

Somebody Stole My Gal

Comp.: Leo Wood
Arrangement: S. Kusaka

Intro.

M1

$\text{♩} = 214$ $\text{♪} = \text{♪}^3$

B \flat 7

f

SYNCHRO START_ON BREAK (Foot Switch) BREAK (Foot Switch) BREAK (Foot Switch)

M2

(D.C.time straight)

A

E \flat

F \sharp dim

B \flat 7

mf

1.

E \flat

E \flat 7 $^{\text{onD}^{\flat}}$

mf

C7 F7

Bb7

FILL IN © (Foot Switch)

2. D7 G7 Bb7 B^{M3} Eb

FILL IN © (Foot Switch)

Eb7 Ab

Abm M2 Eb Cdim

Bb7 Eb F7 Bb7sus4 Bb7 to C^{\flat}

Eb M4

↑ FILL IN © (Foot Switch)

C Eb Bb7

Chord: Eb Eb7^{onD^b}

Chord: C7 F7

Chord: Bb7

FILL IN © (Foot Switch)

Chord: D^{M5} Eb F#dim Bb7

Musical score system 1, featuring a treble and bass clef staff. The key signature is B-flat major (two flats). The treble staff contains a melodic line with a slur over the first two measures. The bass staff contains a bass line with a steady eighth-note rhythm. Chord symbols are placed above the treble staff: D7, G7, and Bb7.

Musical score system 2, featuring a treble and bass clef staff. The key signature is B-flat major. The treble staff contains a melodic line with a slur over the first two measures. The bass staff contains a bass line with a steady eighth-note rhythm. Chord symbols are placed above the treble staff: E (with a boxed M6 above it), Eb, Eb7, and Eb.

Musical score system 3, featuring a treble and bass clef staff. The key signature is B-flat major. The treble staff contains a melodic line with a slur over the first two measures. The bass staff contains a bass line with a steady eighth-note rhythm. Chord symbols are placed above the treble staff: Ab and Abm.

Musical score system 4, featuring a treble and bass clef staff. The key signature is B-flat major. The treble staff contains a melodic line with a slur over the first two measures. The bass staff contains a bass line with a steady eighth-note rhythm. Chord symbols are placed above the treble staff: Eb (with a boxed M5 above it) and F7.

Bb7sus4 Bb7 Eb

D.C.
FILL IN © (Foot Switch)

⊕ Coda Bb7

F **M1**
Bb7 Eb

f

BREAK (Foot Switch) BREAK (Foot Switch) RHYTHM_STOP (Hand)