

# A Certain Kind Of Imagination

## (The GM Hub Song)

Words and Music by  
Mark and Helen Johnson

Confidently ♩ = 113

N.C.

(drums)

(rap)

M-A-N - C-H-E - S - T - E-R,

1.

we're proud to come from Great - er Man - che - ster.

2.

Eb Eb/G Ab Abadd<sup>9</sup>/Bb Eb Ab/Eb

Man - che - ster.

Eb Eb/G Ab Fm<sup>7</sup>/Bb Eb Eb/G

It takes a cer-tain kind of i - ma - gi - na - tion, - it takes a play-ful cu - ri -

Ab Ab/Bb Eb Eb/G

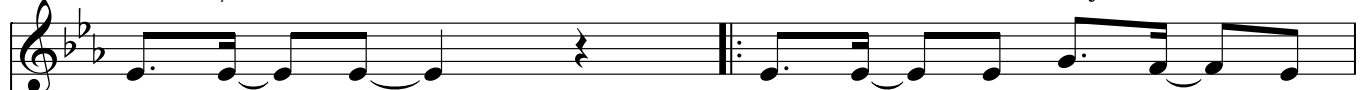
- o - si - ty, - with sweat 'n' tears and to - tal

Ab Fm<sup>7</sup>/Bb Eb Eb/G

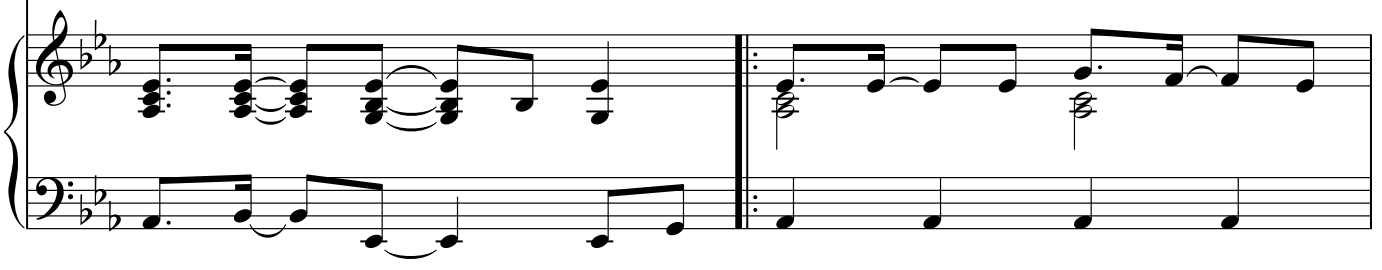
de - ter - mi - na - tion, - who knows the break-throughs that the



Ab Ab/Bb Eb Ab Abmaj7



world will see? — 1. Our in - no - va - tions\_ have  
2. In eigh - teen - thir - ty, — the  
3. Air - craft de - sign - ers — and



Eb/G Fm7 Fm9



im - pact - ed na - tions\_ in sci - ence and tech - no - lo -  
first in - ter - ci - ty — from Man - che - ster fa - mous - ly  
At - lan - tic fli - ers — John Al - cock, but first A. — V.




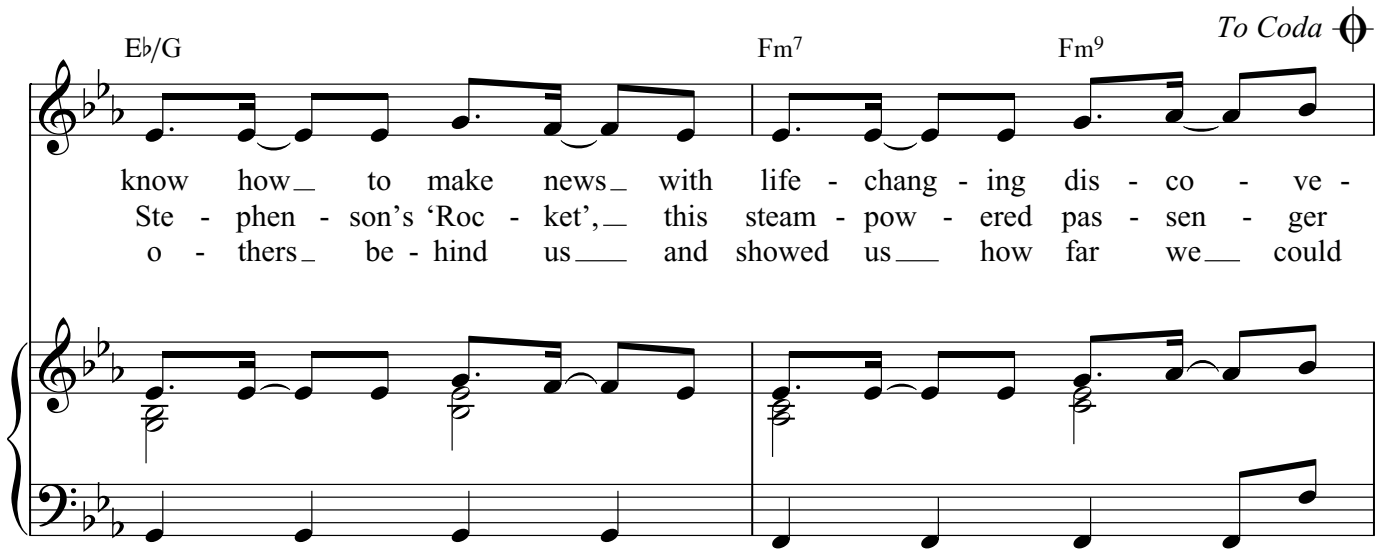
Bb Ab Abmaj7



- gy. World - fa - mous break - throughs, we  
came. Break - ing — the re - cord — with  
Roe, stretched our — ho - ri - zons, — left



*Eb/G* *Fm<sup>7</sup>* *Fm<sup>9</sup>* *To Coda* 



know how\_ to make news\_ with life - chang - ing dis - co - ve -  
 Ste - phen - son's 'Roc - ket',\_ this steam - pow - ered pas - sen - ger  
 o - thers\_ be - hind us\_\_\_ and showed us\_\_\_ how far we\_\_\_ could

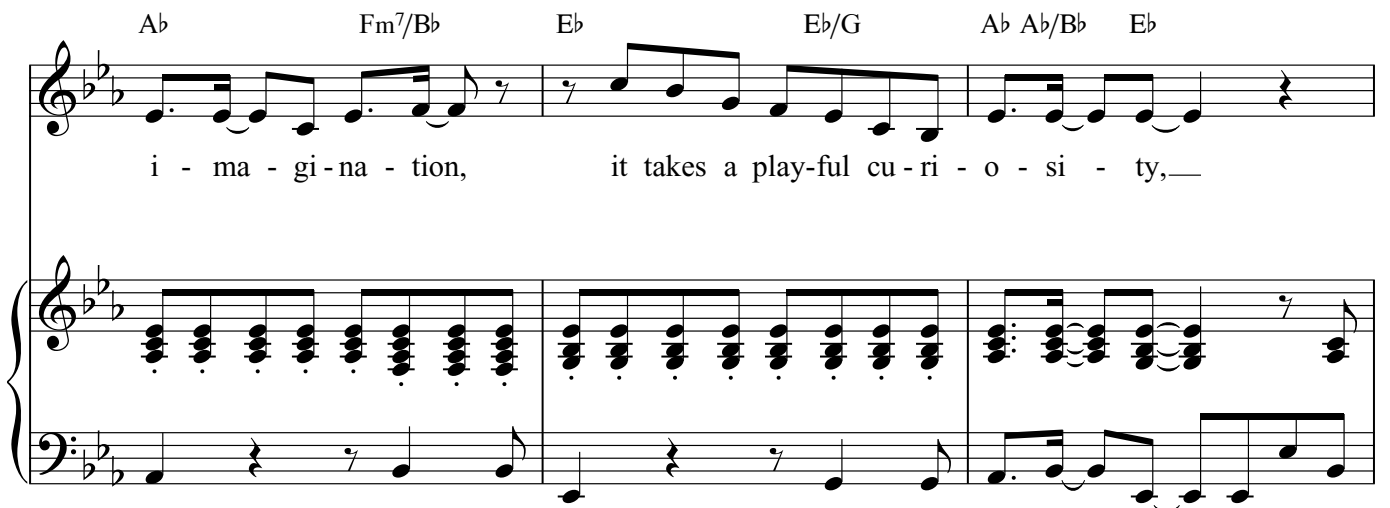
*Bbsus<sup>4</sup>* *Eb* *Eb/G*



- ries! }  
 train! }

It takes a cer-tain kind of

*Ab* *Fm<sup>7</sup>/Bb* *Eb* *Eb/G* *Ab Ab/Bb* *Eb*



i - ma - gi - na - tion, it takes a play-ful cu - ri - o - si - ty,\_\_\_

Eb/G Ab Fm7/Bb

with sweat 'n' tears and to - tal de - ter - mi - na - tion, —

Eb Eb/G Ab Ab/Bb Eb Eb/Bb

who knows the break-throughs that the world will see? — Play a -

Eb Eb/Bb Bb/C Cm7 Fm7 Bb Bb7/D

- round, try it out, do some - thing that's diff - erent, — be

Eb Eb/Bb Bb/C Cm7 Fm7 Ab/Bb Eb Eb/Bb

free, get it wrong, then turn it — round! — Play a -

Eb Eb/Bb Bb/C Cm7 Fm7 Bb Bb7/D  
 - round, try it out, do some - thing\_ that's diff - erent, be

1. 2.  
 Eb Eb/Bb Bb/C Cm7 Fm7 Ab/Bb Eb Eb/G Fm7 Ab/Bb Eb Eb/Bb  
 free, get it wrong, then turn it\_\_ round! turn it\_\_ round!

Eb Cm7 Fm7 Fm7/Bb  
 Keep on go - ing, 'cause you nev - er know where your fai - th'll take you,

Eb Cm7 Fm7 Ab/Bb Eb Eb/Bb  
 keep your con - fi - dence and don't give\_ up!\_\_

Eb
Cm<sup>7</sup>
Fm<sup>7</sup>
Fm<sup>7</sup>/Bb

Keep on go - ing, 'cause you nev - er know where your fai - th'll take you,

*D.  $\text{Coda}$  al Coda*

Eb
Cm<sup>7</sup>
Fm<sup>7</sup> Ab/Bb
Eb
Eb/G

keep your con - fi - dence and don't give\_ up!\_

**♩ CODA**

Bbsus<sup>4</sup>
Bb
Bb/Ab
Gb
Gb/Bb

go! 4. Tu - ring\_ and Ruth - er - ford,

Cb
Cbmaj<sup>7</sup>
Abm<sup>7</sup>
Abm<sup>9</sup>

Ark - wright and o - thers we hold in\_ the high - est\_ es -

Dbsus<sup>4</sup> Db Dbsus<sup>4</sup> Gb/Bb Cb Cbmaj<sup>7</sup>

- teem. One split the a - tom, they all made things hap - pen - and

Abm<sup>7</sup> Abm<sup>9</sup> Dbsus<sup>4</sup> Dbsus<sup>4</sup>/Cb

taught us — to fol - low — our dreams, our

Fm<sup>7</sup>/Bb (3<sup>o</sup> only) Eb Cm<sup>7</sup>

Keep on go - ing, 'cause you

(2<sup>o</sup> + 3<sup>o</sup> only)

- round, try it out, do

dreams. It takes a cer - tain kind of



Fm<sup>7</sup> Fm<sup>7</sup>/B<sup>b</sup> E<sup>b</sup> Cm<sup>7</sup>

nev - er know where your fai - th'll take you, keep your con - fi - dence and  
 some - thing that's diff - erent, be free, get it wrong, then  
 i - ma - gi - na - tion, — it takes a play - ful cu - ri -

Fm<sup>7</sup> A<sup>b</sup>/B<sup>b</sup> E<sup>b</sup> E<sup>b</sup>/B<sup>b</sup> E<sup>b</sup> Cm<sup>7</sup>

don't give\_ up! — Keep on go - ing, 'cause you  
 turn it\_\_\_ round! Play a - round, try it out, do  
 - o - si - ty, — with sweat 'n' tears and to - tal

Fm<sup>7</sup> Fm<sup>7</sup>/B<sup>b</sup> E<sup>b</sup> Cm<sup>7</sup>

nev - er know where your fai - th'll take you, keep your con - fi - dence and  
 some - thing that's diff - erent, be free, get it wrong, then  
 de - ter - mi - na - tion, who knows the break-throughs that the

1. 2. 3.  
 Fm<sup>7</sup> A<sup>b</sup>/B<sup>b</sup> E<sup>b</sup> E<sup>b</sup>/B<sup>b</sup> Fm<sup>7</sup> A<sup>b</sup>/B<sup>b</sup> E<sup>b</sup> E<sup>b</sup>/B<sup>b</sup>

don't give up! —  
 turn it round! Play a - turn it round!  
 world will see? — world will see? —

E $\flat$  Cm $^7$  Fm $^7$  Fm $^7$ /B $\flat$

Keep on go - ing, 'cause you nev - er know where your fai - th'll take you,

E $\flat$  Cm $^7$  Fm $^7$  A $\flat$ /B $\flat$  E $\flat$  E $\flat$ /B $\flat$

keep your con - fi - dence and don't give\_ up! —

E $\flat$  Cm $^7$  Fm $^7$  Fm $^7$ /B $\flat$

Keep on go - ing, 'cause you nev - er know where your fai - th'll take you,

E $\flat$  Cm $^7$  Fm $^7$  Fm $^7$ /B $\flat$  E $\flat$

keep your con - fi - dence and don't give\_ up!

\* Rap from p.1 may be added to the vocal line for the last 4 bars.