

Intro: D Dsus2 D Dsus2 (0230)

Refrain: G A D G
Hey! Mr. Tambourine Man, play a song for me,
D G A %
I'm not sleepy and there is no place I'm going to.
G A D G
Hey! Mr. Tambourine Man, play a song for me,
D G A (D Dsus2) x 2
In the jingle jangle morning, I'll come following you.

G A D G
Though I know that evenings empire has returned into sand,
D G
Vanished from my hand,
D G A %
Left me blindly here to stand but still not sleeping.
G A D G
My weariness a-mazes me, I'm branded on my feet,
D G
I have no one to meet
D G A %
And the ancient empty street's too dead for dreaming.

Refrain...

G A D G
Take me on a trip upon your magic swirling ship,
D G D G
My senses have been stripped, my hands can't feel to grip,
D G
My toes too numb to step,
D G A %
Wait only for my boot heels to be wandering.
G A D G
I'm ready to go anywhere, I'm ready for to fade
D G D G
In-to my own pa-rade, cast your dancing spell my way,
A %
I promise to go under it.

Mr Tambourine Man - Bob Dylan (2 temps / mesure)

Refrain... + Instrumental sur accords refrain

G A
Though you might hear laughing, spinning, swinging
D G
madly across the sun,
D G D G
It's not aimed at any-one, it's just escaping on the run
D G A %
And but for the sky there are no fences facing.
G A D G
And if you hear vague traces of skipping reels of rhyme
D G D G
To your tambourine in time, it's just a ragged clown be-hind,
D G
I wouldn't pay it any mind,
D G A %
It's just a shadow you're seeing that he's chasing.

Refrain...

G A D G
Then take me disap-pear-ing through the smoke rings of my mind,
D G D G
Down the foggy ruins of time, far past the frozen leaves,
D G D G
The haunted, frightened trees, out to the windy beach,
D G A %
Far from the twisted reach of crazy sorrow.
G A D G
Yes, to dance beneath the diamond sky with one hand waving free,
D G D G
Silhouetted by the sea, circled by the circus sands,
D G D G
With all memory and fate driven deep beneath the waves,
D G A %
Let me forget about to-day until to-morrow.

Refrain... + Instrumental sur accords refrain