

Begin The Beguine

F
Keyboard

(Sax)

5
When they be - gin the be - guine, it

9
brings back the sound of mus - ic so ten - der. It

13
brings back the days of trop - i - cal splen - dor, it

17
brings back a mem - 'ry ev - er green. I'm

21
with you once more un - der the stars, and

25
down by the shore an or - ches - tra's play - ing. And

29
e - ven the palms seem to be sway - ing

33
when they be - gin the be - guine. To

37 F m B \flat 7 E \flat

live it a - gain _____ is past all en - deav - or _____ ex -

41 E \flat m A \flat 7 D \flat Maj7

cept when the tune _____ clutch-es my heart. _____ And

45 B $^{\circ}$ C D \flat

there we are, swear-ing to love for - ev - er _____ and prom-is - ing

49 C B \flat m7 G m7 C C7

nev - er ev - er to part. _____ What

53 F D m7 F Maj7 D m7 F

mo-ments di - vine, _____ what rap-ture se - rene, _____ till

57 F7 C7

clouds came a long to dis - perse the joy we had tast - ed. _____ And

61 B \flat m G m7(b5) B \flat m G m7

now, when I hear peo - ple curse the chance that was wast - ed, _____ I

65 C7 G m7 F

know but too well _____ what they mean. _____ So, don't

69 F F Maj7 D m7 F Maj7 D m7

let them be - gin _____ the be - guine. _____ Let the

73 F F Maj7 D m F Maj7 C7

love that was once a - fire re-main an em - ber. _____ Let it

77 $B\flat$ $Gm7$ $A m$ $D m$ $D m7$

sleep like the dead de - sire I on - ly re - mem - ber _____

81 $G m7$ $C7sus4$ $C7$ F

when they be - gin _____ the be - guine. _____ Oh, let's

85 F $FMaj7$ $D m$ F $FMaj7$ $D m7$

let them be - gin the be - guine, make them play _____ till the

89 F $FMaj7$ $F6$ $C7$

stars that were there be - fore re - turn a - bove you, _____ till you

93 $B\flat$ $G m7$ $A m$ $A m7$ $D7$

whis - per to me once more, "Dar - ling, I love you." _____ Then we'll

97 $G m7$ $C7sus4$ $G m7$

sud - den - ly know _____ what heav - ven we're in _____

101 $C7$ F $C7$

when they be - gin _____ the be - guine, _____

105 $G m7$ $G m7(b5)$

when they be - gin _____ the be -

109 F $D m7$ $FMaj7$ F

guine. _____