

# 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.

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

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

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

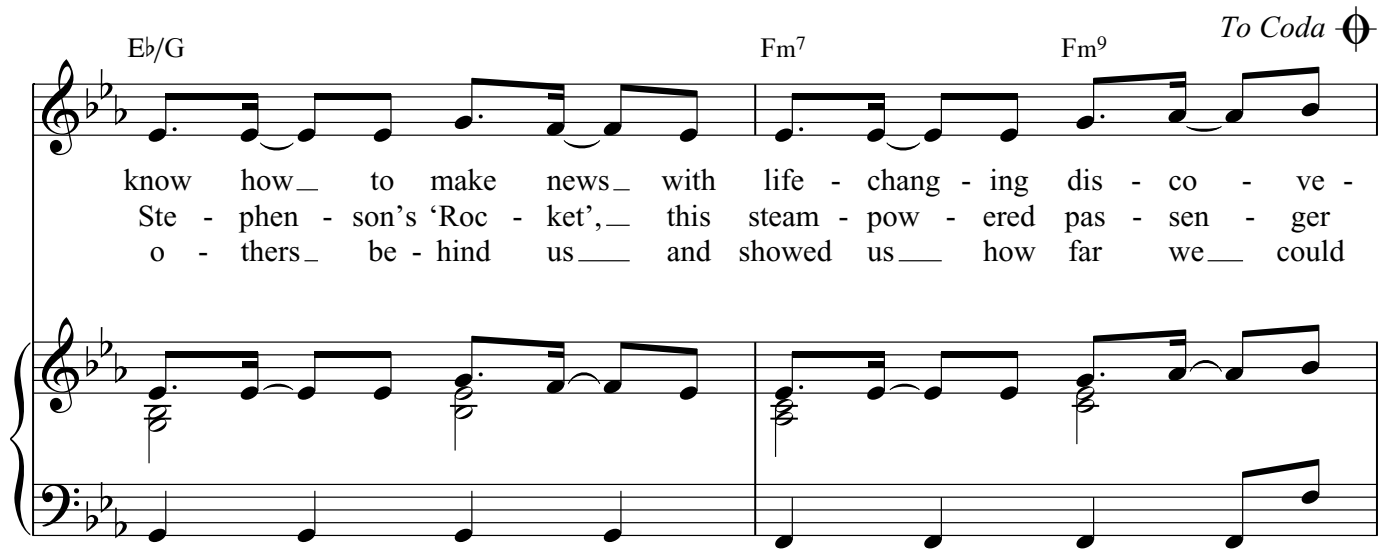
im - pact - ed na - tions\_ in sci - ence and tech - no - lo -  
 first in - ter - ci - ty — from Man - che - ster fa - mous - ly  
 At - lan - tic fli - ers — John Al - cock, but first A. — V.

Bb Ab Abmaj7

- gy.  
 came.  
 Roe,

World - fa - mous break - throughs, we  
 Break - ing — the re - cord — with  
 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

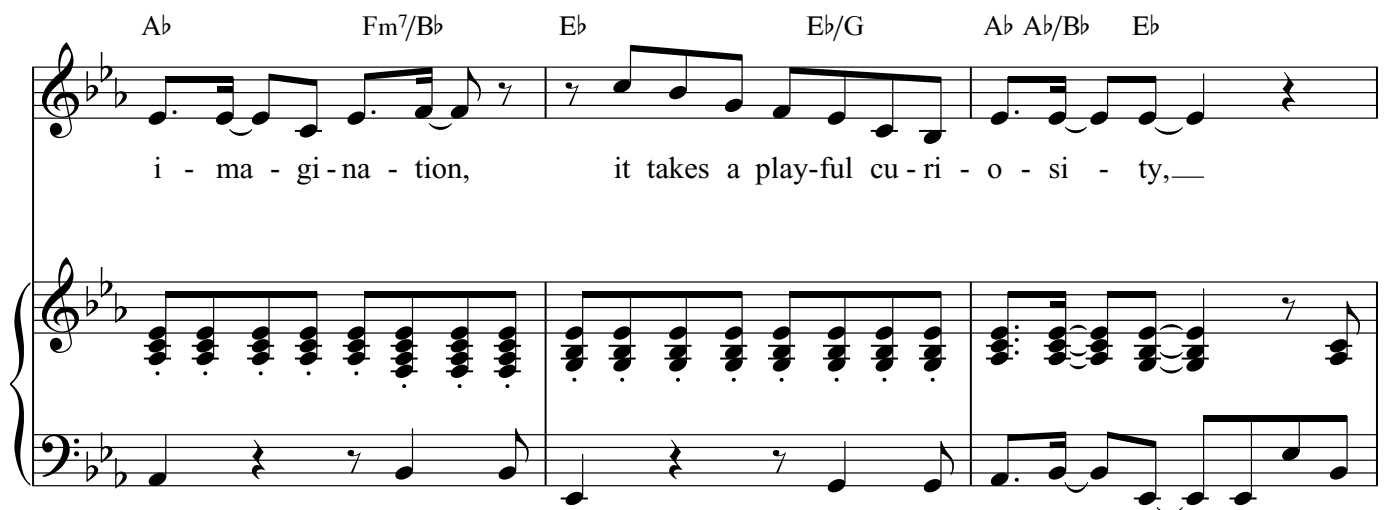
*Bbsus<sup>4</sup>* *Eb* *Eb/G*



- 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
Cm<sup>7</sup>
Fm<sup>7</sup>
Bb
Bb<sup>7</sup>/D

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

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

1. free, get it wrong, then turn it\_\_ round!

2. turn it\_\_ round!

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,

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

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 $^7$  A $\flat$ /B $\flat$  E $\flat$  *D.  $\text{al Coda}$*   
E $\flat$ /G

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

**CODA**

B $\flat$ sus $^4$  B $\flat$  B $\flat$ /A $\flat$  G $\flat$  G $\flat$ /B $\flat$

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

C $\flat$  C $\flat$ maj $^7$  A $\flat$ m $^7$  A $\flat$ m $^9$

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! \_

*(2° only)* *(1° + 2°)*

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.