

*From: "One World"*

# **Dance Me If You Can**

by

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# DANCE ME IF YOU CAN

Words and Music by MATTHEW GERRARD  
and ROBBIE NEVIL

Moderate groove

N.C.

*mf*

Piano introduction in 4/4 time, key of B-flat major. The right hand plays a melody starting on G4, moving to A4, Bb4, and C5. The left hand plays a bass line starting on Bb2, moving to C3, D3, and E3. The tempo is marked 'Moderate groove' and the dynamics are 'N.C.' (No Chords) and 'mf' (mezzo-forte).

First system of piano accompaniment. The right hand plays a melody starting on G4, moving to A4, Bb4, and C5. The left hand plays a bass line starting on Bb2, moving to C3, D3, and E3. The tempo is marked 'Moderate groove' and the dynamics are 'N.C.' (No Chords) and 'mf' (mezzo-forte).

Second system of piano accompaniment. The right hand plays a melody starting on G4, moving to A4, Bb4, and C5. The left hand plays a bass line starting on Bb2, moving to C3, D3, and E3. The tempo is marked 'Moderate groove' and the dynamics are 'N.C.' (No Chords) and 'mf' (mezzo-forte).

Third system of piano accompaniment. The right hand plays a melody starting on G4, moving to A4, Bb4, and C5. The left hand plays a bass line starting on Bb2, moving to C3, D3, and E3. The tempo is marked 'Moderate groove' and the dynamics are 'N.C.' (No Chords) and 'mf' (mezzo-forte).

you might get frus - trat - ed. \_\_\_\_ We got the moves that you've nev - er seen; \_

let me show you just what I mean. \_ There's real - ly no \_\_\_\_ chance \_

that you can do our \_\_\_\_ dance. \_\_\_\_ Can't keep up, can't keep up, no.

Try to keep up, try to keep up, yeah. Can't keep up, can't keep up, no.

{ Oh, no, uh - uh, uh - uh. Oh, no, show me what you got. }  
 { Oh, oh, come on, come on. Yeah, yeah, show me what you got. }

Gm

Try to fol - low; watch me now. \_ If you think that you \_ know how, \_ then

Cm7

F

D7

dance me, dance \_ me if you can.

Gm

Get it to - geth-er or fall a - part; \_ if you think it's not \_ that hard, \_ then

Cm7

To Coda  $\oplus$  F

D7

dance me, dance \_ me if you can.

N.C.

Dance \_ me if you can.

Dance me, dance \_ me if you can. *I*

know you think \_ that you're in \_ con - trol, \_ but watch and learn, \_ 'cause this \_ is how we roll.

Work it just like this; let's see you try and do that.

What's the mat - ter, can't you fig - ure it out? 'Cause you look

con - fused, mixed up, no doubt. There's real - ly no chance

*D.S. al Coda*

that you can do our dance.

Coda

me if you can.

F D7



N.C.



N.C.

Is that the best that you can do? \_\_\_\_



N.C.



N.C.

You're gon - na have to try \_\_\_\_ much hard - er.



N.C.



N.C.

Now's the time to make your move, \_\_\_\_ you know.



N.C.

Hey, hey, get read-y; hey, hey, let's go!

La la la la. Yeah.

Here we go! Oh! Oh! That's right. Huh! What?

1. Aw... 2. Yeah, yeah, yeah.

Gm

Try to fol - low; watch me now. - If you think that you — know how, - then  
Ev - 'ry - bod - y wants to win; - if you think you can han - dle it, — then



Cm7



F



D7



dance me,  
dance me,

dance — me if you can.  
dance — me if you can.

Gm



Get it to - geth - er or fall a - part; \_  
Make it look eas - y; that's the way. \_

if you think it's not \_ that hard, \_ then  
If you think you got what it takes, \_ then

Cm7



F



D7



dance me,  
dance me,

dance — me if you can.  
dance \_

1.

F



D7



N.C.

\_ me if you can.

Dance \_ me if \_ you can. \_