

I Put A Spell On You

Words and Music by JAY HAWKINS

Moderately



First system of the piano introduction, featuring a steady eighth-note bass line and a treble line with eighth-note chords.

Second system of the piano introduction, continuing the eighth-note accompaniment.



Vocal entry and piano accompaniment. The vocal line begins with the lyrics "(1.) I put a". The piano accompaniment continues with the same eighth-note pattern.



Vocal entry and piano accompaniment. The vocal line continues with the lyrics "spell on you, — stop the things — you do, — like ly - ing." The piano accompaniment features a melodic line in the treble and a steady bass line.

Gm

'cause you're
You'd bet - ter stop mine. — the things — you do

Detailed description: This system shows the first two measures of a musical phrase. The vocal line starts with a whole rest, then a quarter note G4, a quarter note A4, and a quarter note Bb4. The piano accompaniment features a steady eighth-note bass line in the left hand and a more active melody in the right hand. A Gm chord diagram is shown above the vocal staff.

Cm7

like ly - ing.

Detailed description: This system shows the next two measures. The vocal line has a whole rest, followed by a quarter note C5, a quarter note D5, and a quarter note E5. The piano accompaniment continues with similar rhythmic patterns. A Cm7 chord diagram is shown above the vocal staff.

Gm

Put a spell — on you, —
I just can't stand — it babe, —

Detailed description: This system shows the third and fourth measures. The vocal line has a whole rest, then a quarter note G4, a quarter note A4, and a quarter note Bb4. The piano accompaniment continues. A Gm chord diagram is shown above the vocal staff.

Cm7

I just can't stand — it babe, —

Detailed description: This system shows the final two measures. The vocal line has a whole rest, then a quarter note C5, a quarter note D5, and a quarter note E5. The piano accompaniment concludes the phrase. A Cm7 chord diagram is shown above the vocal staff.

1.

be - cause you're mine. (2.) You've got to

2.

Gm

(Instrumental)

Cm7

Gm

Cm7

1 put a

F^b **D⁷**

spell on you,

Gm

be - cause — you're mine.

Gm *Vocals ad lib.*

I put a spell — on you, —
spell —
stop the things you do,
stop the things...

Cm⁷ *Repeat ad lib. to Fade*

you've got to on you,
stop the things you do. I put a
you've got to