

WHERE YOU ARE (Part 1)

A joyful groove ♩ = 112

CHIEF TUI:

Musical score for the first system, measures 1-4. The score is in 4/4 time with a key signature of three sharps (F#, C#, G#). The tempo is marked as 'A joyful groove ♩ = 112'. The music is for a vocal line and piano accompaniment. The piano part features a steady eighth-note bass line and chords in the right hand. Chord symbols above the piano part are: F#, B6/F#, F#, B6/F#, F#, B6/F#, B, C#, F#. The vocal line has rests for the first three measures and begins in the fourth measure with the word 'Mo-'. The dynamic marking *mp* is present.

Musical score for the second system, measures 5-6. The score continues from the first system. The vocal line has lyrics: 'a - na! Make way! Make way!'. The piano accompaniment continues with the same rhythmic pattern. Chord symbols above the piano part are: F# and B/F#. The dynamic marking *mf* is present.

Musical score for the third system, measures 7-9. The score continues from the second system. The vocal line has lyrics: 'Mo-a - na, it's time you knew the vil - lage of Mo - tu - nui is all you need.' The piano accompaniment continues with the same rhythmic pattern. Chord symbols above the piano part are: F#, B, and C#. The dynamic marking *mf* is present.

10 **SINA:**

The danc - ers are prac - tic - ing! They dance to an an - cient song.

F# B/F#

12 **CHIEF TUI:**

(SINA) This tra -

Who needs a new song? This old one's all we need.

F# B C# F#

14

di - tion is — our mis - sion, and Mo - a - na, there is so much to do!

F# B/F#

16

Don't trip — on the ta - ro root, that's all you need. —

F# B C#

18 SINA:

We share ev - 'ry-thing we make. We joke — and we weave our bas - kets.

F#

20

The fish - er - men come back from the sea.

C# F#

22 CHIEF TUI:

Don't walk a - way. Mo - a - na, stay on the ground now.

D#m F#

24

Our peo - ple will need a chief and there you are.

D#m F# C#/E#

26

**SINA,
CHIEF TUI:**

There comes a day when you're gon - na look a - round

D#m F#

28

and re - al - ize hap - pi - ness is where you are...

B B C#