

# ABBA ON BROADWAY

(Overture/Prologue • I Have A Dream • Mamma Mia • S.O.S. •  
Knowing Me, Knowing You • The Winner Takes It All • Dancing Queen)

D D - 1

FLUTE

CLEARWATER  
COMMUNITY  
BAND

Arranged by MICHAEL BROWN

"Overture/Prologue"  
Moderately Fast

The musical score is written for a single flute in 4/4 time. It begins with a dynamic marking of *f* and includes various articulations such as accents and slurs. The score is divided into sections: "Overture/Prologue" (measures 1-11), "I Have A Dream" (measures 12-21), "Mamma Mia" (measures 22-34), and "S.O.S." (measures 35-44). The "Mamma Mia" section includes first and second endings. Dynamics range from *f* to *mp*. The score concludes with a final flourish in the "S.O.S." section.

OVERTURE/PROLOGUE • MAMMA MIA • S.O.S.  
Words and Music by BENNY ANDERSSON, BJORN ULVAEUS and STIG ANDERSON  
Copyright © 1975 UNION SONGS MUSIKFORLAG AB  
Copyright Renewed  
This arrangement © 2004 UNION SONGS MUSIKFORLAG AB  
All Rights in the United States and Canada Controlled and Administered by  
UNIVERSAL SONGS OF POLYGRAM INTERNATIONAL, INC. and EMI GROVE PARK MUSIC, INC.  
All Rights Reserved Used by Permission

DANCING QUEEN  
Words and Music by BENNY ANDERSSON, BJORN ULVAEUS and STIG ANDERSON  
Copyright © 1977 UNION SONGS MUSIKFORLAG AB  
This arrangement © 2004 UNION SONGS MUSIKFORLAG AB  
All Rights in the United States and Canada Controlled and Administered by  
UNIVERSAL SONGS OF POLYGRAM INTERNATIONAL, INC. and EMI GROVE PARK MUSIC, INC.  
All Rights Reserved Used by Permission

I HAVE A DREAM  
Words and Music by BENNY ANDERSSON and BJORN ULVAEUS  
Copyright © 1979 UNION SONGS MUSIKFORLAG AB  
This arrangement © 2004 UNION SONGS MUSIKFORLAG AB  
All Rights in the United States and Canada Controlled and Administered by  
UNIVERSAL SONGS OF POLYGRAM INTERNATIONAL, INC. and EMI WATERFORD MUSIC, INC.  
All Rights Reserved Used by Permission

KNOWING ME, KNOWING YOU  
Words and Music by BENNY ANDERSSON, BJORN ULVAEUS and STIG ANDERSON  
Copyright © 1976 UNION SONGS MUSIKFORLAG AB  
This arrangement © 2004 UNION SONGS MUSIKFORLAG AB  
All Rights in the United States and Canada Controlled and Administered by  
UNIVERSAL SONGS OF POLYGRAM INTERNATIONAL, INC. and EMI GROVE PARK MUSIC, INC. All Rights Reserved Used by Permission

THE WINNER TAKES IT ALL  
Words and Music by BENNY ANDERSSON and BJORN ULVAEUS  
Copyright © 1980 UNION SONGS MUSIKFORLAG AB  
This arrangement © 2004 UNION SONGS MUSIKFORLAG AB  
All Rights in the United States and Canada Controlled and Administered by  
UNIVERSAL SONGS OF POLYGRAM INTERNATIONAL, INC. and EMI WATERFORD MUSIC, INC.  
All Rights Reserved Used by Permission

FLUTE

51

"S.O.S."

Musical staff 1: Treble clef, key signature of one flat, starting with a sharp sign. Contains a series of eighth notes with accents and slurs. Dynamics include 'f'.

Musical staff 2: Continuation of the eighth-note pattern from staff 1.

59

Musical staff 3: Continuation of the eighth-note pattern, ending with a quarter rest.

67 Moderately

4

Musical staff 4: Continuation of the eighth-note pattern, ending with a quarter rest. Dynamics include 'ff' and 'mp'.

"Knowing Me, Knowing You" 75

Musical staff 5: Continuation of the eighth-note pattern, ending with a quarter rest. Dynamics include 'mf'.

Musical staff 6: Continuation of the eighth-note pattern, ending with a quarter rest. Dynamics include 'mf'.

82

Musical staff 7: Continuation of the eighth-note pattern, ending with a quarter rest. Dynamics include 'mf'. Includes triplet markings.

Musical staff 8: Continuation of the eighth-note pattern, ending with a quarter rest. Dynamics include 'mf'. Includes time signature changes to 2/4 and 4/4.

"The Winner Takes It All"  
Bright and moving

96

Slower

Musical staff 9: Continuation of the eighth-note pattern, ending with a quarter rest. Dynamics include 'rit.'. Includes time signature changes to 2/4 and 4/4.

FLUTE

104 *mp* *mf*

112 7 *mf* *f*

120

129 *f*

137

143 *p*

159 *mp* *mf* *f*

159 **Maestoso**  
*tr*  
*ff* *rall.*

"Dancing Queen"  
Disco (not too fast)

*Slowly*