

My Lover's Prayer

Otis Redding

Indspillet af Otis Redding 1966. Nedskrift: Jakob Jensen

Intro

H

D

E

Trompet/Tenorsax

Guitar

Klaver

Bas

Trommer

Vers 1

3 A 4 3 D 4

This is my lov- er's pray- er, I hope it 'll reach out to you, my love.

fortsætter på lignende vis →

fortsætter på lignende vis →

fortsætter på lignende vis →

E

A

5

Gui.

This is my lov- er's pray- er, and I hope you can un- der stand it, my love.

My

7 A

life is such a wear- y thing, but in my ears, oh,

Gui.

8 D

this prayer just ring and ring.

Gui.

9 E

You keep me want- ing, wait- ing and wish- ing when I know deep

Gui.

10 1. A

down, I'm not to blame.

Tp/Ts

Gui.

Bas

Dm

Vers 2

What you gonna do tonight
When you need some loving arms to hold you tight?
What you gonna do tonight, tell me, what you gonna do tonight
When you need my heavy voice to tell you goodnight?
Honey, but you can't let that be no problem
You got to come home and help me solve 'em
Then I won't be missing you, and honey,
My lover's prayer would be all over, Oh, man.

Blæsere

2. A H D E

would be all ov- er. Oh, man.

Vers 3

What can the matter be, now?
It can't be to serious we can't talk it over
Living in this misery, darling
You can't make my life all over
Honey, but you can't let that be no problem
Just come on home and help me solve 'em
Then I won't be missing you, now.
I won't keep missing you, and my lover's prayer would be all over.

Blæs fra takt 4 i vers 3:

(fortsætter i næste linje)

Tp/Ts

Outro

2. A A D

28

pray- er would be all ov- er. It's got to be all o- ver. Hon- ey, all o- ver. Don't

Tp/Ts

Gui.

Bas

Dm

30 A D

keep my mind go- ing 'round so man- y cir- cles. This is my

Gui.

Bas

Dm

31 A E

lov- er's pray- er, oh. come on, come on home.

Gui.

Bas

Dm

32 A D

8 This is my lov- er's pray- er, I'm sing- ing out to you, and I hope it- ll etc.

8 Tp/Ts etc.

8 Gui. etc.

8 Bas etc.

8 Dm etc.

33 A D

8 reach your door. This is my lov- er's pray- er. I hope to

34 A *fade*

8 get the mess- age o- ver, Hon- ey, Lord