

# Do You Know The Way To San Jose?

Keyboard

(Keyboard, Bass, & Drums)

*8va bassa*

5 B $\flat$  E $\flat$ 6 B $\flat$

Do you know the way to San Jo - se? I've been a - way so  
 You can real - ly breathe in San Jo - se. They've got a lot of

8 F7sus F7 B $\flat$

long. I may go wrong and lose my way. Do you know the  
 space. There'll be a place where I can stay. I was born and

11 E $\flat$ 6 B $\flat$  F7sus

way to San Jo - se? I'm go - ing back to find some peace of  
 raised in San Jo se. I'm go - ing back to find some peace of

14 F7 Dm7 Gm7

mind in San Jo - se. L. A. is a great big free - way.  
 mind in San Jo - se. Fame and for - tune is a mag - net.

17 Dm7 Gm7 Dm

Put a hun - dred down and buy a car.  
 It can pull you far a - way from home.

20 Bm7 C $m7/B\flat$  F/A

In a week, may - be two, they'll make you a star.  
 With a dream in your heart you're nev - er a lone.

2

23 Cm7 F N.C.

Weeks turn in - to years. how quick they pass, \_\_\_\_\_ and all the stars  
 Dreams turn in - to dust and blow a - way, \_\_\_\_\_ and there you are \_\_\_\_\_

26 F

\_\_\_\_\_ that nev - er were \_\_\_\_\_ are park - ing cars \_\_\_\_\_ and pump - ing gas.  
 \_\_\_\_\_ with - out a friend. \_\_\_\_\_ You pack your car \_\_\_\_\_ and ride a - way.

29 1. 2.

31 Bb Eb6 Bbmaj7

I've got lots of friends in San - Jo - se.

35 Bb Eb6 Bbmaj7

Do you know the way to San - Jo - se?

39 Cmaj7 (Sax) Fmaj7

43 Cmaj7 Fmaj7

47 E

Oh,

49 Em7 Am7 Em7

L. A. is a great\_\_ big free - way. Put a hun - dred down

52 Am7 Em C#m7

\_\_ and buy\_\_ a car. In a week, may - be

55 Dm7/C G/B Dm7

two, they'll make you a star. Weeks turn in - to

58 G N.C. G

years. how quick they pass, \_\_ and all the stars \_\_ that nev - er were

61

\_\_ are park - ing cars \_\_ and pump - ing gas. \_\_

64 C F6 Cmaj7 (Keyboard)

I've got lots of friends in San - Jo - se.

68 C F6 Cmaj7 (Keyboard)

Do you know the way to San - Jo - se?

72 C F6 Cmaj7 (Keyboard)

Can't wait to get back to San Jo - se.

76 Cmaj7 (Keyboard)

76 Cmaj7

8va bassa