

Lift Your Head Up High

INTRO 1 $\bullet = 114$ 1.2.3. 4. *fill ad lib*

Solo

SAT

B

Pno

Gm Gm(maj7) Gm7 Gm6 Gm7 Gm6

[dit di dit di di di dit di di di dit di]—

[dit di dit di di di dit di di di dit di]—

VERS 1

4

SAT

B

Pno

N.C.

1. if it's one of those days— when you know you can't win—

7

seems like you're caught in a maze

N.C.

VERS 2

10

no mat - ter where you be - ginn but

2. there's no rea - son to fret

C7sus4 C7 Eb/F Bb7

mf

13

there's no use in a frown

mf

2. don't you fret don't you frown

(Bb7)

16

try to take a deep breath in-stead don't let this life get you down

take a deep breath don't let this life get you down

Bb7 C7sus4 C7 Eb/F

CHORUS

19

f *f*

come on— and lift your head up high and try to

lift your head— high up high—

E \flat /F *f* *B \flat* *Cm7* *B \flat /D* *Fm7(9)* *B \flat 7(9,13)*

22

smile I know you can— you bet-ter lift your head up

smile I know you can— you can do it lift your head—

p *f*

E \flat *B \flat /D* *Cm7* *E \flat /F* *B \flat* *Cm7* *B \flat /D*

31

di di dit di — dit di dit di di di dit di] —

Gm7 Gm6 Gm Gm(maj7) Gm7 Gm6

VERS 3

34 *mp*

3. if you're down with the blues — there's a way — you can set your-self free —

mp

3. you've got the blues —

B \flat 7

mp

2.

42 *p* *mf*

once a - gain you bet - ter

down on you you bet - ter

2.

Ebm6/F#

Bb

p

VAMP 1

fill ad lib

45

lift your head up high you bet - ter lift your

lift your head up high you bet - ter lift your

Bb7

8va

mf

3

2.

VAMP 3

54

p *f*

head up high you bet-ter lift your head up high up high

di di dit di dit di dit di di di dit di

p *f*

head up high lift your head up lift your head up high

2.

Gm7 C7(9) Gm Gm(maj7) Gm7 Gm6

p *f*

1.

2.

57

p *f* *D.S. al Coda*

your head up high you bet-ter head up high come on and

dit di dit di di di dit di di di dit di

your head up high head up high

1. 2.

Gm D+ Gm7 C7(9) Gm7 C7(9) 15^{ma} *D.S. al Coda*

f

CODA

60 C

p once a - gain

down on you lift your head up

C Ebm6/F#

N.C. *Sva*

p

62 C

(Echo) *f*

lift your head up high up high up high up high

(*Sva*)

f