



Dreamer - SSAA

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Dreamer

- Supertramp -

Words and Music by Rick Davies, Roger Hodgson
Arranged by Christian Blaha
Original Key

With a vivid anticipation ♩ = 148

A

B

Soprano 1

Soprano 2

Alto 1

Alto 2

C. Instr.

Piano Combo

Synthesizer

Guitar

Bass Guitar

Drum Set

Percussion

Drea - mer, you know you are a drea - mer Well can you put your hands in your head? Oh no! I said

Drea - mer, you know you are a drea - mer Well can you put your hands in your head? Oh no! I said

Drea - mer, you know you are a drea - mer Well can you put your hands in your head? Oh no! I said

Drea - mer, you know you are a drea - mer Well can you put your hands in your head? Oh no! I said

Drea - mer, you know you are a drea - mer Well can you put your hands in your head? Oh no! I said

D Wurlitzer piano D A^{7sus4} A⁷ D A^{7sus4} A⁷ C Fmaj7 G

Vibraphone Let ring

F

31

S1 So now you put your head in your hands, oh no! Woo! I said

S2 So now you put your head in your hands, oh no! Woo! I said

A1 So now you put your head in your hands, oh no! Woo! I said

A2 So now you put your head in your hands, oh no! Woo! I said

C

P.C. A^{7sus4} A⁷ C F^{maj7} G D A^{7sus4} A⁷ D A^{7sus4} A⁷ C F^{maj7} G

Synth.

Gtr.

Bass

D. S. Toms optional, when no Timbales are available (sim. throughout the score)

Perc. High timbale Low timbale

G

40

S1 "Far out! What a day, a year, a life it is!" You know, well, you know you had it co-min' to you, Now there's not a

S2 "Far out! What a day, a year, a life it is!" You know, well, you know you had it co-min' to you, Now there's not a

A1 "Far out! What a day, a year, a life it is!" You know, well, you know you had it co-min' to you, Now there's not a

A2 "Far out! What a day, a year, a life it is!" You know, well, you know you had it co-min' to you, Now there's not a

C

P.C. A^b B^{add9} G^m C A^b B^{add9} G^m C G^m

Synth. Jazz Organ

Gtr.

Bass

D. S. High woodblock Low woodblock

Perc. High woodblock Low woodblock

I

64 all voices and instruments gradually getting intenser until rehearsal mark M

S1 You can see a-ny-thing you want, boy oh we we we You can be a-ny-one, ce-le-brate, boy oh we we we

S2 You can see a-ny-thing you want, boy oh we we we You can be a-ny-one, ce-le-brate, boy oh we we we

A1 I could see some-thing oh we we we If I could be some-one oh we we we Well, if I can do some-thing

A2 I could see some-thing we we we we we we we If I could be some-one we we we we we we we Well, if I can do some-thing

C

P.C. C B^badd9/C C

Synth.

Gtr.

Bass

D. S. 2

Perc.

Falsetto all voices

S1 You can do some-thing we we Well, can you do some-thing out of this world? ah

S2 You can do some-thing we we we Well, can you do some-thing out of this world? ah

A1 if I can do a-ny-thing we we we oh we we we oh

A2 if I can do a-ny-thing we we we we we we oh we we we we we we we oh

C

P.C. B^badd9/C

Synth.

Gtr.

Bass

D. S. 2 2 2

Perc.

L

101

Stop Falsetto

S1: Drea - mer! on and on

S2: a - - - long Drea - mer! on and on

A1: On and come on and dream and dream a - long Come on and dream and dream a - long

A2: Drea - mer, come on and dream and dream a - long Come on and dream and dream a - long

C: B^bmaj7 B^bsus2 B^bmaj7 C/B^b B^bmaj7 B^bsus2 F/C C F/C C F/C C F/C C

P.C.

Synth. Polysynth

Gtr.

Bass

D. S. 2

Perc.

M

108

S1: de de de de de de de de de de de de de de de de Drea - - mer, you know you are a

S2: de de de de de de de de de de de de de de de de Drea - - mer, you know you are a

A1: Come on and dream and dream a - long Come on and dream and dream a - long Come on and dream and dream a - long

A2: Come on and dream and dream a - long Come on and dream and dream a - long Come on and dream and dream a - long

C: B^bmaj7 C/B^b B^bmaj7 B^bsus2 B^bmaj7 C/B^b B^bmaj7 B^bsus2 D A⁷sus4 A⁷

P.C.

Synth.

Gtr.

Bass

D. S. 2

Perc. Crash cymbal Tambourine



SSAA Combo Bb

Dreamer

- Supertramp -

Words and Music by Rick Davies, Roger Hodgson
Arranged by Christian Blaha
Original Key

With a vivid anticipation ♩ = 148

A

B

Sheet music for SSAA Combo Bb, Piano, Synthesizer, Guitar, Bass Guitar, Drum Set, and Percussion. The score includes vocal parts (Soprano 1, Soprano 2, Alto 1, Alto 2) and instrumental parts (Piano Combo, Bb Instr., Synthesizer, Guitar, Bass Guitar, Drum Set, Percussion). The key signature is B-flat major (two flats). The tempo is marked "With a vivid anticipation" and the time signature is 4/4. The score includes lyrics: "Drea - mer, you know you are a drea - mer Well can you put your hands in your head? Oh no! I said". The piano part includes chords: D, A^{7sus4}, A⁷, D, A^{7sus4}, A⁷, C, Fmaj7, G. The piano part also includes the instruction "Wurlitzer piano" and "fp". The synthesizer part includes the instruction "Vibraphone" and "Let ring".

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Dreamer 3

SSAA Combo Bb

F

31

S1 So now you put your head in your hands, oh no! Woo! I said

S2 So now you put your head in your hands, oh no! Woo! I said

A1 So now you put your head in your hands, oh no! Woo! I said

A2 So now you put your head in your hands, oh no! Woo! I said

Bb

P.C. A^{7sus4} A⁷ C F^{maj7} G D A^{7sus4} A⁷ D A^{7sus4} A⁷ C F^{maj7} G

Synth.

Gtr.

Bass

D. S. Toms optional, when no Timbales are available (sim. throughout the score)

Perc. High timbale Low timbale

G

40

S1 "Far out! What a day, a year, a life it is!" You know, well, you know you had it co-min' to you, Now there's not a

S2 "Far out!" What a day, a year, a life it is!" You know, well, you know you had it co-min' to you, Now there's not a

A1 "Far out!" What a day, a year, a life it is!" You know, well, you know you had it co-min' to you, Now there's not a

A2 "Far out!" What a day, a year, a life it is!" You know, well, you know you had it co-min' to you, Now there's not a

Bb

P.C. A^b B^{badd9} G^m C A^b B^{badd9} G^m C G^m

Synth. Jazz Organ

Gtr.

Bass

D. S.

Perc. High woodblock Low woodblock

Dreamer 5

SSAA Combo Bb

I

64 all voices and instruments gradually getting intenser until rehearsal mark M

S1 You can see a-ny-thing you want, boy oh we we we You can be a-ny-one, ce-le-brate, boy oh we we we You can do some-thing

S2 You can see a-ny-thing you want, boy oh we we we You can be a-ny-one, ce-le-brate, boy oh we we we You can do some-thing

A1 I could see some-thing oh we we we If I could be some-one oh we we we Well, if I can do some-thing if

A2 I could see some-thing we we we we we we we If I could be some-one we we we we we we we Well, if I can do some-thing if

Bb

P.C. C B^{add9}/C C

Synth.

Gtr.

Bass

D. S. 2 3

Perc.

J

Falsetto all voices

S1 we we Well, can you do some-thing out of this world? ah

S2 we we we Well, can you do some-thing out of this world? ah

A1 I can do a-ny-thing we we we oh we we we oh Take a

A2 I can do a-ny-thing we we we we we we oh we we we we we we we oh Take a

Bb

P.C. B^{add9}/C C C^{sus2}

Synth.

Gtr.

Bass

D. S. 2 2

Perc. Conga (ad lib.)

Dreamer 7

SSAA Combo Bb

[L]

101

Stop Falsetto

S1: Drea - mer! on and on

S2: a - - - long Drea - mer! on and on

A1: On and come on and dream and dream a - long _ Come on and dream and dream a - long _

A2: Drea - mer, come on and dream and dream a - long _ Come on and dream and dream a - long _

Bb: Bbmaj7 Bbsus2 Bbmaj7 C/Bb Bbmaj7 Bbsus2 F/C C F/C C F/C C F/C C

P.C.

Synth. Polysynth

Gtr.

Bass

D. S.

Perc.

[M]

108

S1: de de de de de de de de de de de de de de de de Drea - - - mer, you know you are a

S2: de de de de de de de de de de de de de de de de Drea - - - mer, you know you are a

A1: Come on and dream and dream a - long _ Come on and dream and dream a - long _ Come on and dream and dream a - long _

A2: Come on and dream and dream a - long _ Come on and dream and dream a - long _ Come on and dream and dream a - long _

Bb: Bbmaj7 C/Bb Bbmaj7 Bbsus2 Bbmaj7 C/Bb Bbmaj7 Bbsus2 D A7sus4 A7

P.C.

Synth.

Gtr.

Bass

D. S.

Perc. Crash cymbal Tambourine

Dreamer

- Supertramp -

Words and Music by Rick Davies, Roger Hodgson
Arranged by Christian Blaha
Original Key

With a vivid anticipation ♩ = 148

A

B

Soprano 1

Soprano 2

Alto 1

Alto 2

E♭ Instr.

Piano Combo

Synthesizer

Guitar

Bass Guitar

Drum Set

Percussion

Drea - mer, you know you are a drea - mer Well can you put your hands in your head? Oh no! I said

Drea - mer, you know you are a drea - mer Well can you put your hands in your head? Oh no! I said

Drea - mer, you know you are a drea - mer Well can you put your hands in your head? Oh no! I said

Drea - mer, you know you are a drea - mer Well can you put your hands in your head? Oh no! I said

Drea - mer, you know you are a drea - mer Well can you put your hands in your head? Oh no! I said

D D A7sus4 A7 D A7sus4 A7 C Fmaj7 G

Wurlizer piano

f

Vibraphone

Let ring

Dreamer 3

SSAA Combo Eb

F

31

S1 So now you put your head in your hands, oh no! Woo! I said

S2 So now you put your head in your hands, oh no! Woo! I said

A1 So now you put your head in your hands, oh no! Woo! I said

A2 So now you put your head in your hands, oh no! Woo! I said

Eb

P.C. A⁷_{sus4} A⁷ C F^{maj7} G D A⁷_{sus4} A⁷ D A⁷_{sus4} A⁷ C F^{maj7} G

Synth.

Gtr.

Bass

D. S. Toms optional, when no Timboles are available (sim. throughout the score) > 2

Perc. High timbale Low timbale

G

40

S1 "Far out! What a day, a year, a life it is!" You know, well, you know you had it co-min' to you, Now there's not a

S2 "Far out!" What a day, a year, a life it is!" You know, well, you know you had it co-min' to you, Now there's not a

A1 "Far out!" What a day, a year, a life it is!" You know, well, you know you had it co-min' to you, Now there's not a

A2 "Far out!" What a day, a year, a life it is!" You know, well, you know you had it co-min' to you, Now there's not a

Eb

P.C. A^b B^{add9} G^m C A^b B^{add9} G^m C G^m

Synth. Jazz Organ

Gtr.

Bass

D. S. 60°

Perc. High woodblock Low woodblock High woodblock Low woodblock

Dreamer 5

SSAA Combo Eb

I

64 all voices and instruments gradually getting intenser until rehearsal mark M

S1 You can see a-ny-thing you want, boy oh we we we You can be a-ny-one, ce-le-brate, boy oh we we we You can do something

S2 You can see a-ny-thing you want, boy oh we we we You can be a-ny-one, ce-le-brate, boy oh we we we You can do something

A1 I could see some-thing oh we we we If I could be some-one oh we we we Well, if I can do some-thing if

A2 I could see some-thing we we we we we we we If I could be some-one we we we we we we we Well, if I can do some-thing if

Eb

P.C. C B^{add9}/C C

Synth.

Gtr.

Bass

D. S. 2

Perc. 2

J

Falsetto all voices

S1 we we Well, can you do some-thing out of this world? ah

S2 we we we Well, can you do some-thing out of this world? ah

A1 I can do a-ny-thing we we we oh we we we oh Take a

A2 I can do a-ny-thing we we we we we we oh we we we we we we we oh Take a

Eb

P.C. B^{add9}/C C C^{sus2}

Synth.

Gtr.

Bass

D. S. 2 2

Perc. 2

Conga (ad lib.)

Dreamer 7

L

101

Stop Falsetto

S1 Drea - mer! on and on

S2 a - - - long Drea - mer! on and on

A1 On and come on and dream and dream a - long _ Come on and dream and dream a - long _

A2 Drea - mer, come on and dream and dream a - long _ Come on and dream and dream a - long _

Eb Bbmaj7 Bbmus2 Bbmaj7 C/Bb Bbmaj7 Bbmus2 F/C C F/C C F/C C F/C C

P.C.

Synth. Polysynth

Gtr.

Bass

D. S. 2

Perc. 2

M

[illegible]

SSAA 4 extra staves

Dreamer

Words and Music by Rick Davies, Roger Hodgson
Arranged by Christian Blaha
Original Key

With a vivid anticipation $\text{♩} = 148$

A

B

C

Score for Soprano 1, Soprano 2, Alto 1, Alto 2, Piano Combo, Synthesizer, Guitar, Bass Guitar, Drum Set, and Percussion. The score includes lyrics and musical notation for the song "Dreamer".

Lyrics:

Drea - mer, you know you are a drea - mer
Well can you put your hands in your head? Oh no!
I said drea - mer
you're nothing but a drea - mer
Well can you put your

Drea - mer, you know you are a drea - mer
Well can you put your hands in your head? Oh no!
I said drea - mer
you're nothing but a drea - mer
Well can you put your

Drea - mer, you know you are a drea - mer
Well can you put your hands in your head? Oh no!
I said drea - mer
you're nothing but a drea - mer
Well can you put your

Chords: D, D, A7sus4, A7, D, A7sus4, A7, C, F#m7, G, D, A7sus4, A7, D, A7sus4, A7

Performance instructions: *Murder piano*, *fp*, *Let ring*, *Vibraphone*

E

F

Dreamer 3
SSAA 4 extra slaves

27

S1 lot I can do Drea - mer, you stu-pid lit-tle drea - mer So now you put your head in your hands, oh noi Wool

S2 lot I can do Drea - mer, you stu-pid lit-tle drea - mer So now you put your head in your hands, oh noi Wool

A1 lot I can do Drea - mer, you stu-pid lit-tle drea - mer So now you put your head in your hands, oh noi Wool

A2 lot I can do Drea - mer, you stu-pid lit-tle drea - mer So now you put your head in your hands, oh noi Wool

1

2

3

4

P.C. C D A⁷sus⁴ A⁷ D A⁷sus⁴ A⁷ C Fmaj⁷ G D A⁷sus⁴ A⁷ D A⁷sus⁴ A⁷ C

Synth.

Gtr. *El. Muted Guitar* *gradually add effect*

Bass

D. S.

Perc. *High timbale* *Low timbale*

Toms optional, when no Timbales are available (sim. throughout the score) >

2

50 all voices and instruments very softly

50 all voices and instruments very softly

S1 do _____

S2 do _____

A1 do _____

A2 do _____

1 _____

2 _____

3 _____

4 _____

C Brads/C

C Brads/C

Synth. Jazz Organ

Gtr. 8

Bass

D. S. 2 2 2

Perc. Cobsa High timble Low timble

work it out some - day _____

Oh _____

work it out some - day _____

Oh _____ we we we

Oh _____ we we we

Oh _____ *fp*

Continue including n 124

Falsetto all voices

J

72

S1 — we we You can do some-thing we we Well, can you do some-thing out of this— world? ah —————

S2 — we we we You can do some-thing we we Well, can you do some-thing out of this— world? ah —————

A1 I can do some-thing if I can do a-ny-thing ————— we we ————— oh ————— we we we oh ————— Take ————— a

A2 I can do some-thing if I can do a-ny-thing ————— we we ————— we we oh we we we we we oh ————— Take ————— a

1

2

3

4

C

Brads/C

C

C sus2

Synth.

Gtr. 8

Bass

D. S.

Perc.

Conga (ad lib)

SSAA 4 extra staves

96

S1 long _____ Drea - mer!

S2 long _____ dream _____ a - - - long _____ Drea - mer!

A1 long _____ dream a - long _____ On and come on and dream and dream a - long Come on and dream and dream a - long on and on

A2 long _____ dream a long _____ Drea - mer, come on and dream and dream a - long Come on and dream and dream a - long

1
2
3
4

C F/C F/C C F/C B $\flat$ ma7 C/B $\flat$ B $\flat$ ma7 B $\flat$ sus2 B $\flat$ ma7 C/B $\flat$ B $\flat$ ma7 B $\flat$ sus2 F/C C F/C C F/C C

P.C.

Synth.

Bass

Gtr.

D. S.

Perc.

Polysynth

Polysynth

Sheet music for the song "Dreamer 11" (SS/AA 4 extra staves). The score is written for a vocal ensemble (S1, S2, A1, A2) and a four-piece band (Gtr., Bass, D. S., Perc.). The key signature is one sharp (F#) and the time signature is 4/4.

Vocal Parts:

- S1:** I said Drea - mer, you know you are a drea - mer Well can you put your hands in your head? Oh noi Oh noi
- S2:** noi I said Drea - mer, you know you are a drea - mer Well can you put your hands in your head? Oh noi Oh noi
- A1:** come on — Come on and dream and dream a - long — Come on and dream and dream a - long come on — come on —
- A2:** come on — Come on and dream and dream a - long — Come on and dream and dream a - long come on — come on —

Instrumental Parts:

- Gtr.:** Rhythmic accompaniment with a melodic line.
- Bass:** Rhythmic accompaniment with a melodic line.
- D. S.:** Rhythmic accompaniment with a melodic line.
- Perc.:** Includes Crash cymbal, China cymbal, and Vibraphone.

Chorus:

repeat until gradual fade-out

repeat until gradual fade-out

repeat until gradual fade-out

repeat until gradual fade-out



Dreamer

- Supertramp -

*Words and Music by Rick Davies, Roger Hodgson
Arranged by Christian Blaha
Original Key*

With a vivid anticipation ♩ = 148

A

Soprano 1
Soprano 2
Alto 1
Alto 2

Drea - mer, you know you are a drea - mer

Piano Combo
f p
Wurlizer piano

Guitar
Bass Guitar
Drum Set
Percussion

B

Drea - mer, you know you are a drea - mer

D A^{7sus4} A⁷ D

22

S1 You _____ know, well, you know you had it co-min' to you Now there's not a lot I can do Drea - mer,

S2 You _____ know, well, you know you had it co-min' to you Now there's not a lot I can do Drea - mer,

A1 You know, well, you know you had it co-min' to you Now there's not a lot I can do Drea - mer,

A2 You know, well, you know you had it co-min' to you Now there's not a lot I can do Drea - mer,

P.C. A^b B^badd9 G^m C G^m C D

Gtr. El. Muted Guitar

Bass

D. S.

Perc.

F

29

S1 you stu-pid lit-tle drea - mer So now you put your head in your hands, oh no! Woo!

S2 you stu-pid lit-tle drea - mer So now you put your head in your hands, oh no! Woo!

A1 you stu-pid lit-tle drea - mer So now you put your head in your hands, oh no! Woo!

A2 you stu-pid lit-tle drea - mer So now you put your head in your hands, oh no! Woo!

P.C. A⁷sus4 A⁷ D A⁷sus4 A⁷ C F^{maj7} G D A⁷sus4 A⁷

Gtr. gradually add effect

Bass

D. S.

Perc. Toms optional, when no Timbales are available (sim. throughout the score)

High timbale

Low timbale

H

50 all voices and instruments very softly

S1 do

S2 do

A1 do

A2 do

P.C. C B^badd9/C C

Gtr.

Bass

D. S. 2 2

Perc. Cabasa High timbale Low timbale

Continue including m 124

57

S1 work it out some - day ____ Oh *fp* we ____

S2 work it out some - day ____ Oh ____ we we we we we we we we

A1 Oh ____ we we we we we we we we If

A2 Oh *fp* we ____ If

P.C. B^badd9/C

Gtr.

Bass

D. S. 2 2

Perc.

J

Falsetto all voices

77

S1
— world? — ah — Take a dream on a

S2
— world? — ah — Take a dream on a

A1
— we we we oh — Take a dream on

A2
oh we we we we we we we oh — Take a dream on

P.C.
C Csus2 C Csus2 C

Gtr.

Bass

D. S.
2 Conga (ad lib.)

Perc.

84

S1
Sun - day — Take a life, take a ho - li - day —

S2
Sun - day — Take a life, take a ho - li - day —

A1
Sun - day — Take a life, a ho - li - day — Take

A2
Sun - - - day — Take a life, a ho - li - day —

P.C.
B^b/C B^b/C B^bmaj7/C C F/C C

Gtr.

Bass

D. S.
2 2 Conga (ad lib.)

Perc.

105

S1
on and on de de de de de de de

S2
on and on de de de

A1
dream a - long Come on and dream and dream a - long Come on and dream and dream a - long Come on and dream and

A2
dream a - long Come on and dream and dream a - long Come on and dream and dream a - long Come on and dream and

P.C.
F/C C F/C C F/C C B^bmaj7 C/B^b B^bmaj7 B^bsus2 B^bmaj7 C/B^b

Gtr.

Bass

D. S.

Perc.

[M]

111

S1
de de de de de de de de Drea - - mer, you know you are a drea - mer Well can you put your

S2
de de de de de de de de Drea - - mer, you know you are a drea - mer Well can you put your

A1
dream a - long Come on and dream and dream a - long — Come on and dream and dream a - long —

A2
dream a - long Come on and dream and dream a - long — Come on and dream and dream a - long —

P.C.
B^bmaj7 B^bsus2 D A⁷sus4 A⁷ D A⁷sus4 A⁷

Gtr.

Bass

D. S.

Perc.
Crash cymbal
Tambourine

Words and Music by Rick Davies, Roger Hodgson

Arranged by Christian Blaha

- Supertramp -

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E

22

S1 You ——— know, well, you know you had it co-min' to you Now there's not a lot I can do Drea - mer, you stu-pid lit-tle drea - mer

S2 You ——— know, well, you know you had it co-min' to you Now there's not a lot I can do Drea - mer, you stu-pid lit-tle drea - mer

A1 You know, well, you know you had it co-min' to you Now there's not a lot I can do Drea - mer, you stu-pid lit-tle drea - mer

A2 You know, well, you know you had it co-min' to you Now there's not a lot I can do Drea - mer, you stu-pid lit-tle drea - mer

1

2

P.C. A^b B^badd9 G^m C G^m C D A^7sus4 A^7 D

Gtr. *gradually add effect*

Bass

D. S.

Perc.

G

40

S1 S2 A1 A2

"Far out!" What a day, a year, a life it is!" You know, well, you know you had it co-min' to you, Now there's not a

"Far out!" What a day, a year, a life it is!" You know, well, you know you had it co-min' to you, Now there's not a

"Far out!" What a day, a year, a life it is!" You know, well, you know you had it co-min' to you, Now there's not a

1 2

P.C. Gtr. Bass D. S. Perc.

Al^b B⁹add9 G^m C Al^b B⁹add9 G^m C G^m

High woodblock Low woodblock

Dreamer 7

SSAA small Combo extra staves

I

all voices and instruments gradually getting intenser until rehearsal mark M

59

S1 *fp* Oh _____ we _____

S2 Oh _____ we we we we we we we _____

A1 Oh _____ we we we we we we we _____

A2 *fp* Oh _____ we _____

1

2

B $\flat$ add9/C C

P.C.

Gtr.

Bass

D. S.

Perc.

If I could see some-thing we we we we we we we _____

If I could see some-thing oh _____ we we we we we we we _____

You can see a-ny-thing you want, boy oh _____ we we we _____

Dreamer 9

SSAA small Combo extra staves

Falsetto all voices

J

7/6

S1 out of this world? ah

S2 out of this world? ah

A1 oh we we we we we we we we we we oh

A2 we we we we we we we we we we oh

Take a dream on a Sun - day

Take a dream on a Sun - day

Take a dream on a Sun - day

Take a dream on a Sun - day

1

2

Bbadd9/C C Csus2 C C C Bb6/C

P.C.

Gtr.

Bass

D. S.

Perc.

Conga (ad lib)

ORIGINAL DO NOT COPY

Dreamer 11
SSAA small Combo extra staves

K

L

Stop Falsetto

S1

dream, dream a - long

Drea - meri

S2

dream, dream a - long

dream

a - - - long

Drea - meri

A1

a

long

dream

a - long

On

and come on and dream and

A2

a

long

dream

a long

Drea - mer,

come on and dream and

1

2

C F/C

F/C C

F/C C

B⁷ma⁷

C/B^b

B⁷ma⁷

B⁹sus²

B⁷ma⁷

C/B^b

B⁹sus²

F/C

C

P.C.

Gtr.

Bass

D. S.

Perc.

M

N

11/2

S1 Drea - - me, you know you are a drea - mer Well can you put your hands in your head? Oh no! I said Drea - - me,

S2 Drea - - me, you know you are a drea - mer Well can you put your hands in your head? Oh no! I said Drea - - me,

A1 Come on and dream and dream a - long — Come on and dream and dream a - long — come on — come on — Come on and dream and

A2 Come on and dream and dream a - long — Come on and dream and dream a - long — come on — come on — Come on and dream and

1

2

D A⁷ sus4 A⁷ D A⁷ sus4 A⁷ C F^{ma}7 G D

P.C.

Gtr.

Bass

D. S.

Perc.

Crash cymbal

Crash cymbal

Tambourine

Dreamer

- Supertramp -

Words and Music by Rick Davies, Roger Hodgson
Arranged by Christian Blaha
Original Key

With a vivid anticipation ♩ = 148

A

B

Soprano 1

Soprano 2

Alto 1

Alto 2

Piano Solo
Intermediate

Drea - mer, you know you are a

Drea - mer, you know you are a

Drea - mer, you know you are a

Drea - mer, you know you are a

D Wurlitzer piano

D A^{7sus4} A⁷

D

17

S1 I said "Far _____ out! what a day, a year, a life it is!" You _____

S2 I said "Far _____ out! what a day, a year, a life it is!" You _____

A1 I said "Far out! what a day, a year, a life it is!" You

A2 I said "Far out! what a day, a year, a life it is!" You

P.S.I. Fmaj7 G A^b B^badd9 G^m C A^b

E

23

S1 know, well, you know you had it co-min' to you Now there's not a lot I can do Drea - mer,

S2 know, well, you know you had it co-min' to you Now there's not a lot I can do Drea - mer,

A1 know, well, you know you had it co-min' to you Now there's not a lot I can do Drea - mer,

A2 know, well, you know you had it co-min' to you Now there's not a lot I can do Drea - mer,

P.S.I. B^badd9 G^m C G^m C D

41

S1 out! What a day, a year, a life it is!" You know, well, you know you had it

S2 out!" What a day, a year, a life it is!" You _____ know, well, you know you had it

A1 out!" What a day, a year, a life it is!" You _____ know, well, you know you had it

A2 out!" What a day, a year, a life it is!" You _____ know, well, you know you had it

P.S.I. $B^{\flat}add9$ G^m C $A^{\flat}$ $B^{\flat}add9$ G^m

H

all voices and instruments very softly

47

S1 co-min' to you, Now there's not a lot I can do _____

S2 co-min' to you, Now there's not a lot I can do _____

A1 co-min' to you, Now there's not a lot I can do _____

A2 co-min' to you, Now there's not a lot I can do _____

P.S.I. C G^m C $B^{\flat}add9/C$

65

S1 You can see a - ny - thing you want, boy oh _____ we we we You can be a - ny - one,

S2 You can see a - ny - thing you want, boy oh _____ we we we _____ You can be a - ny - one,

A1 oh _____ we we we _____ If I could be some - one oh _____

A2 we we we we we we we we _____ If I could be some - one we we we

P.S.I. $B^{\flat}add9/C$

70

S1 ce - le - brate, boy oh _____ we we we You can do some - thing we we Well,

S2 ce - le - brate, boy oh _____ we we we You can do some - thing we we we Well,

A1 _____ we we we _____ Well, if I can do some - thing if I can do a - ny - thing _____

A2 we we we we we we Well, if I can do some - thing if I can do a - ny - thing

P.S.I. C

87

S1 Take a life, take a ho - li - day ____ Take a lie, take a drea - mer ____

S2 Take a life, take a ho - li - day ____ Take a lie, take a drea - mer ____

A1 life, a ho - li - day ____ Take ____ a lie, ____

A2 life, a ho - li - day ____ Take a lie ____

P.S.I. C F/C C B^b6/C

K

93

S1 — Dream, dream, dream, dream, dream a - long

S2 — dream, dream, dream, dream a - long

A1 — Dream ____ a ____ long ____

A2 — Dream ____ a ____ long ____

P.S.I. B^b/C B^bmaj7/C C F/C F/C C

M

110

S1 de de de de de de de de de de de de de de de de Drea - mer, you know you are a

S2 de de de de de de de de de de de de de de de de Drea - mer, you know you are a

A1 Come on and dream and dream a - long Come on and dream and dream a - long

A2 Come on and dream and dream a - long Come on and dream and dream a - long

P.S.I. B^bmaj7 C/B^b B^bmaj7 B^bsus2 D A⁷sus4 A⁷

114

S1 drea - - - mer Well can you put your hands in your head? Oh no! I said

S2 drea - - - mer Well can you put your hands in your head? Oh no! I said

A1 Come on and dream and dream a - long come on come on

A2 Come on and dream and dream a - long come on come on

P.S.I. D A⁷sus4 A⁷ C F^{maj7} G



SSAA Piano Solo Advanced

Dreamer

- Supertramp -

Words and Music by Rick Davies, Roger Hodgson
Arranged by Christian Blaha
Original Key

With a vivid anticipation ♩ = 148

A

B

Soprano 1

Soprano 2

Alto 1

Alto 2

Piano Solo
Advanced

Sheet music for Soprano 1, Soprano 2, Alto 1, Alto 2, and Piano Solo Advanced. The music is in 4/4 time, key of D major, and tempo 148. The lyrics are: "Drea - mer, you know you are a". The piano part includes a wurlitzer piano section marked *fp* and chords D, A^{7sus4}, and A⁷.

D

17

S1 I said "Far _____ out! what a day, a year, a life it is!" You _____

S2 I said "Far _____ out! what a day, a year, a life it is!" You _____

A1 I said "Far out! what a day, a year, a life it is!" You

A2 I said "Far out! what a day, a year, a life it is!" You

P.S.A. Fmaj7 G A^b B^badd9 G^m C A^b

E

23

S1 know, well, you know you had it co-min' to you Now there's not a lot I can do Drea - mer,

S2 know, well, you know you had it co-min' to you Now there's not a lot I can do Drea - mer,

A1 know, well, you know you had it co-min' to you Now there's not a lot I can do Drea - mer,

A2 know, well, you know you had it co-min' to you Now there's not a lot I can do Drea - mer,

P.S.A. B^badd9 G^m C G^m C D

41

S1 out! What a day, a year, a life it is!" You know, well, you know you had it

S2 out!" What a day, a year, a life it is!" You _____ know, well, you know you had it

A1 out!" What a day, a year, a life it is!" You _____ know, well, you know you had it

A2 out!" What a day, a year, a life it is!" You _____ know, well, you know you had it

P.S.A. B^badd9 G^m C A^b B^badd9 G^m

47

S1 co-min' to you, Now there's not a lot I can do _____

S2 co-min' to you, Now there's not a lot I can do _____

A1 co-min' to you, Now there's not a lot I can do _____

A2 co-min' to you, Now there's not a lot I can do _____

P.S.A. C G^m C B^badd9/C

H

all voices and instruments very softly

65

S1 You can see a - ny - thing you want, boy oh _____ we we we You can be a - ny - one,

S2 You can see a - ny - thing you want, boy oh _____ we we we _____ You can be a - ny - one,

A1 oh _____ we we we _____ If I could be some - one oh _____

A2 we we we we we we we we _____ If I could be some - one we we we

P.S.A. $B^{\flat}add9/C$

70

S1 ce - le - brate, boy oh _____ we we we You can do some - thing we we Well,

S2 ce - le - brate, boy oh _____ we we we You can do some - thing we we we Well,

A1 _____ we we we _____ Well, if I can do some - thing if I can do a - ny - thing _____

A2 we we we we we _____ Well, if I can do some - thing if I can do a - ny - thing

P.S.A. C

87

S1 Take a life, take a ho - li - day ____ Take a lie, take a drea - mer ____

S2 Take a life, take a ho - li - day ____ Take a lie, take a drea - mer ____

A1 life, a ho - li - day ____ Take ____ a lie, ____

A2 life, a ho - li - day ____ Take a lie ____

C F/C C B^b6/C

P.S.A.

93

S1 — Dream, dream, dream, dream, dream a - long

S2 — dream, dream, dream, dream a - long

A1 — Dream ____ a ____ long

A2 — Dream ____ a ____ long

B^b/C B^bmaj7/C C F/C F/C C

P.S.A.

M

110

S1
de de de de de de de de de de de de de de de de Drea - mer, you know you are a

S2
de de de de de de de de de de de de de de de de Drea - mer, you know you are a

A1
Come on and dream and dream a - long Come on and dream and dream a - long__

A2
Come on and dream and dream a - long Come on and dream and dream a - long__

P.S.A.
B^{maj7} C/B^b B^{maj7} B^{sus2} D A^{7sus4} A⁷

114

S1
drea - - - mer Well can you put your hands in your head? Oh no! I said

S2
drea - - - mer Well can you put your hands in your head? Oh no! I said

A1
Come on and dream and dream a - long__ come on__ come on__

A2
Come on and dream and dream a - long__ come on__ come on__

P.S.A.
D A^{7sus4} A⁷ C F^{maj7} G

Dreamer

- Supertramp -

Words and Music by Rick Davies, Roger Hodgson
Arranged by Christian Blaha
Original Key

With a vivid anticipation ♩ = 148

A **B**

Soprano 1
Soprano 2
Alto 1
Alto 2

Drea-mer, you know you are a drea-mer Well can you put your

C

9
S1
S2
A1
A2

hands in your head? Oh no! I said drea - mer you're no-thing but a drea - mer

hands in your head? Oh no! I said drea - mer you're no-thing but a drea - mer

hands in your head? Oh no! I said drea - mer you're no-thing but a drea - mer

hands in your head? Oh no! I said drea - mer you're no-thing but a drea - mer

F

30

S1 drea - mer So now you put your head in your hands, oh no! Woo!

S2 drea - mer So now you put your head in your hands, oh no! Woo!

A1 drea - mer So now you put your head in your hands, oh no! Woo!

A2 drea - mer So now you put your head in your hands, oh no! Woo!

G

39

S1 I said "Far out! What a day, a year, a life it is!" You

S2 I said "Far out! What a day, a year, a life it is!" You

A1 I said "Far out! What a day, a year, a life it is!" You

A2 I said "Far out! What a day, a year, a life it is!" You

45

S1 know, well, you know you had it co-min' to you, Now there's not a lot I can

S2 know, well, you know you had it co-min' to you, Now there's not a lot I can

A1 know, well, you know you had it co-min' to you, Now there's not a lot I can

A2 know, well, you know you had it co-min' to you, Now there's not a lot I can

72

S1 — we we we You can do some-thing we we Well, can you do some-thing

S2 — we we we You can do some-thing we we we Well, can you do some-thing

A1 I can do some-thing if I can do a - ny - thing — we we we —

A2 I can do some-thing if I can do a - ny-thing we we we

Falsetto all voices

J

76

S1 out of this — world? ah —

S2 out of this — world? ah —

A1 oh — we we we oh — Take — a

A2 we — we we oh we we we we we we we oh — Take — a

83

S1 Take a dream on a Sun - day — Take a life, take a ho - li - day

S2 Take a dream on a Sun - day — Take a life, take a ho - li - day

A1 dream on Sun - day — Take a life, a ho - li - day

A2 dream on Sun - - day — Take a life, a ho - li - day

107

S1 on and on de de de de de de de

S2 on and on de de de

A1 dream a - long Come on and dream and dream a - long Come on and dream and

A2 dream a - long Come on and dream and dream a - long Come on and dream and

M

111

S1 de de de de de de de de Drea - - - mer, you know you are a

S2 de de de de de de de de Drea - - - mer, you know you are a

A1 dream a - long Come on and dream and dream a - long__

A2 dream a - long Come on and dream and dream a - long__

114

S1 drea - mer Well can you put your hands in your head? Oh no! I said

S2 drea - mer Well can you put your hands in your head? Oh no! I said

A1 Come on and dream and dream a - long come on__ come on__

A2 Come on and dream and dream a - long come on__ come on__

Dreamer

- Supertramp -

Words and Music by Rick Davies, Roger Hodgson

Arranged by Christian Blaha

Original Key

With a vivid anticipation ♩ = 148

C Instr.

A **B** **C** **D** **E** **F**

4 6 7 10 6

G

35

41

H

47

I

59

11

J

76

83

K

90

97

Dreamer

- Supertramp -

Words and Music by Rick Davies, Roger Hodgson

Arranged by Christian Blaha

Original Key

With a vivid anticipation ♩ = 148

A **B** **C** **D** **E**

Bb Instr. 4 6 7 10 6

F

34

G

39

45

H

50

7

I

62

11

J

79

86

K

93

Dreamer

- Supertramp -

Words and Music by Rick Davies, Roger Hodgson

Arranged by Christian Blaha

Original Key

With a vivid anticipation ♩ = 148

A **B** **C** **D** **E**

E♭ Instr. 4 6 7 10 6

F 34

G 39

45

H 50 7

I 62 11

J 78

84

K 91

Dreamer

- Supertramp -

Words and Music by Rick Davies, Roger Hodgson
Arranged by Christian Blaha
Original Key

With a vivid anticipation ♩ = 148

A **B**

Wurlizer piano
fp

6 A^{7sus4} A^7 D A^{7sus4} A^7 C F^{maj7} G

C

11 D A^{7sus4} A^7 D A^{7sus4} A^7 C

D

16 F^{maj7} G F^{maj7} G A^b B^{add9} G^m

21 C A^b B^{add9} G^m C

Dreamer

- Supertramp -

Words and Music by Rick Davies, Roger Hodgson
Arranged by Christian Blaha
Original Key

With a vivid anticipation ♩ = 148

A **B**

Wurlizer piano

fp

6 A^{7sus4} A^7 D A^{7sus4} A^7 C F^{maj7} G

C

11 D A^{7sus4} A^7 D A^{7sus4} A^7 C

D

16 F^{maj7} G F^{maj7} G A^b B^{add9} G^m

21 C A^b B^{add9} G^m C

Dreamer

- Supertramp -

Words and Music by Rick Davies, Roger Hodgson
Arranged by Christian Blaha
Original Key

With a vivid anticipation ♩ = 148

A **B**

D Wurlizer piano

fp

6 A⁷sus4 A⁷ D A⁷sus4 A⁷ C Fmaj7 G

C

11 D A⁷sus4 A⁷ D A⁷sus4 A⁷ C

D

16 Fmaj7 G Fmaj7 G A^b B^badd9 G^m

21 C A^b B^badd9 G^m C

Dreamer

- Supertramp -
Part 21

Words and Music by Rick Davies, Roger Hodgson
Arranged by Christian Blaha
Original Key

With a vivid anticipation ♩ = 148

A *Vibraphone* *Let ring*

2 6 7 10 6 6

G *Jazz Organ*

40

45

H *Jazz Organ*

50

56

3

I **J** *Vibraphone*

64 3 12 5

88

Dreamer

- Supertramp -

Words and Music by Rick Davies, Roger Hodgson
Arranged by Christian Blaha
Original Key

With a vivid anticipation ♩ = 148

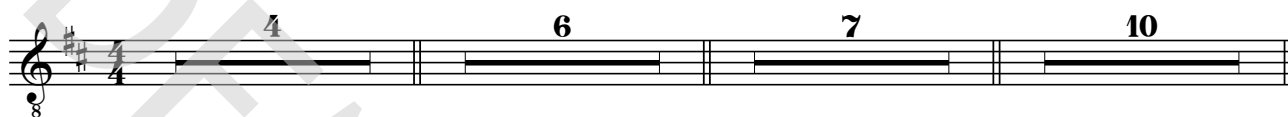
A

B

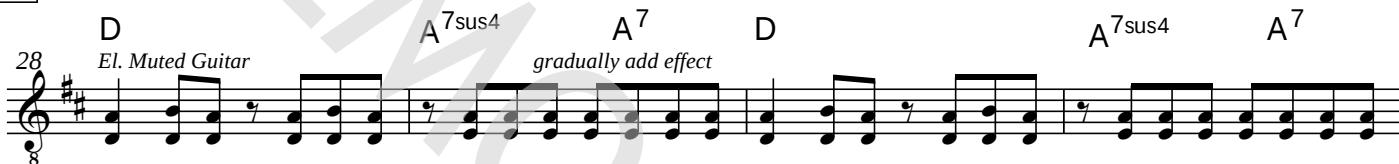
C

D

Guitar



E



F

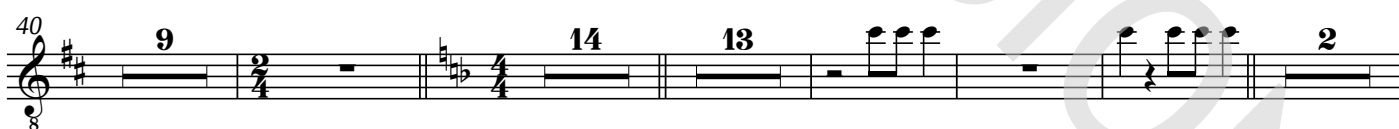


G

H

I

J



Dreamer

- Supertramp -

Words and Music by Rick Davies, Roger Hodgson
Arranged by Christian Blaha
Original Key

With a vivid anticipation ♩ = 148

Bass Guitar

4 6 7 A^b B^badd9

20 2 A^b B^badd9 4 6 D

35 A⁷sus4 A⁷ D A⁷sus4 A⁷ C F^{maj}7 G

40 A^b B^badd9 2 A^b B^badd9 3

49 C B^badd9/C 3

57 C B^badd9/C 2 C

65 B^badd9/C 2 C

Drumkit/Percussion

The image displays two staves of musical notation for a drumkit and percussion ensemble. The notation uses various note heads, stems, and rests to represent different sounds. Labels with leader lines point to specific notes on the staves, identifying the corresponding instrument.

Top Staff Labels:

- Hi-Hat closed
- Hi-Hat open
- High Tom
- Mid Tom
- Low Tom
- Floor Tom
- Ride Cymbal
- Ride Bell/Cup
- Crash Cymbal
- Splash Cymbal
- Triangle mute
- Triangle open
- Tambourine Beating
- Hi-Hat Foot
- Snareclick
- Bassdrum (Kick)
- Snare drum

Bottom Staff Labels:

- Shaker(eggs)
- Claves
- High Timbale
- Sleigh Bells
- Bell Tree
- Maracas
- Wind Chimes
- Cowbell
- Conga
- Cabasa
- Handclap
- Güiro
- Woodblock High
- Woodblock Low
- Timbale Low
- Agogo High
- Agogo Low

Dreamer

- Supertramp -

Words and Music by Rick Davies, Roger Hodgson
Arranged by Christian Blaha
Original Key

With a vivid anticipation ♩ = 148

Drum Set

A **B** **C** **D**

4 6 7

Crash cymbal

E **F**

22

4 5

Toms optional, when no Timbales are available (sim. throughout the score)

G

35

2

H

42

2 3

I

52

2 2 2

59

2

66

2

Drumkit/Percussion

The image displays a musical staff with various percussion instruments represented by different note types and symbols. The instruments are labeled as follows:

- High Tom**: Represented by a half note on the top line.
- Hi-Hat closed**: Represented by a quarter note on the top line with an 'x' on the stem.
- Hi-Hat open**: Represented by a quarter note on the top line with an 'x' on the stem and an open circle above the note.
- Mid Tom**: Represented by a half note on the middle line.
- Low Tom**: Represented by a half note on the bottom line.
- Floor Tom**: Represented by a half note on the bottom line.
- Ride Cymbal**: Represented by a quarter note on the top line with an asterisk on the stem.
- Ride Bell/Cup**: Represented by a quarter note on the top line with a diamond on the stem.
- Crash Cymbal**: Represented by a quarter note on the top line with an asterisk on the stem.
- Splash Cymbal**: Represented by a quarter note on the top line with an asterisk on the stem.
- Triangle mute**: Represented by a quarter note on the top line with an open circle above the note.
- Triangle open**: Represented by a quarter note on the top line with an open circle above the note.
- Tambourine Beating**: Represented by a quarter note on the top line with an asterisk on the stem.
- Hi-Hat Foot**: Represented by a quarter note on the top line with an 'x' on the stem.
- Snare drum**: Represented by a quarter note on the middle line.
- Bass drum (Kick)**: Represented by a quarter note on the bottom line.
- Shaker (eggs)**: Represented by a quarter note on the top line.
- Claves**: Represented by a quarter note on the top line.
- High Timbale**: Represented by a quarter note on the top line.
- Sleigh Bells**: Represented by a quarter note on the top line.
- Bell Tree**: Represented by a quarter note on the top line.
- Maracas**: Represented by a quarter note on the top line.
- Wind Chimes**: Represented by a quarter note on the top line.
- Handclap**: Represented by a quarter note on the top line.
- Guiro**: Represented by a quarter note on the top line.
- Woodblock High**: Represented by a quarter note on the top line.
- Timbale Low**: Represented by a quarter note on the top line.
- Agogo High**: Represented by a quarter note on the top line.
- Cowbell**: Represented by a quarter note on the top line.
- Conga Cabasa**: Represented by a quarter note on the top line.
- Woodblock Low**: Represented by a quarter note on the top line.
- Agogo Low**: Represented by a quarter note on the top line.

Dreamer

- Supertramp -

*Words and Music by Rick Davies, Roger Hodgson
Arranged by Christian Blaha
Original Key*

With a vivid anticipation ♩ = 148

Percussion

A **B** **C** **D**

4 6 7 3 High woodblock Low woodblock

E **F** **G**

24 4 5 6 High timbale Low timbale High woodblock Low woodblock High woodblock Low woodblock

H

46 3 Cabasa High timbale Low timbale 8

Continue including m 124

I **J**

64 2 12 5 3 2

K **L** **M**

94 6 8 Tambourine

N

114 2 2

O

120 2 2

Dreamer

- Supertramp -

Words and Music by Rick Davies, Roger Hodgson

Arranged by Christian Blaha

Original Key

With a vivid anticipation ♩ = 148

A

D



B

D

Drea - mer,



you know you are a drea - mer

Well can you put your hands in your head? Oh no!

I said

C

D

A⁷sus4

A⁷

D

A⁷sus4

A⁷

C



drea - mer

you're no-thing but a drea - mer

Well can you put your hands in your head? Oh

D



no!

I said

"Far _____ out!

what a day, a year, a life it is!"

A[♭]

B[♭]add9

G^m

C

G^m

C



You _____ know,

well, you know you had it co-min' to you

Now there's not a lot I can do

E

D

A⁷sus4

A⁷

D

A⁷sus4

A⁷

C



Drea - mer,

you stu-pid lit-tle drea - mer

So now you put your head in your hands, oh

Lyrics
Dreamer

- Supertramp -

Words and Music by Rick Davies, Roger Hodgson

Arranged by Christian Blaha

Original Key

A (Instr.Intro)

B

Dreamer, you know you are a dreamer
Well can you put your hands in your head? Oh no!

C

I said dreamer, you're nothing but a dreamer
Well can you put your hands in your head? Oh no!

D

I said, "Far out! What a day, a year, a life it is!"
You know, well, you know you had it comin' to you
Now there's not a lot I can do

E

Dreamer, you stupid little dreamer
So now you put your head in your hands, oh no! Woo!

F (instr. interlude)

G

I said, "Far out! What a day, a year, a life it is!"
You know, well, you know you had it comin' to you
Now there's not a lot I can do

H

Work it out someday

I

If I could see something. You can see anything you want, boy
If I could be someone. You can be anyone, celebrate, boy
Well, if I can do something. You can do something
If I can do anything. Well, can you do something out of this world?

J

Take a dream on a Sunday. Take a life, take a holiday
Take a lie, take a dreamer. Dream, dream, dream, dream, dream, dream, dream, dream along

K

(...along)

L

Dreamer, come on and dream and dream along
Come on and dream and dream along, on and on
Come on and dream and dream along (2x)

M

Dreamer, you know you are a dreamer
Can you put your hands in your head? Oh no!

N

I said dreamer, you're nothing but a dreamer
Well, can you put your hands in your head? Oh no! Oh no!

O (outro)