



Lite Time ♩ = 134

Fully in time

9 I in-tend to be one of them, and I will not be de-nied On-ly time

10

11

12

*Flugel*

*mf-p*

*w/ Gtrs, + Drums*

F#m7 E/G# Gmaj7 B sus B F#m7

*w/ Bass, Bs Clar*

13

14

15

16

\_ will tell just how far I get. Well I made my choice, and I've placed my bet, It's my job

E/G# A A/B B

17

18

19

20

\_ to be fol - low-ing my quest, and that's e-nough reas-on to go for me. It's my job

*Gtr 2*

*mf* E Badd4/D# A/C# F#m7 E/G# Aadd9 E/B B sus

*Bass*

21 — to stay dif - ferent than the rest, and that's — a tough break for me. It's my

22 23 24

E Badd<sup>4</sup>/D# A/C# F#m7 E/G# A B E

25 job — and that's e-nough reas-on to go — for me. — It's my job

26 27 28

*Flugel, Bass Clar*  
*mp*

*mf* F# C#add<sup>4</sup>/E# B/D# G#m7 F#/A# Badd9 F#/C# C#sus

29 — to be bet - ter than the best, and that's — what I must be - lieve. [To 34]

30 31 32

F# C#add<sup>4</sup>/E# B/D# G#m7 F#/A# B C# F#

*Gtr 1*