar 2 (Gtr2), Guitar 3 (Gtr3), Bass (Ba), and Drums (Drs). The lyrics are: 'ted. Show them how fun ky and strong is your fight, it does n't mat ter who's'. The score includes various musical notations such as notes, rests, and fingerings.

Fingerings for Gtr3 and Ba:

Gtr3: (4) 2 0, 0 3 2 5 2, 4, 2 0 0, 0 3 2 5 2, 4

Ba: (4) 2 0, 0 3 2 5 2, 4, 2 0 0, 0 3 2 5 2, 4

V_o

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

78

Vo

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

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

The musical score is written for a band. The key signature is one sharp (F#). The time signature is 4/4. The score is divided into measures by vertical bar lines. The lyrics are written below the vocal staves. The guitar parts (Gtr, Gtr2, Gtr3) and the bass part (Ba) include fret numbers (0, 2, 3, 4, 5) and a '4' indicating a four-fret bend. The drums part (Drs) includes 'x' marks indicating hits on the snare and tom-toms.

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 is for a bridge section, page 20. It is written for a 4/4 rock song in G major. The score includes parts for Vocals (V_o and Sp), Guitar (Gtr, Gtr2, Gtr3), Bass (Ba), and Drums (Drs). The bridge is marked with a box labeled "Bridge". The lyrics are "wrong or right, just beat it, beat it, beat it, beat it. Beat it, beat it, beat it." The guitar parts include a main riff and a solo section. The bass part has a (4)-2-0 pattern. The drums play a standard rock beat.

86

V_o

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

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

The musical score is for a 4/4 rock song in G major. It features a vocal line (V_o), a guitar line (Sp), a guitar line (Gtr), a guitar line (Gtr2), a guitar line (Gtr3), a bass line (Ba), and a drum line (Drs). The vocal line has the lyrics "Beat it, beat it, beat it, beat it." The guitar line (Sp) has a melody that matches the vocal line. The guitar line (Gtr) has a power chord progression. The guitar line (Gtr2) has a melody that matches the vocal line. The guitar line (Gtr3) has a melody that matches the vocal line. The bass line (Ba) has a melody that matches the vocal line. The drum line (Drs) has a rock beat with a snare drum on the second and fourth beats of each measure.

22

90

V_o



Beat it, beat it.

Sp



Gtr





Gtr2





Gtr3





Ba





Drs



94

Vo

Beat it, beat it, beat it.

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

Solo

V_o

98

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

26

104

V_o

Sp

Gtr

8

7

3

full

full

full

full

full

full

full

12-15

12-14

15-12-15

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

0

0

Gtr2

8

7

7

5

9

9

9

7

7

7

5

Gtr3

8

7

7

5

9

9

9

7

7

7

5

Ba

8

5

5

7

7

7

5

5

5

Drs

107

Vo

Sp

Gtr

(7) 3 3 0 3 3 3 0 3

(0)

Gtr2

Gtr3

Ba

8

Drs

The musical score is written for a 6-piece band. The key signature is one sharp (F#), and the time signature is 4/4. The score is divided into three measures. The vocal part (Vo) and solo part (Sp) are mostly rests. The guitar part (Gtr) features a series of eighth notes with bends, triplets, and a final triplet of eighth notes. The guitar part 2 (Gtr2) and guitar part 3 (Gtr3) play a similar eighth-note pattern. The bass part (Ba) plays a simple eighth-note pattern. The drums (Drs) play a consistent pattern of eighth notes and quarter notes.

28
110

V_o

Sp

Gtr

full full

14 14 12 14

15 8 13

15 8 12

15 8 12

15 8 12

15 8 12

15 8 12

17

0

Gtr2

Gtr3

Ba

Drs

The musical score is written for an 8-staff ensemble. The first two staves are for vocal parts (V_o and Sp) in treble clef with a key signature of one sharp (F#). The third staff is for guitar (Gtr) in treble clef with a key signature of one sharp (F#), featuring a melodic line with a 'full full' dynamic marking and a series of bends and vibrato. The fourth staff is for guitar (Gtr2) in treble clef with a key signature of one sharp (F#), featuring a melodic line with a series of bends and vibrato. The fifth staff is for guitar (Gtr3) in treble clef with a key signature of one sharp (F#), featuring a melodic line with a series of bends and vibrato. The sixth staff is for bass (Ba) in bass clef with a key signature of one sharp (F#), featuring a melodic line with a double bass pedal point. The seventh staff is for drums (Drs) in bass clef with a key signature of one sharp (F#), featuring a rhythmic pattern with accents and a double bass pedal point. The eighth staff is for guitar (Gtr) in treble clef with a key signature of one sharp (F#), featuring a melodic line with a series of bends and vibrato.

112

V_o

Sp

G_{tr}

G_{tr}2

G_{tr}3

Ba

Drs

114

Chorus

Vo

Sp

Gtr

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

Gtr2

Gtr3

Ba

Drs

Beat it, (beat it),

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

3 3

7 7 7 7 5 5

5 5 0 3 2 5 2 4

x x x x x x x x x x x x x x x x

116

116

V_o

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

Sp

Gtr

(24) 12

Gtr2

Gtr3

Ba

Drs

12

(4) 2 0 0

120

Outro

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

Gtr

Gtr2

Gtr3

Ba

Drs

124

V_o

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

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

128

128

128

Vo

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

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

132

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

Gtr

Gtr2

Gtr3

Ba

Drs

36

136

V_o



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

Sp



Gtr





Gtr2





Gtr3





Ba





Drs



140

V_o

Sp

Gtr

Gtr2

Gtr3

Ba

Drs