

careless whisper

Words and Music by
GEORGE MICHAEL and ANDREW RIDGELEY

The musical score is written in G minor, 4/4 time. It consists of a piano accompaniment and a vocal line. The piano part features a melodic line in the right hand and a bass line in the left hand, with various chords indicated by guitar chord diagrams above the staff. The vocal line includes lyrics and is accompanied by piano chords. The score is divided into several systems, each with a key signature change to G minor.

System 1: Chords: Dm, Gm7, Am7, Bbmaj7.

System 2: Chords: Am7, Dm, Gm7, Am7.

System 3: Chords: Bbmaj7, Am7, Dm7.

System 4: Chords: Gm7, Am7, Bbmaj7.


Lyrics:

I feel so un - sure
Time can nev - er mend
To - night the mu - sic seems so loud, I

wish that we could lose this crowd,
as I take your hand and lead you
the care - less whis - per
may - be it's bet - ter this way, if we'd

Am7  Dm 

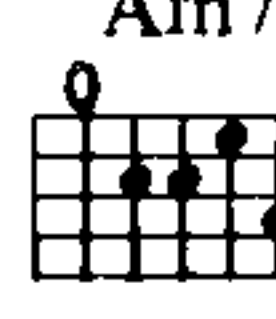
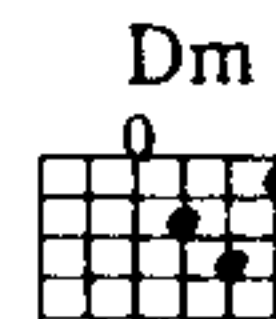
to the dance floor; as the mu - sic dies_
 of a good friend; to the heart and mind_
 hurt each oth-er with the things we want to say. - We could have been - so good to - geth - er, we



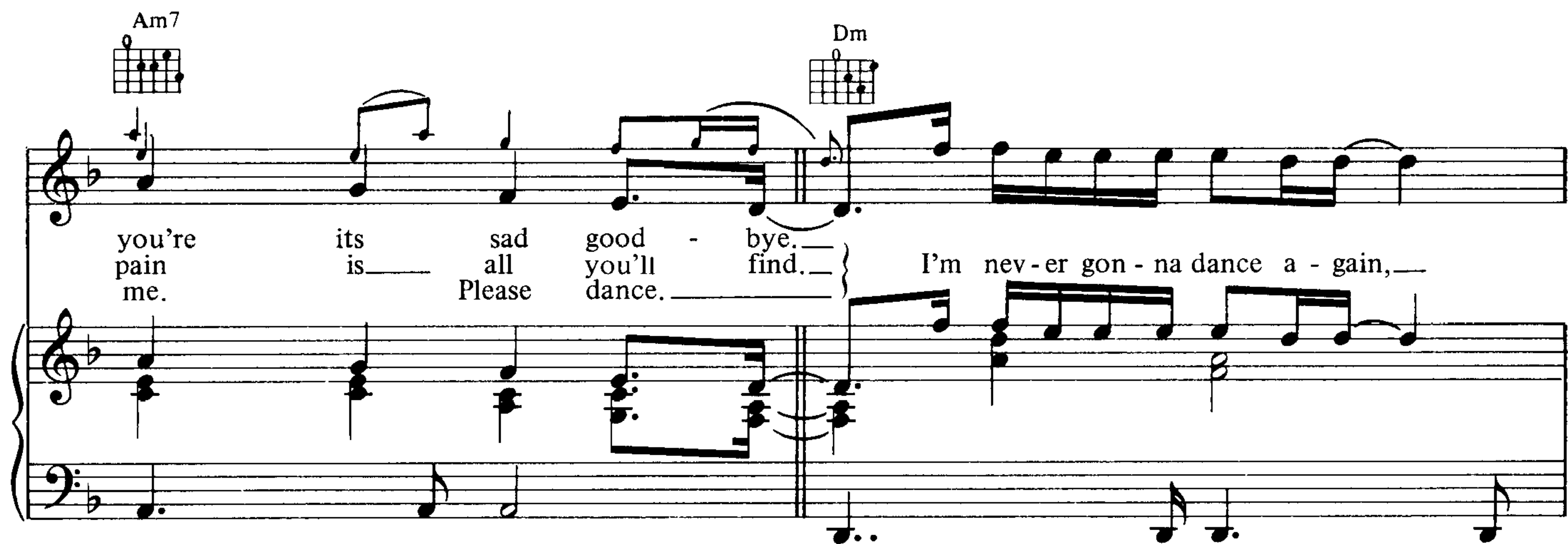
Gm7  Am7  Bbmaj7 

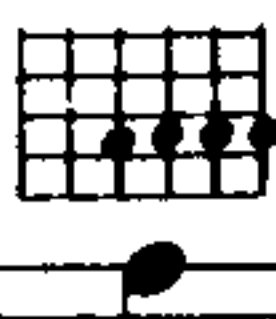
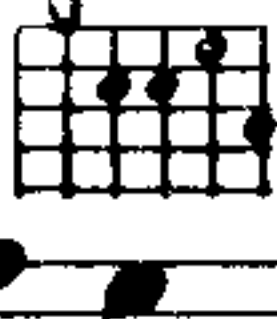
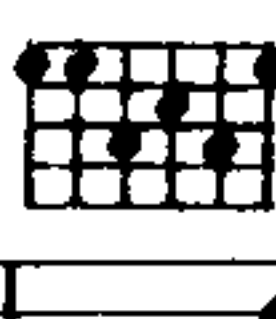
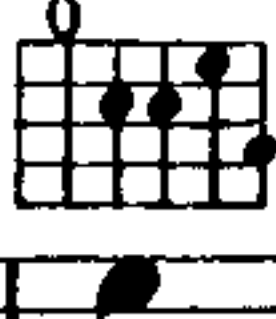
some-thing in your eyes -
 ig - nor - ance is kind -
 could have lived - this dance for ev - er, but now calls to mind a sil - ver screen - and
 there's no com - fort in the truth -
 who's gon - na dance with



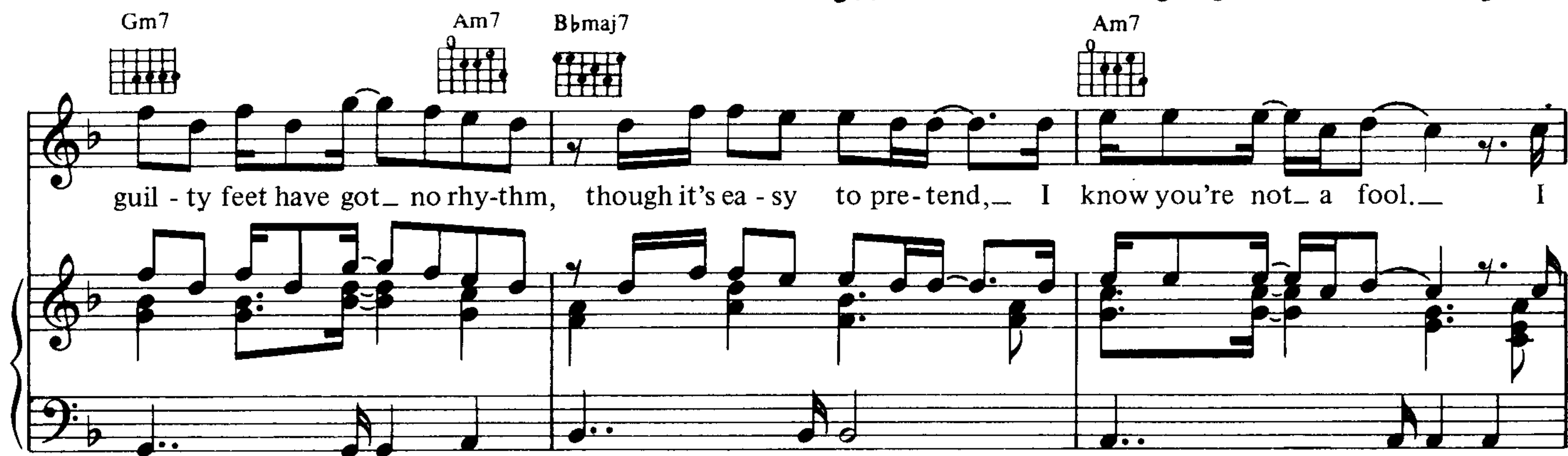
Am7  Dm 

you're pain its sad good - bye. -
 me. is - all you'll find. - } I'm nev - er gon - na dance a - gain, -
 Please dance. -



Gm7  Am7  Bbmaj7  Am7 

guil - ty feet have got - no rhy - thm, though it's ea - sy to pre - tend, - I know you're not - a fool. - I



Dm Gm7 Am7 Bbmaj7

should have known bet-ter than to cheat a friend, and waste a chance that I've been gi-ven, so I'm nev-er gon-na

To Coda

Am7 Dm Gm7 Am7 Bbmaj7

dance a-gain_ the way I dance with you.

Am7 Am7 D.%. al Coda CODA

way I dance with you, oh. way I dance with you.

Dm Gm7 Am7 Bbmaj7 Am7 Ad lib. to fade