WHAT SHALL WE DO WITH A DRUNKEN SAILOR

Dm

1. What shall we do with a drunken sailor?

What shall we do with a drunken sailor?

 $$\operatorname{\textsc{Dm}}$$ C $$\operatorname{\textsc{Dm}}$$ What shall we do with a drunken sailor? Early in the morning.

Dm C

Refrain: Hooray, and up she rises. Hooray, and up she rises.

Dm C Dm

Hooray, and up she rises. Early in the morning.

2. Take him and shake him and try to awake him. (3x)

Early in the morning. Refrain

3. Give him a dose of salt and water. (3x)

Early in the morning. Refrain

4. Give him a dash with a Bosun's rubber. (3x)

Early in the morning. Refrain

5. Put him in a long boat till he's sober. (3x)

Early in the morning. Refrain

6. Pull out the plug and wet him all over. (3x)

Early in the morning. Refrain

7. Heave him by the leg in a running bowline. (3x)

Early in the morning. Refrain

8. That's what to do with a drunken sailor. (3x)

Early in the morning. Refrain