

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 main melody.

The notation for the Intro is as follows:

- Vocals:** Treble clef, D major key signature. Measures 1-7: whole rests. Measure 8: D4 (quarter note). Measure 9: E4 (quarter note). Measure 10: F#4 (quarter note).
- Steelpan:** Treble clef, D major key signature. Measures 1-7: whole rests. Measure 8: D4 (quarter note). Measure 9: E4 (quarter note). Measure 10: F#4 (quarter note).
- Guitar:** Treble clef, D major key signature. Measures 1-7: whole rests. Measure 8: D4 (quarter note). Measure 9: E4 (quarter note). Measure 10: F#4 (quarter note). Fingering: e a d g b e.
- Guitar2:** Treble clef, D major key signature. Measures 1-7: whole rests. Measure 8: D4 (quarter note). Measure 9: E4 (quarter note). Measure 10: F#4 (quarter note). Fingering: e a d g b e.
- Guitar3:** Treble clef, D major key signature. Measures 1-7: whole rests. Measure 8: D4 (quarter note). Measure 9: E4 (quarter note). Measure 10: F#4 (quarter note). Fingering: e a d g b e.
- Bass:** Bass clef, D major key signature. Measures 1-7: whole rests. Measure 8: D3 (quarter note). Measure 9: E3 (quarter note). Measure 10: F#3 (quarter note). Fingering: e a d g.
- Drums:** Common time signature. Measures 1-7: whole rests. Measure 8: D4 (quarter note), E4 (quarter note), F#4 (quarter note), G4 (quarter note). Measure 9: D4 (quarter note), E4 (quarter note), F#4 (quarter note), G4 (quarter note). Measure 10: D4 (quarter note), E4 (quarter note), F#4 (quarter note), G4 (quarter note).

The musical score is written for a 12-string guitar, with staves for Vo (Vocal), Sp (Solo), Gtr (Guitar), Gtr2 (Guitar 2), Gtr3 (Guitar 3), Ba (Bass), and Drs (Drums). The score is in G major and 4/4 time, with a key signature of one sharp (F#). The guitar parts include complex fretting and bending techniques, while the drums provide a steady rhythm.

Verse 1

20

V_o

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

They told him don't you ev er

The musical score for Verse 1, page 3, is written for a band. It includes staves 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 "They told him don't you ev er" are written under the vocal staves. The guitar parts include complex fretting diagrams and tablature. The bass part includes a fretboard diagram with fingerings. The drums part includes a pattern of eighth and sixteenth notes.

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

Vo

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 includes parts for Voice (Vo), Soprano (Sp), Guitar (Gtr), Guitar 2 (Gtr2), Guitar 3 (Gtr3), Bass (Ba), and Drums (Drs). The lyrics are 'fi re's in their eyes and their words are real ly clear, so beat it, just beat it.' The score is divided into measures 27, 28, 29, and 30. The guitar parts (Gtr, Gtr2, Gtr3) feature a repeating rhythmic pattern of eighth notes and quarter notes. The bass part (Ba) features a repeating rhythmic pattern of eighth notes and quarter notes. The drums part (Drs) features a repeating rhythmic pattern of eighth notes and quarter notes. The voice part (Vo) features the lyrics 'fi re's in their eyes and their words are real ly clear, so beat it, just beat it.' The soprano part (Sp) features a repeating rhythmic pattern of eighth notes and quarter notes. The guitar part (Gtr) features a repeating rhythmic pattern of eighth notes and quarter notes. The guitar 2 part (Gtr2) features a repeating rhythmic pattern of eighth notes and quarter notes. The guitar 3 part (Gtr3) features a repeating rhythmic pattern of eighth notes and quarter notes. The bass part (Ba) features a repeating rhythmic pattern of eighth notes and quarter notes. The drums part (Drs) features a repeating rhythmic pattern of eighth notes and quarter notes.

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

V_o



Sp



Gtr





Gtr2





Gtr3





Ba





Drs



10

45

V_o

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

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

This musical score is for a song in the key of D major (one sharp) and 4/4 time. It consists of ten staves. The first two staves are for vocal parts (V_o and Sp), both of which have identical lyrics: "does n't matter who's wrong or right, just beat it, just beat it, just". The vocal lines are composed of eighth and quarter notes with rests. The third staff is for a guitar (Gtr) and contains whole rests. The fourth staff is for a second guitar (Gtr2) and also contains whole rests. The fifth staff is for a third guitar (Gtr3) and features a melodic line with eighth and quarter notes. The sixth staff is for a bass (Ba) and contains a bass line with eighth and quarter notes. The seventh staff is for a double bass (Drs) and contains a bass line with eighth and quarter notes. The eighth staff is for a double bass (Drs) and contains a bass line with eighth and quarter notes. The ninth staff is for a double bass (Drs) and contains a bass line with eighth and quarter notes. The tenth staff is for a double bass (Drs) and contains a bass line with eighth and quarter notes.

Verse 2

49

Vo

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

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

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

1460

V_o

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

The musical score is written for a band. The vocal parts (V_o and Sp) are in the key of D major (one sharp) and 4/4 time. The lyrics are: "really not scared, you're play in' with your life this ain't no truth or dare. They'll". The guitar parts (Gtr, Gtr2, Gtr3) are also in D major. Gtr2 and Gtr3 play a repeating eighth-note pattern. The bass part (Ba) is in D major and 4/4 time. The drums (Drs) play a simple pattern of eighth notes and quarter notes.

Vo

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

Chorus

[illegible]

70

Vo

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

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

(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

wrong or right, just beat it, (beat it), beat it, (beat it), no one wants to be de fea

Empty guitar staff with treble clef and key signature of one sharp (F#).

Empty guitar staff with treble clef and key signature of one sharp (F#).

Guitar staff with treble clef and key signature of one sharp (F#). Includes musical notation and fret numbers: (4) 2 0, 0 3 2 5 2 4, 2 0 0, 0 3 2 5 2 4.

Bass staff with bass clef and key signature of one sharp (F#). Includes musical notation and fret numbers: (4) 2 0, 0 3 2 5 2 4, 2 0 0, 0 3 2 5 2 4.

Drum staff with a double bar line. Includes musical notation for drums and cymbals.

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.

Vocal Staves (Vo, Sp): Both staves have the same melody. The lyrics are: "ted. Show them how fun ky and strong is your fight, it does n't mat ter who's".

Guitar Staves (Gtr, Gtr2, Gtr3): Gtr and Gtr2 have whole rests. Gtr3 has a melodic line.

Bass Staff (Ba): The bass line follows the vocal melody.

Drum Staff (Drs): The drum part consists of a steady rhythm of eighth notes.

Chord Diagrams: Chord diagrams are provided for the guitar staves, showing the fret numbers for each string.

Bridge

82

Bridge

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 written for a 4/4 rock song in G major. It features a vocal line (V_o), a soloist line (Sp), two guitar lines (Gtr, Gtr2), a third guitar line (Gtr3) with a fretboard diagram, a bass line (Ba), and a drum line (Drs). The bridge section starts at measure 82. The lyrics are "wrong or right, just beat it, beat it, beat it, beat it. Beat it, beat it, beat it." The score is written in a clean, professional style with clear notation and a well-organized layout.

86

V_o

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

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

The musical score is written for a 4-measure phrase in G major. The staves are arranged vertically: Voice (V_o), Soprano (Sp), Guitar (Gtr), Guitar 2 (Gtr2), Guitar 3 (Gtr3), Bass (Ba), and Drums (Drs). The lyrics "Beat it, beat it, beat it, beat it." are written under the first two staves. The guitar parts (Gtr, Gtr2, Gtr3) feature a repeating eighth-note pattern. The bass (Ba) and drums (Drs) provide a steady accompaniment.

22

90

V_o

Beat it, beat it.

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

94

V_o

Beat it, beat it, beat it.

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

The musical score is written for a 4-measure piece in G major, 94 bpm. The score includes parts for Vocals (V_o), Soprano (Sp), Guitar (Gtr), Guitar 2 (Gtr2), Guitar 3 (Gtr3), Bass (Ba), and Drums (Drs). The lyrics "Beat it, beat it, beat it." are under the first measure of the vocal line. The guitar parts feature complex fretting and bends, while the drums play a steady quarter-note pattern.

Measure 1: V_o and Sp sing "Beat it, beat it, beat it." Gtr and Gtr2 play a complex fretting pattern. Gtr3 and Ba play a quarter-note pattern. Drs play a steady quarter-note pattern.

Measure 2: V_o and Sp sing "Beat it, beat it, beat it." Gtr and Gtr2 play a complex fretting pattern. Gtr3 and Ba play a quarter-note pattern. Drs play a steady quarter-note pattern.

Measure 3: V_o and Sp sing "Beat it, beat it, beat it." Gtr and Gtr2 play a complex fretting pattern. Gtr3 and Ba play a quarter-note pattern. Drs play a steady quarter-note pattern.

Measure 4: V_o and Sp sing "Beat it, beat it, beat it." Gtr and Gtr2 play a complex fretting pattern. Gtr3 and Ba play a quarter-note pattern. Drs play a steady quarter-note pattern.

Solo

The musical score is for a piece titled "Solo". It is written for guitar (Gtr), bass (Ba), and drums (Drs). The key signature is one sharp (F#), and the time signature is 8/8.

Guitar (Gtr): The guitar part features a melodic line with various techniques including bends, vibrato, and a fast sixteenth-note run in the final measure. The fretboard diagram shows the following fret numbers: 2, 12, 14, 7, 9, 14, 9, 16, 15, 10, 14, 15, 14, 12, 10, 14, 15, 14, 12, 10, 14, 15, 14.

Bass (Ba): The bass part provides a rhythmic foundation with a mix of eighth and sixteenth notes. The fretboard diagram shows the following fret numbers: 0, 7, 7, 7, 5, 5, 5, 7, 7, 7, 5.

Drums (Drs): The drum part consists of a steady eighth-note pattern in the first three measures, followed by a more complex pattern in the final measure. The notation uses 'x' for cymbals and dots for snare/drum hits.

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

7

7

7

5

Gtr3

8

7

7

5

9

9

9

7

7

7

5

7

7

7

5

Ba

8

5

5

7

7

7

5

5

5

Drs

107

Vo

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

full full full full full full full full full full

(7) 3 3 0 3 3 3 0 3 3 3 0 3 2 × 12 12 15 12 15 12 12

(0)

9 9 9 7 7 7 9 9 9 7 7 7 9 9 9 7 7 7 9 7

7 7 7 5 5 5 7 7 7 5 5 5 7 7 7 5 5 5 7 5

8 7 7 7 5 5 5 7 7 7 5

28

110

V_o

Sp

Gtr

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

12

17

0

Gtr2

7

7

7

5

5

5

5

3

5

3

5

3

7

7

5

Gtr3

7

7

7

5

5

5

5

3

5

3

5

3

7

7

5

Ba

5

5

3

3

3

5

Drs

112

114

Chorus

Vo

Beat it, (beat it),

Sp

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

Gtr

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

Gtr2

Gtr3

Ba

Drs

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

120

Outro

V_o

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

Sp

Gtr

Gtr2

Gtr3

Ba

Drs



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

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

124

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

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

34
128

V_o

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

Sp

Gtr

Gtr2

Gtr3

Ba

Drs

132

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

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