

Turn Turn Turn

Words & Music:
Pete Seeger
Arr.: Tijs Krammer

Sixties pop

Soprano

Alto

Tenor

Bass

Piano (improvised)

The first system of the musical score consists of five staves. The top four staves are for vocal parts: Soprano, Alto, Tenor, and Bass. Each staff begins with a treble clef (except for Bass which has a bass clef), a key signature of three sharps (F#, C#, G#), and a 4/4 time signature. The notes in these staves are all rests, indicating that the vocalists have not yet entered. The fifth staff is for the piano accompaniment, labeled 'Piano (improvised)'. It features a grand staff with a treble and bass clef, showing a rhythmic and melodic accompaniment in the key of D major and 4/4 time.

A

5

(turn, —

To ev' - ry - thing — (turn, —

To ev' - ry - thing —

(turn, —

The second system of the musical score begins at measure 5. It consists of five staves. The top four staves are for vocal parts. The Soprano staff has a treble clef, key signature of three sharps, and a 4/4 time signature. The notes are rests until measure 6, where they enter with the lyrics "(turn, —". The Alto staff has a treble clef, key signature of three sharps, and a 4/4 time signature. The notes are rests until measure 6, where they enter with the lyrics "To ev' - ry - thing — (turn, —". The Tenor staff has a treble clef, key signature of three sharps, and a 4/4 time signature. The notes are rests until measure 6, where they enter with the lyrics "To ev' - ry - thing —". The Bass staff has a bass clef, key signature of three sharps, and a 4/4 time signature. The notes are rests until measure 6, where they enter with the lyrics "(turn, —". The fifth staff is for the piano accompaniment, labeled 'Piano (improvised)'. It features a grand staff with a treble and bass clef, showing a rhythmic and melodic accompaniment in the key of D major and 4/4 time. The system ends at measure 8.

2 Turn Turn Turn

10

turn, turn) (turn, turn, turn) and a
turn, turn) there is a sea-son (turn, turn, turn) and a
there is a sea-son and a
turn, turn) (turn, turn, turn) and a

13

time to ev'ry pur- pose, un-der heav-en. A time to be
time to ev'ry pur- pose, un-der heav-en. A time to be
time to ev'ry pur- pose, un-der heav-en. A time to be
time to ev'ry pur- pose, un-der heav-en. A time to be

B

17

born, a time_ to die, a time to plant, a time_ to reap, a time to

born, a time_ to die, a time to plant, a time_ to reap, a time to

born, a time_ to die, a time to plant, a time_ to reap, a time to

born, a time_ to die, a time to plant, a time_ to reap, a time to

C

21

kill, a time_ to heal, a time to laugh, a time_ to

kill, a time_ to heal, a time to laugh, a time_ to

kill, a time_ to heal, a time to laugh, a time_ to

kill, a time_ to heal, a time to laugh, a time_ to

D

25

weep. (turn, turn, turn)

weep. To ev' - ry - thing (turn, turn, turn) there is a

weep. To ev' - ry - thing there is a

weep. (turn, turn, turn)

29

(turn, turn, turn) and a time to ev' - ry pur -

sea - son (turn, turn, turn) and a time to ev' - ry pur -

sea - son and a time to ev' - ry pur -

(turn, turn, turn) and a time to ev' - ry pur -