

# You've Got A Friend

Carole King

Words & Music by  
Carole King

♩ = 85

**Intro.**

Chords:  $A^b$   $\frac{D^b}{A^b}$   $A^b$   $Gm7$   $C7$

When you're down

**A**

Chords:  $Fm$   $\frac{C7}{G}$   $Fm$   $\frac{C7}{G}$   $\frac{Fm}{A^b}$   $\frac{C7}{G}$   $Fm$

and trou - bled And you need some lov - ing care And  
a - bove you Grows dark and full of clouds And that old

Chords:  $B^bm7$   $E^b7$   $A^b$

noth - in', noth - in' is go - in' right  
north wind be - gins to blow

Chords:  $Gm7$   $C7$   $\frac{B^b}{C}$   $C7$   $Fm7$   $\frac{C7}{G}$   $\frac{Fm}{A^b}$   $\frac{C7}{G}$   $Fm$

Close your eyes and think of me And soon I will be there To  
Keep your head to - geth - er And call my name out loud

Chords:  $B^bm7$   $Cm7$   $\frac{B^bm7}{E^b}$   $E^b7$   $\frac{D^b}{E^b}$

bright - en up e - ven your dark - est night You just call  
Soon you'll hear me knock - in' at your door You just call



**B**

Chords:  $A^b$   $D^b$

out my name And you know wher - ev - er I am I'll come run -  
out my name And you know wher - ev - er I am I'll come run -  
out my name And you know wher - ev - er I am I'll come run -

Chords:  $A^b$   $\frac{B^bm7}{E^b}$

- nin' to see you a - gain  
- nin' run - nin' yeah, yeah, to see you a - gain  
- nin' run - nin' yeah, yeah, yeah, to see you a - gain

Ab AbΔ7 DbΔ7 Fm Ab7/Eb To Coda

Win - ter, spring, sum - mer or fall \_\_\_\_\_ All you have to do is call \_\_\_\_\_ And I'll be  
 Win - ter, spring, sum - mer or fall \_\_\_\_\_ All you have to do is call \_\_\_\_\_ And I'll be  
 Win - ter, spring, sum - mer or fall \_\_\_\_\_ All you have to do is call \_\_\_\_\_ And I'll be

1. Db Cm7 Bbm7 Bbm7/Eb C Ab Db/Ab

there \_\_\_\_\_ You've got a friend

Ab Gm7 C7 2. Db Cm7 Bbm7 Bbm7/Eb

If the sky there, \_\_\_\_\_ yes I will \_\_\_\_\_ Now

D Gb Db Ab AbΔ7

ain't it good to know that you've \_\_\_\_\_ got a friend When peo - ple can be \_\_\_\_\_ so cold \_\_\_\_\_ They'll hurt

Db Gb7 Fm

\_\_\_\_\_ you, yes, and des - ert \_\_\_\_\_ you And take your soul \_\_\_\_\_ if you let

Bb7 Bbm7/Eb Eb7

them Oh, but don't you let \_\_\_\_\_ them. You just call

*D.S. al Coda*

Coda Db Cm7 Bbm7 Bbm7/Eb E Ab Db/Ab

there, yes I \_\_\_\_\_ will \_\_\_\_\_ You've got a friend \_\_\_\_\_ you've got a

X Time Last Time

Ab Db/Ab Db/Ab Ab 3

friend \_\_\_\_\_ you've got a friend you've got a friend \_\_\_\_\_