



12

There's noth-in' you can do that can't be done. —

Ah —

G D/F# Em N.C.

12

Detailed description: This system contains measures 12 and 13. The vocal melody in measure 12 starts with a forte (f) dynamic and a triplet of eighth notes. The piano accompaniment features a sustained chord in the right hand and a single note in the left hand. Measure 13 continues the vocal melody with a mezzo-piano (mp) dynamic and a sustained chord in the piano accompaniment. The key signature has one sharp (F#) and the time signature is 4/4.

Noth-in' you can sing that can't be sung. —

Ah —

G D/F# Em N.C.

14

Detailed description: This system contains measures 14 and 15. The vocal melody in measure 14 continues the triplet motif. The piano accompaniment remains consistent with the previous system. Measure 15 concludes the phrase with a sustained chord. The key signature has one sharp (F#) and the time signature is 4/4.

Noth-in' you can say, but you can learn — how to play the game, it's

Ah —

D7/A G D/F# D/E

16

Detailed description: This system contains measures 16 and 17. The vocal melody in measure 16 features a triplet of eighth notes. The piano accompaniment includes a D7/A chord in measure 16 and a D/E chord in measure 17. The key signature has one sharp (F#) and the time signature is 4/4.

20

ea - sy. Noth-in' you can make that can't be made. —

*mf*

*mp*

Ah

D D/C N.C. G D/F#

18

No one you can save that can't be saved. —

Ah

Em N.C. G D/F# Em N.C.

21

No- thin' you can do, but you can learn — how to be you in time; it's

Ah it's

D7/A G D/F# D/E

24