

THINK

for 2-part voices and piano with optional SoundTrax*

Performance time: approx. 2:15

Arranged by

TOM ANDERSON and JACK ZAINO

Words and Music by

ARETHA FRANKLIN and TED WHITE

Punchy, with attitude (♩ = ca. 108-112)

Musical score for **THINK**, featuring two vocal parts (PART I and PART II) and piano accompaniment (PIANO). The score is in 4/4 time, key of D major (two sharps), and tempo is marked "Punchy, with attitude" (♩ = ca. 108-112). The piano part includes chords: A⁷, D/A, A⁷, and NC. The vocal parts include lyrics: "You bet - ter", "Think!", "think. Think! Think a-bout what-cha try'n to do to me. —", and "You bet - ter". The score includes a rehearsal mark [3] and a dynamic marking *f* (forte).

PERFORMANCE NOTES: Aretha Franklin first performed this soulful R&B hit in 1968. It quickly became one of her signature songs, acclaimed for its energetic groove and message of independence.

This arrangement provides each section an opportunity to sing the melody. The director may opt to turn these moments into short solos. Page 8 can be repeated as necessary to accommodate additional soloists. The written-out solos are merely suggestions, and soloists are encouraged to improvise freely.

* Also available for S.A.T.B. (52245), S.A.B. (52246), and S.S.A. (52247). SoundTrax CD available (52228). Visit alfred.com for digital scores and audio.

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think. Think, think! let-cha mind go, let your-self be free. _

Think, think!

A D7 D/E A

7

Way on, way back when. _

Let's go back, _ let's go back, let's go way on, way back when. _

A D D7/E A7

9

Too much more than ten. _

I did-n't e - ven know _ ya. Ya could-n't been too much more than ten. _

A D D7/E A7

11

I ain't no psy - chi - 'trist, ain't no doc - tor with de-gree, — But

Hoo! No doc - tor with de-gree. —

A D D⁷/E A⁷

13

it don't take — too much high I. - Q. — to see what-cha do-in' to me. —

Hoo! To see what-cha do-in' to me. — You bet-ter

A D D⁷/E A

15

f *Think!* You bet - ter

think. Think! Think a-bout what-cha try'n to do to me. —

A D D/E A⁷

17

Think, think! let-cha mind go, let your-self — be free. — Oh,

think. Think, think!

A D⁷ D/E A

19

sub. mp *grad. cresc.*

free - dom, let's have some free - dom, oh, —
free - dom, we need some free - dom, gim-me

mp *grad. cresc.*

Free-dom free - dom,

A

sub. mp *grad. cresc.*

21

f *4th time to CODA* ☐
(p. 7, m. 33)

free-dom, yeah, — free-dom! Oh,
free-dom, whoa, — free-dom! ʘ

f

free-dom, free-dom!

D A N.C. *4th time to CODA* ☐
(p. 7, m. 33)

23 ALL (unison) *mf*

Hey! Think a-bout it. You!

A⁷ D/A A⁷ N.C.

25 PART II *only*

There ain't noth-in' you — could ask, — I could an-swer you, — but I won't — But

A D D/E A⁷

27

I was gon - na change, — but I'm not — If you keep do-in' things I don't. —

A D D/E A

29 PART I *only*

Peo-ple walk - in' 'round ev - 'ry day — play-in' games, tak - in' scores, — try'n —

A D D/E A⁷

D.S. al CODA
(p. 4, m. 15)

31

ALL

— to make oth-er peo-ple lose their minds. — Well be care-ful ya don't lose yours. — Oh,

A D D/E A

33 CODA

mf

You need me and - a I need you. With -

mf

Need me. Need you.

CODA
D7*mf*

mf

35

out each oth - er, there ain't noth - in' we can do. You bet - ter

f

There ain't noth - in' we can do. You bet - ter

f

N.C.

37 SOLO *f* (end solo)

You bet - ter think! Think a-bout — it!

think. You bet-ter! You bet - ter

think. You bet-ter! You bet - ter

A⁷ D/A A⁷

39 SOLO *f* (end solo)

Bet-ter think, bet-ter think, bet-ter think! Bet-ter think, bet-ter think!

think. Oh, yeah! You bet-ter think!

think. Oh, yeah! You bet-ter think!

A⁷ D/A A⁷ N.C. A¹³