

# Sit Down You're Rockin' The Boat

From the Samuel Goldwyn Motion Picture "GUYS AND DOLLS"

163

Tune Uke  
A D F# B

By FRANK LOESSER

Piano

Freely

*mp*

Voice

(Freely)

\* Am C9

1. I dreamed last night I got on the boat to Heav - en And  
 2. sailed a - way on that lit - tle boat to Heav - en And  
 3. as I laughed at those pas - sen - gers to Heav - en A

*mp*

Am C9 C7+

by some chance I had brought my dice a - long, And  
 by some chance found a bot - tle in my fist, And  
 great big wave came and washed me ov - er - board, And

\* Symbols for Guitar, Diagrams for Ukulele.

there I stood and I hol - lered, "Some - one fade me," But the  
 there I stood nice - ly pas - sin' out the whis - key, But the  
 as I sank, and I hol - lered, "Some - one save me," That's the


pas - sen - gers they knew right from wrong For the  
 pas - sen - gers were bound to re - sist For the  
 mo - ment I woke up, thank the Lord And I

*religioso* *a tempo*

## Chorus with a beat


peo - ple all said, "Sit down, — sit down — you're rock - in' the  
 peo - ple all said, "Be - ware — you're on — a heav - en - ly  
 said to my - self, "Sit down — sit down — you're rock - in' the

boat." Peo - ple all said, "Sit down — sit down —  
 trip." Peo - ple all said, "Be - ware — be - ware —  
 boat." Said to my - self, "Sit down — sit down —



you're rock - in' the boat; And the de - vil will drag you un -  
 you'll scut - tle the ship; And the de - vil will drag you un -  
 you're rock - in' the boat; And the de - vil will drag you un -

der By the sharp la - pel of your check - ered coat; Sit down, -  
 der By the fan - cy tie 'round your wick - ed throat; Sit down, -  
 der With a soul so heav - y you'd nev - er float; Sit down, -



sit down, sit down, sit down, Sit down - you're rock - in' the boat! -  
 sit down, sit down, sit down, Sit down - you're rock - in' the boat! -  
 sit down, sit down, sit down, Sit down - you're rock - in' the boat! -

*IN 1st 7*



1. C F C F C F C E+7 2. C

2. I  
 3. And