

M
Keyboard

Anything Goes

(Keyboard)

A[♭]m E[♭]m7 B[♭]m7 E[♭]7 A[♭] A°7 B[♭]m7 E[♭]7

5 A[♭]6

In

old - en days a glimpse of stock-ing was looked on as some-thing shock-auth-ors, too, who once knew bet - ter words, now on-ly use four let -

8 Fm A[♭]7 B[♭]m7A[♭]6 B[♭]m7 B[♭]m7(5) A[♭]6B[♭]m 1. A[♭]6 E[♭]7 2. A[♭]6 G7

- ing. Now heav-en knows, — an-y-thing goes. — Good The world has gone
- ter words writ-ing prose, — an-y-thing goes. —

14 C G7 Cm G7

mad to-day and good's bad to-day, and black's white to-day, and day's night to-day, when most

18 Cm Cm7 A° B° A° E[♭]7

guys to-day that wom-en prize to-day are just sil-ly gig - ol - os. — And

22 A[♭]6

though I'm not a great ro - manc-er, I know that she's bound to an -

25 Fm A[♭]7 B[♭]m7 A[♭]6 B[♭]m7 B[♭]m7(5) A[♭]6 B[♭]m7 A[♭]6 E[♭]7

- swer when I pro - pose, — "An - y-thing goes." (Keyboard)

30 A[♭] A°7 B[♭]m7 E[♭] B[♭] B°7 Cm7 F7

When

2

34 B^b6

grand-ma - ma whose age is eight-y in night clubs is get - ting mate-
moth - ers pack and leave poor fath - er be - cause they de - cide they'd rath -

37 Gm B^b7 Cm7 B^b6 Cm7 Cm7(b5) B^b6 Cm | 1. B^b6 F7 | 2. B^b6 A7

- y with gig - ol - os, _____ an y-thing goes. _____ When If driv - ing fast
- er be ten-nis pros, _____ an y-thing goes. _____

43 D A7 Dm A7

cars you like, if low bars you like, if old hymns you like, if bare chests you like, if John

47 Dm Dm7 B° C♯ B° F7

Wayne you like or me in-sane you like, why no - bod-y will op - pose! _____ When

51 B^b6

ev - 'ry night the set that's smart is in - truding in nud - ist part -

54 Gm B^b7 Cm7 B^b6 Cm7 Cm7(b5) D

- ies in stu - di - os, _____ an - y-thing goes! _____

59 Cm7 (Keyboard) F9

an - y-thing, an - y-thing, an - y-thing, an - y - thing

63 B^b Cm7 B^b Cm7

goes! _____

67 B^b Cm7 B^b E♭m7 F9 B^b

(Keyboard)