

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 score is written for Vocals, Steelpan, Guitar, Guitar2, Guitar3, Bass, and Drums. The tempo is marked as 139 beats per minute (♩ = 139). The key signature is one flat (Bb). The time signature is common time (C). The music is in 4/4 time. The Intro consists of 10 measures. The Vocals, Steelpan, Guitar, Guitar2, and Guitar3 parts are all marked with a whole rest in every measure. The Bass part is marked with a whole rest in every measure. The Drums part is marked with a whole rest in the first 6 measures, followed by a complex rhythmic pattern in the last 4 measures. The Drums part is marked with a double bar line after the 6th measure, indicating a change in the drum pattern.

V_o



Sp



Gtr





Gtr2





Gtr3





Ba





Drs



2
17

V_o

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

The musical score consists of 10 staves. The first three staves (V_o, Sp, Gtr) are for vocal and guitar parts. The next three staves (Gtr2, Gtr3, Ba) are for guitar, bass, and drums. The final staff (Drs) is for drums. The score is in 4/4 time and features a key signature of one sharp (F#). The V_o, Sp, and Gtr staves have whole rests in the first two measures and a half rest in the third measure. The Gtr2 staff has a half rest in the first two measures and a half note in the third measure. The Gtr3 staff has a half rest in the first two measures and a half note in the third measure. The Ba staff has a half rest in the first two measures and a half note in the third measure. The Drs staff has a half rest in the first two measures and a half note in the third measure. The Gtr2 staff has a half rest in the first two measures and a half note in the third measure. The Gtr3 staff has a half rest in the first two measures and a half note in the third measure. The Ba staff has a half rest in the first two measures and a half note in the third measure. The Drs staff has a half rest in the first two measures and a half note in the third measure.

Verse 1

The musical score is arranged in a multi-staff format. The top staff is for the vocal line (Vocals), with lyrics 'They told him don't you ev er' written below it. The second staff is for the guitar (Gtr), showing a melodic line with a key signature of one sharp (F#) and a 4/4 time signature. The third staff is for the bass (Ba), showing a melodic line with a key signature of one sharp (F#) and a 4/4 time signature. The fourth staff is for the drums (Drs), showing a drum pattern with 'x' marks for hits and 'o' marks for rests. The score is divided into three measures, with the first measure containing the lyrics 'They told him don't you ev er'.

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

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

V_o
Sp
Gtr
Gtr2
Gtr3
Ba
Drs

6
30

V_o

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

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

The musical score is arranged in a multi-staff format. The vocal parts (V_o and Sp) are in the top two staves, with lyrics written below them. The guitar parts (Gtr, Gtr2, Gtr3) are in the middle staves, with Gtr2 and Gtr3 including fret numbers. The bass part (Ba) is in the seventh staff, and the drums (Drs) are in the bottom staff. The score is divided into three measures, each containing a full musical phrase. The key signature is one sharp (F#), and the time signature is 4/4. The tempo is indicated by the number 30 at the top left.

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 wanna be bad. Just

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

The musical score is written for a band with the following parts:

- V_o (Vocalist 0):** Lead vocal part with lyrics: "do what you can, so beat it. But you wanna be bad. Just".
- Sp (Vocalist 1):** Second vocal part, mirroring the melody of V_o.
- Gtr (Guitar):** Rhythm guitar part, mostly silent in this section.
- Gtr2 (Guitar 2):** Second guitar part, playing chords and single notes.
- Gtr3 (Guitar 3):** Third guitar part, playing a complex melodic line with many accidentals.
- Ba (Bass):** Bass line, providing a steady rhythm.
- Drs (Drums):** Drum part, featuring a consistent beat with snare and bass drum patterns.

The score is in 4/4 time and includes lyrics: "do what you can, so beat it. But you wanna be bad. Just".

Chorus

39

V_o

beat it, (beat it), beat it, (beat it), no one wants to be defeated. Them

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

The musical score is written for a band. The vocal parts (V_o and Sp) sing the lyrics. The guitar parts (Gtr, Gtr2, Gtr3) provide accompaniment. The bass (Ba) and drums (Drs) provide the rhythm. The score is in 4/4 time and key of D major. The lyrics are: 'beat it, (beat it), beat it, (beat it), no one wants to be defeated. Them'.

10

43

V_o



him how funky and strong is your fight, it doesn't matter who's wrong or right, just

Sp



Gtr





Gtr2





Gtr3





Ba





Drs



47

V_o

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

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

Detailed description of the musical score for measures 47-50:

- Vocals (V_o):** The lyrics are "beat it, just beat it, just beat it, just beat it." The melody is a simple, rhythmic line.
- Soprano (Sp):** The melody is identical to the vocal line.
- Guitar (Gtr):** The guitar part consists of a series of chords, primarily triads, played in a rhythmic pattern.
- Guitar 2 (Gtr2):** The guitar 2 part consists of a series of chords, primarily triads, played in a rhythmic pattern.
- Guitar 3 (Gtr3):** The guitar 3 part features a complex melodic line with many bends and a fast, rhythmic pattern.
- Bass (Ba):** The bass part features a melodic line with many bends and a fast, rhythmic pattern.
- Drums (Drs):** The drums provide a steady beat, primarily on the snare and bass drum.

Verse 2

51

V_o

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

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

The musical score for Verse 2, measures 51-53, is presented below. The key signature is three sharps (F#, C#, G#) and the time signature is 7/8. The score includes staves for Voice (V_o), Soprano (Sp), Guitar (Gtr), Bass (Ba), and Drums (Drs). The lyrics are: "They're out to get you, bet ter leave while you can, don't wan na be a boy, you wan na".

Measure 51:

- V_o: $\dot{\text{r}} \text{ } \sharp \text{ } \text{A} \text{ } \text{B} \text{ } \sharp \text{ } \text{C} \text{ } \text{D} \text{ } \text{E}$
- Sp: $\dot{\text{r}} \text{ } \sharp \text{ } \text{A} \text{ } \text{B} \text{ } \sharp \text{ } \text{C} \text{ } \text{D} \text{ } \text{E}$
- Gtr: -
- Gtr2: $\dot{\text{r}} \text{ } \sharp \text{ } \text{A} \text{ } \text{B} \text{ } \sharp \text{ } \text{C} \text{ } \text{D} \text{ } \text{E}$
- Gtr3: $\dot{\text{r}} \text{ } \sharp \text{ } \text{A} \text{ } \text{B} \text{ } \sharp \text{ } \text{C} \text{ } \text{D} \text{ } \text{E}$
- Ba: $\dot{\text{r}} \text{ } \sharp \text{ } \text{A} \text{ } \text{B} \text{ } \sharp \text{ } \text{C} \text{ } \text{D} \text{ } \text{E}$
- Drs: $\text{X} \text{ } \text{X} \text{ } \text{X} \text{ } \text{X} \text{ } \text{X} \text{ } \text{X}$

Measure 52:

- V_o: $\sharp \text{ } \text{A} \text{ } \sharp \text{ } \text{C} \text{ } \sharp \text{ } \text{E} \text{ } \dot{\text{r}} \text{ } \text{A} \text{ } \text{B}$
- Sp: $\sharp \text{ } \text{A} \text{ } \sharp \text{ } \text{C} \text{ } \sharp \text{ } \text{E} \text{ } \dot{\text{r}} \text{ } \text{A} \text{ } \text{B}$
- Gtr: -
- Gtr2: $\sharp \text{ } \text{A} \text{ } \sharp \text{ } \text{C} \text{ } \sharp \text{ } \text{E} \text{ } \dot{\text{r}} \text{ } \text{A} \text{ } \text{B}$
- Gtr3: $\sharp \text{ } \text{A} \text{ } \sharp \text{ } \text{C} \text{ } \sharp \text{ } \text{E} \text{ } \dot{\text{r}} \text{ } \text{A} \text{ } \text{B}$
- Ba: $\sharp \text{ } \text{A} \text{ } \dot{\text{r}} \text{ } \text{A} \text{ } \text{B}$
- Drs: $\text{X} \text{ } \text{X} \text{ } \text{X} \text{ } \text{X} \text{ } \text{X} \text{ } \text{X}$

Measure 53:

- V_o: $\sharp \text{ } \text{A} \text{ } \text{B} \text{ } \text{C} \text{ } \text{D} \text{ } \text{E} \text{ } \sharp \text{ } \text{C} \text{ } \sharp \text{ } \text{E}$
- Sp: $\sharp \text{ } \text{A} \text{ } \text{B} \text{ } \text{C} \text{ } \text{D} \text{ } \text{E} \text{ } \sharp \text{ } \text{C} \text{ } \sharp \text{ } \text{E}$
- Gtr: -
- Gtr2: $\sharp \text{ } \text{A} \text{ } \text{B} \text{ } \text{C} \text{ } \text{D} \text{ } \text{E} \text{ } \sharp \text{ } \text{C} \text{ } \sharp \text{ } \text{E}$
- Gtr3: $\sharp \text{ } \text{A} \text{ } \text{B} \text{ } \text{C} \text{ } \text{D} \text{ } \text{E} \text{ } \sharp \text{ } \text{C} \text{ } \sharp \text{ } \text{E}$
- Ba: $\dot{\text{r}} \text{ } \sharp \text{ } \text{A} \text{ } \text{B} \text{ } \dot{\text{r}} \text{ } \text{A} \text{ } \text{B}$
- Drs: $\text{X} \text{ } \text{X} \text{ } \text{X} \text{ } \text{X} \text{ } \text{X} \text{ } \text{X}$

54

V_o

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

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

14

57

V_o

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

V_o

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

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

The musical score is arranged in a multi-staff format. The top staff is for Vocals (V_o) and Synthesizer (Sp), both of which play the same melody. The lyrics are written below the vocal staff. The next three staves are for Guitar (Gtr), Guitar 2 (Gtr2), and Guitar 3 (Gtr3). The Bass (Ba) staff follows, and the bottom staff is for Drums (Drs). The key signature is two sharps (F# and C#), and the time signature is 4/4. The score includes various musical notations such as notes, rests, and fingerings.

V_o

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

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

Detailed description of the musical score: The score is for a bridge section, measures 82-85. It features seven staves. The top staff is for Vocals (V_o) in treble clef, with lyrics 'wrong or right, just beat it, beat it, beat it, beat it. Beat it, beat it, beat it.' The second staff is for Soprano (Sp) in treble clef. The third staff is for Guitar (Gtr) in treble clef, showing four measures of whole rests. The fourth staff is for Guitar 2 (Gtr2) in treble clef, also showing four measures of whole rests. The fifth staff is for Guitar 3 (Gtr3) in treble clef, showing a complex rhythmic pattern with eighth and sixteenth notes. The sixth staff is for Bass (Ba) in bass clef, showing a similar rhythmic pattern to the guitar. The seventh staff is for Drums (Drs) in bass clef, showing a drum kit notation with 'x' marks for cymbals and dots for other drums. The key signature has one sharp (F#). The time signature is 4/4.

22

86

V_o

Vocal staff with lyrics "Beat it, beat it, beat it, beat it." The melody consists of eighth notes in the key of D major.

Sp

Soprano staff with the same melody as the vocal staff.

Gtr

Guitar staff with a single eighth note on the first string in each measure.

Drum staff with a single eighth note on the first string in each measure.

Gtr2

Guitar staff with a single eighth note on the first string in each measure.

Drum staff with a single eighth note on the first string in each measure.

Gtr3

Guitar staff with a complex rhythmic pattern.

Drum staff with a complex rhythmic pattern.

Ba

Bass staff with a complex rhythmic pattern.

Drum staff with a complex rhythmic pattern.

Drs

Drum staff with a complex rhythmic pattern.

90

V_o

Beat it, beat it.

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

The musical score is arranged in a multi-stem format. The vocal parts (V_o and Sp) and the first guitar (Gtr) play a simple melody of quarter notes in the first measure, followed by rests. The second guitar (Gtr2) plays a complex, fast-paced solo in the second measure, featuring many beamed sixteenth notes and accidentals. The third guitar (Gtr3) plays a rhythmic pattern of eighth notes in the first measure, followed by rests. The bass (Ba) plays a simple melody of quarter notes in the first measure, followed by rests. The drums (Drs) play a steady, rhythmic pattern of eighth notes throughout the entire track.

24

93

V_o

Vocal staff with lyrics "Beat it, beat it, beat it." The melody consists of eighth notes: G4 (sharp), A4 (sharp), B4, C5, B4, A4, G4, followed by a quarter rest.

Sp

Soprano staff with the same melody as the vocal staff.

Gtr

Guitar staff with a whole rest.

Empty guitar staff.

Gtr2

Guitar 2 staff with complex chords and accidentals, including many sharps and naturals.

Guitar 2 staff with fret numbers: 12, 12, 14, 14, 12, 12, 14, 14.

Gtr3

Guitar 3 staff with eighth notes and rests.

Guitar 3 staff with fret numbers: 0, 0, 0, 0, 0, 0.

Ba

Bass staff with eighth notes and rests.

Bass staff with fret numbers: 0, 0, 0, 0, 0, 0.

Drs

Drum staff with a pattern of eighth notes and rests.

96

V_o

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

The musical score is organized into 96 measures, divided into three systems of three measures each. The instruments and their parts are as follows:

- V_o (Vocals):** Three measures of rests.
- Sp (Saxophone):** Three measures of rests.
- Gtr (Guitar):** Three measures of rests.
- Gtr2 (Guitar):** A complex melodic line with many bends and fretted notes, including a double bend in the third measure.
- Gtr3 (Guitar):** A complex melodic line with many bends and fretted notes, including a double bend in the third measure.
- Ba (Bass):** A melodic line with slurs, starting with a double bass note in the first measure of each system.
- Drs (Drums):** A steady pattern of eighth notes, with a double bass note in the first measure of each system.

This musical score is for the song "The Sound of Silence" by Simon & Garfunkel. It is arranged for guitar, drums, and bass. The score is written in G major and 4/4 time. The guitar part features a melodic line with a "full" pickup and a complex solo section with a 5-measure phrase and a 3-measure phrase. The drums play a steady quarter-note pattern. The bass line provides a simple harmonic foundation. The score is divided into three measures, each containing a guitar staff, a drum staff, and a bass staff. The guitar staff includes a capo position of 8 and a key signature of one sharp (F#).

102

Vo

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 7 5 5 5 3 5 5 3 5 7 5

Gtr3

8

7 7 5 7 5 5 5 3 5 5 3 5 7 5

Ba

8

5 5 3 3 3 5

Drs

H

This musical score is for a guitar and drums ensemble. It consists of several staves. The top staff is for the vocal line (Vo), followed by a solo part (Sp), and then the guitar (Gtr). The guitar part is divided into two systems. The first system shows a melodic line with a 3-measure phrase and a 5-measure phrase. The second system shows a fretboard diagram with fingerings (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). Below the guitar part are two staves for guitar 2 (Gtr2) and guitar 3 (Gtr3), both showing a similar melodic line. The bass line (Ba) is shown in the next system, followed by a double bass line (Drs) and a drum line (H). The drum line shows a pattern of eighth notes and quarter notes.

28

104

V_o

Sp

Gtr

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

9

9

7

9

7

7

7

0

0

7

3

full

full

full

full

full

full

full

Gtr2

Gtr3

Ba

Drs

[illegible]

30
110

V_o

Sp

Gtr

full

full

8

5

3

7

14 14 12 14

15 8 13

15 8 12

15 8 13

15 8 12

15 8 13

15 8 12

15 8 12

17

0

Gtr2

8

Gtr3

8

Ba

8

B

5

5

3

3

3

5

Drs

112

V_o



Sp



Gtr





Gtr2





Gtr3





Ba





Drs



Chorus

114

Chorus

Vocals (Voc):

Beat it, (beat it),

Guitar (Gtr):

full full full full full full

full full full full full full

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

Guitar 2 (Gtr2):

Guitar 3 (Gtr3):

Bass (Ba):

5 5 0 3 2 5 2 4

Drums (Drs):

116

V_o

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

Sp

Gtr

(24) 12

Gtr2

Gtr3

Ba

Drs

The musical score is written for a band. The vocal parts (V_o and Sp) sing the lyrics. The guitar parts (Gtr, Gtr2, Gtr3) provide accompaniment and a solo. The bass part (Ba) plays a melodic line. The drums (Drs) play a steady eighth-note pattern. The score is in 4/4 time and features a key signature of one sharp (F#). The guitar parts include a solo in the third system. The bass part has a melodic line with a rising eighth-note pattern. The drums play a steady eighth-note pattern.

34

119

V_o

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

122

Outro

V_o

wrong or right, just beat it, (beat it), beat it, (beat it), no

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

0 3 2 5 2 4 2 0 0 0

36

125

V_o

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

129

129

V_o

does n't matter who's wrong or right, just beat it, (beat it), beat it, (beat it), no

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

The musical score is written for a song, page 37. It includes parts for Vocals (V_o), Spoken (Sp), Guitar (Gtr), Bass (Ba), and Drums (Drs). The lyrics are: "does n't matter who's wrong or right, just beat it, (beat it), beat it, (beat it), no". The guitar part (Gtr3) and bass part (Ba) feature complex rhythmic patterns and fret numbers. The drums part (Drs) shows a complex drum pattern.

38

133

V_o



one wants to be de fea ted. Show them how fun ky and strong is your fight, it

Sp



Gtr





Gtr2





Gtr3





Ba





Drs



137

Vo

does n't mat ter who's wrong or right, just.

Sp

Gtr

Gtr2

Gtr3

Ba

Drs