

Tab. explanation see pg. 88



JUMP

As recorded by Van Halen
(From the album 1984/Warner Bros. 1-23985)

Words and music by Edward Van Halen, Alex Van Halen,
Michael Anthony and David Lee Roth

Am
x o
231

Am/G
x o
4 231

F
xx
3211

C/E
xx o o
2 1

Dm
xx o
231

G
3fr.
134211

C
x
13331

C/G
3fr.
113331

Bbm
6fr.
134111

Gb
2fr.
134211

Ab
4fr.
134211

Db
4fr.
13331

C5
3fr.
134

F5
xxx
134

G5
3fr.
134

Bb 6/9
5fr.
2 113

Am7(sus4)Ab ma9(b5)
3fr.
2 341

C5/G
3fr.
2 311

C5/G
3fr.
1134

(All other chord voicings are found in TAB.)

Note *1

Intro

Figure A

G/C

C

F/C

G/C

C

F/C

Fsus2

Gsus4 (Voice)

To Coda

Might as well (Last time)

T

A

B

(9)

*2 (Polysynthesizer part adapted for guitar)

Fig. B (w/ Fig. A)

G/C

C

(slightly muted)

3 3 3 3 3 3 3 3

3 1 3

Fig. A1 (w/ Fig. B)

8va

F/C

C

20 18 17

20 18 17

20 18 17

20 18 17

15 17 17

loco

F/C

Fsus2

Gsus4

Voice

1. I get up

(15) 17 17

8 10 10

8 10 10

5 6 5

(5) 3 3

3 6 5

3 6 5

(3) (5)

Fig. A + B

G/C C F/C G/C

and noth - in' gets me

(G/C) C F/C F#sus2 G#sus4 **Fig. A + B** G/C C

down, you got it tough

F/C G/C C F/C F#sus2 G#sus4

I seen the tough - est a - round. And I know,

Fig. A + B G/C C F/C G/C

2. Are you? Who said that? Ba - by just how you been?

(G/C) C F/C F#sus2 G#sus4 **Fig. A + B** G/C C

feel, you got to roll with the
You say you don't know, you won't

F/C G/C C F/C F#sus2 G#sus4

punch - es to get to what's real. Ah, can't you
know un - til you be - gin. So can't you

Am Am/G Am Am/G Am Am/G F C/E Dm

see me stand - in' here I got my back a - gainst the rec - ord ma - chine,

Sl. P Muted

7-9 7-5 (8) 7 5 7

P Muted

(Dm) F E (root only) F C/E Dm

simile

I ain't the worst that you've seen, — ah, can't you see what I mean? —

Full P Muted Full

(7) 7 5 (8) 7 7 5 7 (7) 8

P Muted

F C/E G G C/G G

Ah, might as well jump! —

Full Muted Full

(8) 7 5 (8) 7 5 5 (8)

Muted

Chorus

Fig. A + B G/C C F/C G/C C F/C

Jump! Might as well jump... Go a-head and jump... jump... jump... (Jump!)

F/C F#sus2 G#sus4 Fig. A + B G/C C F/C G/C

Go a-head and jump, — (Jump!) } go a-head and

(G/C) C F/C F#sus2 G#sus4

jump. — (2nd time) Jump! 2. How old —

Guitar solo

[illegible]

The musical score is written for guitar and consists of two staves. The first staff begins with a treble clef and a key signature of two flats (Bb and Eb). It contains several measures of music, including a triplet of eighth notes, a full chord, and a wavy line indicating a tremolo. The second staff continues the piece, featuring a full chord, a wavy line, and a triplet of eighth notes. The score is marked with various musical notations, including chords (Bb m, Gb, Ab, Ddb), triplets, and fingerings (6, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13). The piece is titled 'Artificial Harmonics' and is marked with a box containing the number 5. The score is also marked with a box containing the number 6. The piece is marked with a box containing the number 6. The piece is marked with a box containing the number 6.

[illegible]

The musical score consists of two staves. The top staff is a single melodic line in G minor, featuring notes for Ab, Db, Bbm, and Gb. It includes articulations such as 'Full' (indicated by a wavy line), 'Muted' (indicated by a bracket), 'Sl.' (slur), and 'P' (pizzicato). The bottom staff is a six-string bass line with fingerings (6, 8, (8), 6, 8, 6, 9, 11, 11, 13, 9, 11) and a 'Muted' section indicated by a bracket. A box labeled '* 7' is positioned above the top staff.

*** 8**

Ab *Sl.* *H H* *H H* *H H* *H H* *Sl.* *H H*

(11) *Sl.* *H* *Sl.* *H H*

15 16 18 15 18 18 (15) 16 18 15 16 18 15 17 18 16 18 19

H H *H H* *H H* *H H* *H H*

*** 9** Keyboard solo (adapted for guitar)

C5(G/C) (C) (G/C) (F/C)

H P *Sl.*

15 16 15 10 7 8 10 7 8 12 8 12 8 10 7 8 10 7 8 10 7 8 5 6 8 5 6 8 5 6

(G/C) (C) (G/C) (F/C)

10 7 8 10 7 8 12 8 12 8 10 7 8 10 7 8 10 7 8 5 6 8 5 6 8 5 6

F5 (G/F) (F) (G/F) F (G/F) (F) (G/F)

7 3 3 7 3 3 8 5 6 10 7 8 5 6 10 7 8 5 6 8 5 7 3 3 7 3 2

G5 (F/G) (G) (F/G) (G) (F/G) (G) (F/G) (G) (F/G)

5 1 1 5 1 1 7 3 3 5 1 1 7 3 3 8 5 6 10 7 8 5 6 10 7 8 5 6

8va - Bb6/9 *10

8 13 15 20 11 8 13 15 20 15 13 8 13 15 20 15 13 8 13 15 20 15 13 8

8va - Am7(sus4)

8 13 15 20 15 13 8 13 15 20 15 13 8 13 15

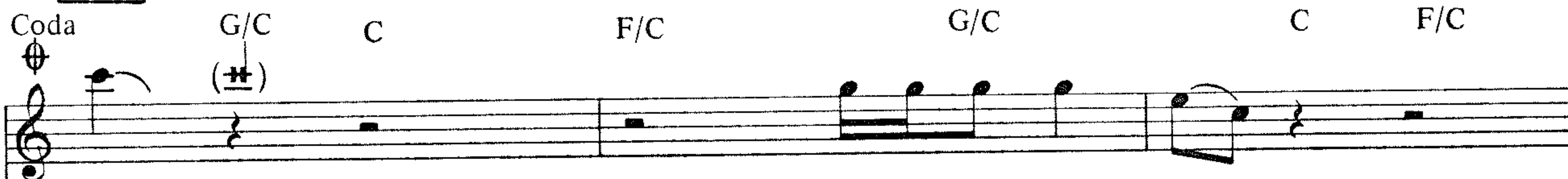
8va - Ab ma9(b5)

13 8 13 15 20 15 13 8 13 15 20 15 13 15 20 13 15 8 13 15 20 15 13 8 13 15 20 15 13

loco C5/6 C D.S. al Coda

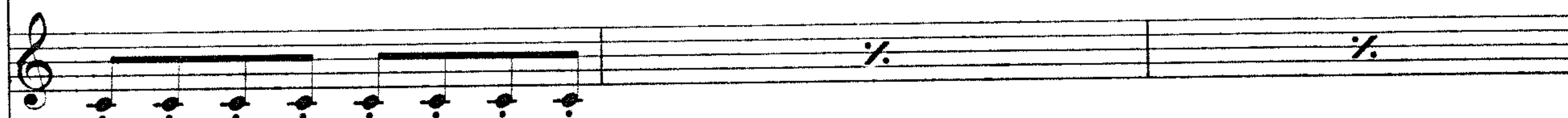
5 7 9 5 7 9 8 5 9 5 7 7 9 5 (5)

Fig. A

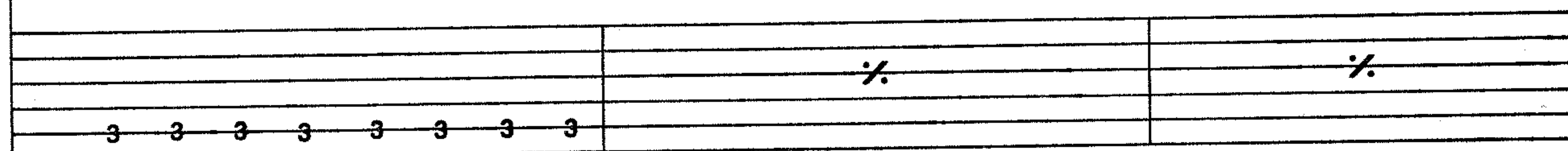


jump. (Jump!)

Go a - head and jump. -

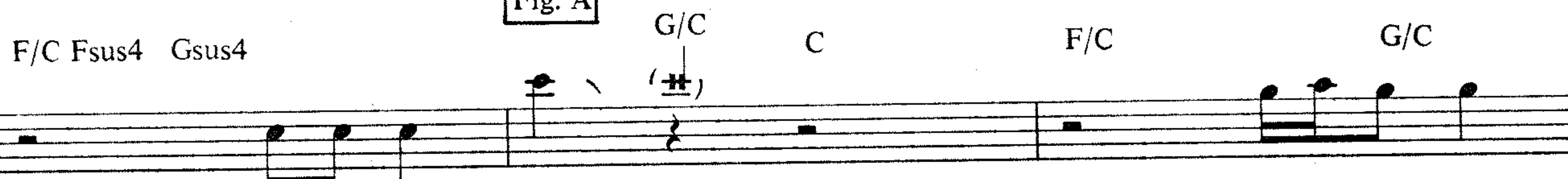


Muted



Muted

Fig. A



Get in and jump, (Jump!)

go a - head and



Muted

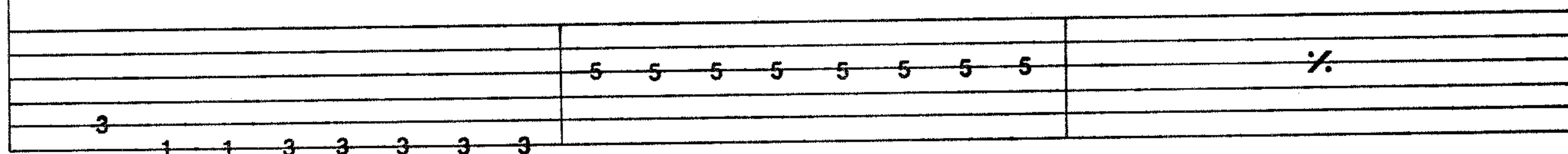
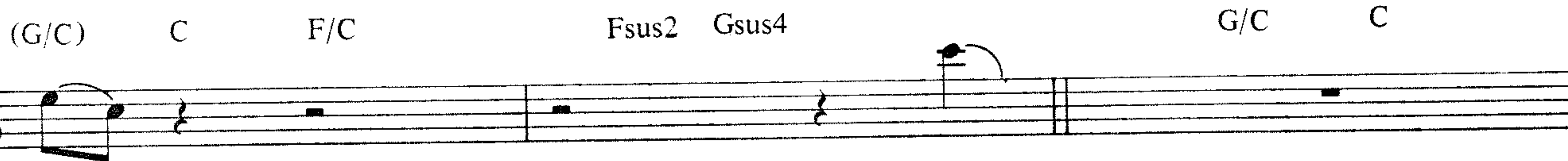


Fig. A

* 11

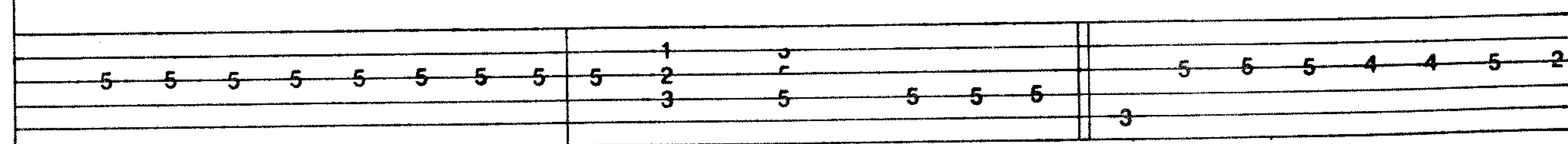


jump. -

Jump!



Muted



F/C G/C C F/C Fsus2 Gsus4

Jump! Jump!

Fig. A1

F/C F/C C F/C Fsus2 Gsus4

Jump!

Muted

Begin fade

Fig. A

G/C C F/C G/C C F/C

Muted

F/C Fsus2 Gsus4 F/C fade out C

Muted