

STICK TO THE STATUS QUO

Words and Music by DAVID N. LAWRENCE
and FAYE GREENBERG

Moderately fast

Eb7

mf

Db7 D7 Eb7

Zeke: You can bet there's noth - in' but net when I am
Martha Cox: Look at me, and what do you see? In -

Db7 D7

in the zone and on a roll. But I've got
tel - li - gence be - yond com - pare. But in - side,

Eb7

— a con - fes - sion, my own se - cret ob - ses - sion, and it's mak -
— I am stir - ring; some - thing - strange is oc - cur - ring. It's a se -

*Recorded a half step higher.

F7

Bbsus

Bb

Eb/G

Ab7

ing me ___ lose ___ con - trol. ___
 cret I ___ need ___ to ___ share. ___

Jocks: Ev - 'ry - bod - y, ___ gath -
Brainiacs: O - pen ___ up. ___ dig ___ way ___

Bb7sus

NC.

er ___ 'round. ___
 down ___ deep. ___

Zeke: If Troy can tell his secret, then I can tell mine... I bake.
Martha: Hip-hop is my passion! I love to pop, and lock,

Omit 2nd time

Jock 1: What?!
 and jam, and break...!

Zeke: I love to bake! Strudels, scones,
 even apple pandowdy!

Jocks: Not
Brainiacs: Not

Brainiac 1: Is that even legal?

an - oth - er sound! ___
 an - oth - er peep! ___

Zeke: Someday I hope to make
Martha: It's just dancing!

a perfect crème brûlée.
 Sometimes I think it's cooler than homework.

Cm



Ab



Jocks: No, no, no, no! No, no, no; stick

Brainiacs: No, no, no, no! No, no, no; stick

Eb



Bb



Cm



Ab7sus



to the stuff you know. If you wanna be cool, follow one
It is better by far to keep things

Ab7



Eb/Bb



Bb



Db7sus2



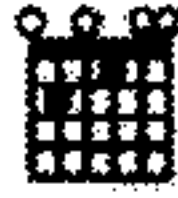
simple rule; don't mess with the flow, no, no. Stick

as they are. Don't mess

1 2

to the status quo!

E7



Skaterdude: Lis - ten well! I'm read - y to tell a - bout a need that I can - not de - ny.

D7



Eb7



E7



Dude, there's no ex - pla - na - tion for this awe -

F#7



Bsus



- some sen - sa - tion, but I'm read - y to let it fly.

B



E/G#



A7



Dudes & Dudettes: Speak your mind, and you'll be heard.

B7sus



NC.

Skaterdude: Alright, if Troy wants to be a singer, then I'm comin' clean. I play the CELLO! Dude 1: Awesome!

Dude 2: What is it? (Skaterdude mimes) A saw! Skaterdude: No, dude, it's like a giant violin! Dudes & Dudettes: Not

an - oth - er word! Dude 2: Do you have to wear a costume? Skaterdude: Coat and tie!

C#m



A



Dudes & Dudettes: No, no, no, no! No, no, no, stick



to the stuff you know. } If you wan - na be cool, fol - low one
 { It is bet - ter by far to keep things



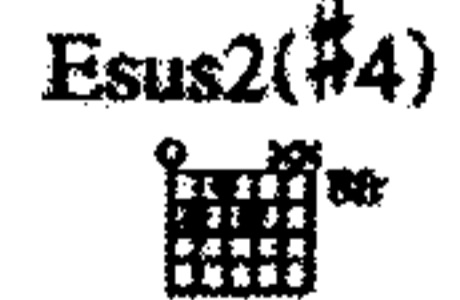
sim - ple rule; don't mess } with the flow, oh no. Stick
 as they are. Don't mess

1

2

NC.

to the sta - tus quo. to the sta - tus quo!



NC.



NC.

F#7sus F#7 Esus2/G# F#7/G# N.C. Esus2/G# F#7/G#

The first system of music consists of two staves. The treble staff contains a melodic line with eighth and quarter notes, and the bass staff provides a rhythmic accompaniment with eighth notes. Chord diagrams are placed above the treble staff, and the text 'N.C.' is written below the treble staff in the second measure.

Esus2 Esus2(#4) N.C. Esus2 F#7 Esus2/G# A7sus A7

The second system of music continues the piece. The treble staff features a melodic line with some sustained notes. The bass staff has a steady eighth-note accompaniment. Chord diagrams are shown above the treble staff, and 'N.C.' is written below the treble staff in the second measure.

B7sus B7 C#7sus C#7 D7sus

The third system of music shows a change in the treble staff's texture, with more sustained chords. The bass staff continues with eighth-note accompaniment. Chord diagrams are placed above the treble staff.

D7 Eb7sus Eb7 E7sus E7 N.C.

Sharpay: This is

The fourth system of music concludes the piece. The treble staff has a melodic line that ends with a final note. The bass staff has a final eighth-note accompaniment. Chord diagrams are shown above the treble staff, and 'N.C.' is written below the treble staff in the fifth measure. The text 'Sharpay: This is' is written below the treble staff in the fifth measure.

Asus2



Bsus



not what I want. This is not what I planned.

B



C#m7



And I just got - ta say, I do

D9



E/B



not un - der - stand. Some - thing - is real - ly...




B7sus




B7







Ryan: Some - thing's not right! real - ly wrong. Both: and we

D9  C#m7  B7sus 

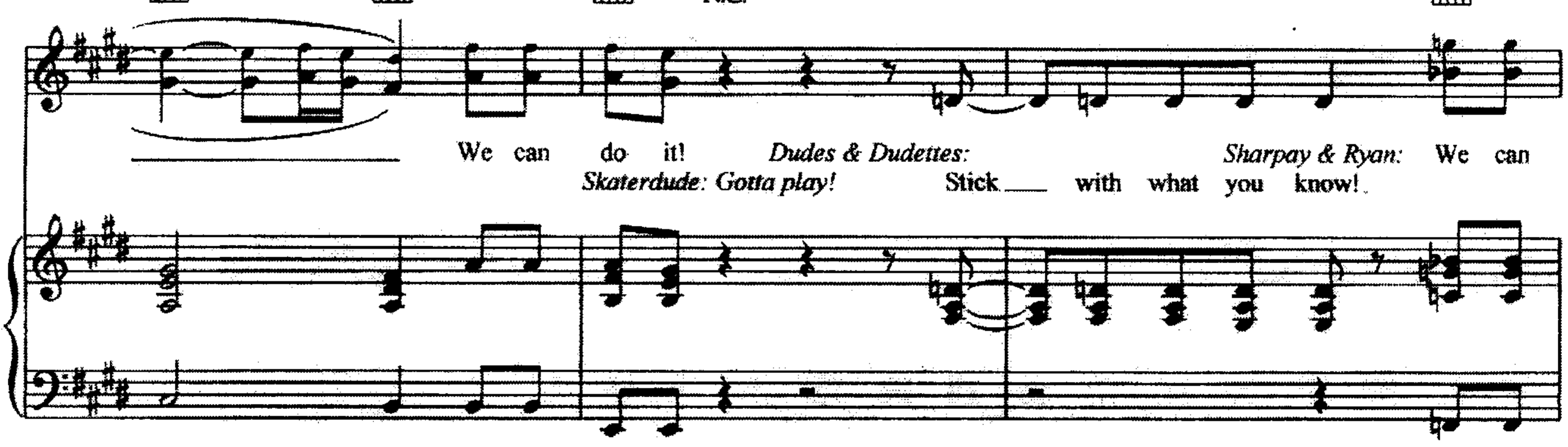
got - ta get — things back — where they — be - long.



Asus2/C#  B7  E  NC. F 

We can do it! *Dudes & Dudettes:* Stick — with what you know! *Sharpay & Ryan:* We can


Skaterdude: Gotta play!



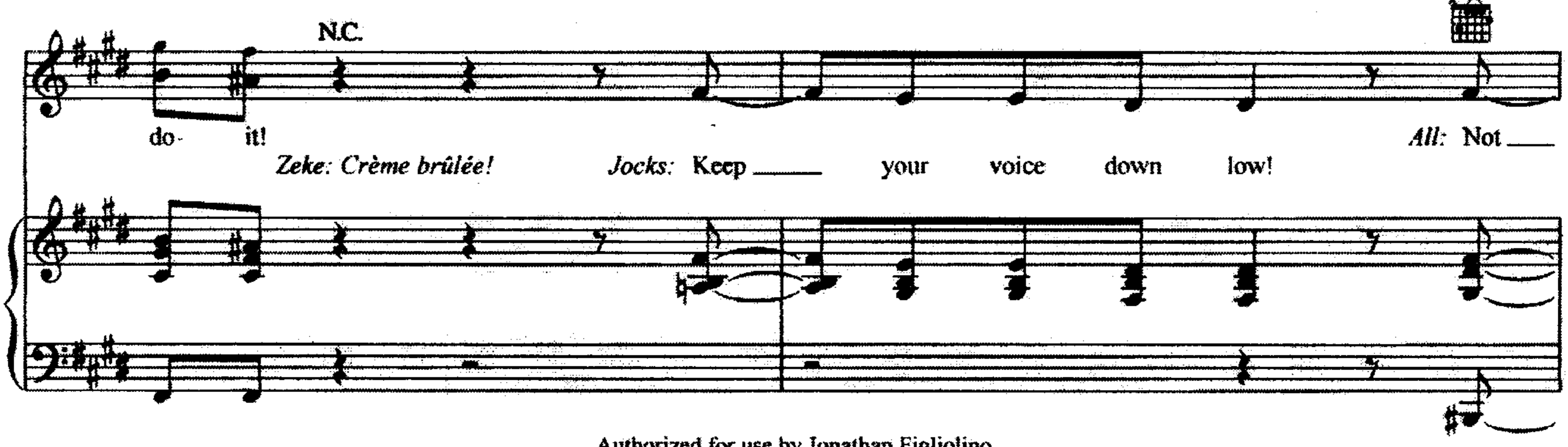
NC. F# 

do it! *Martha: Hip hop hooray!* *Brainiacs:* She — has got to go! *Sharpay & Ryan:* We can



NC. G#7/B# 

do- it! *Zeke: Crème brûlée!* *Jocks:* Keep — your voice down low! *All:* Not —



C#m NC G#7/B# C#m G#7/B#

an - oth - er peep! (No!) Not an - oth - er word! (No!) Not

C#m NC G#7/B# A7sus A7 NC

an - oth - er sound! (No!) *Sharpay:* Ev - 'ry - bod - y QUI - ET!

Why is everybody staring at you? Not me! You! Because of the callbacks? I can't have everybody staring at me,

Dm Bb

Jocks, Brainiacs, Dudes & Dudettes: No! No, no, no, stick

I really can't!

F C Dm Bb7sus

to the stuff you know. { If you wan - na be cool, fol - low one
It is bet - ter by far to keep things

Bb7 F/C C Eb7sus2

sim - ple rule; don't mess } with the flow, oh no. Stick
as they are. Don't mess

1 2

NC. Bb/D Eb7sus2

to the sta - tus quo. to the sta - tus, stick

Bb/D Eb7sus2 NC.

to the sta - tus, stick to the sta - tus quo!