

As Time Goes By

F

Keyboard

(Keyboard & Bass - Freely)

3 *Cm7* *F9* *Bbm7* *Ebmaj7*

3 *Abmaj7* *Abm13/Db* *Bbm7* *Eb7*

5 *Ab* *Ab6* This

7 *Abm(maj7)/G* *Fm7* *Bbm/Db* *Ebm7*

9 *Bbm7* *Eb7* *Ab* *Fm7* *B°7*

11 *Eb/Bb* *Cm/G* *Cm*

13 *Fm7* *Eb7* *Ab* *Gb6* *F7*

15 *Bbm7* *Eb7*

day and age we're liv - ing in gives cause for ap - pre - hen - sion, with
 speed and new in - ven - tion, and things like fourth di - men - sion. Yet we
 get a tri - fle wear - y with mis - ter Ein - stein's theor - y, so we
 must get down to earth at times, re - lax, re - lieve the tension. No
 mat - ter what the prog - ress or what may yet be proved, the
 sim - ple facts of life are such, they can - not be re - moved. You

♩ (Add drums - in rhythm)

17 $B^b m$ 3 $E^b 7$ $E^b m 6$ $E^b 7$

must re - mem - ber this, a kiss is still a kiss, a
when two lov - ers woo, they still say "I love you." On

19 A^b $E^b +$ 3 $A^b 6$ $C m$ $F m$ $C m 6$ $B^b 7$

sigh is just a sigh. The fun - da - men - tal things ap -
that you can re - ly. No mat - ter what the fu - ture

22 $E^b 7$ $B^b m 7$ $E^b 7$ 1 $A^b Maj 7$ $F m$ $B^b m 7$ $E^b 7$ 2 A^b $B^b m 7 (b5)$ A^b $A^b 7$

ply as time goes by. and by.
brings as time goes

27 D^b $F 7 / C$

Moon-light and love songs, nev - er out of date.

29 $B^b m$ $D^{\circ} 7$ $F m / C$ $D^b 7$

Hearts full of pas - sion, jeal - ous - y, and hate. Wom - an needs man, and

32 $B^b 7$ $E^b 7$ $E^b \circ 7$ $E^b 7$

man must have his mate. That no - one can de - ny. It's

35 $B^b m$ $E^b 7$ $E^b m 6$ $E^b 7$

still the same old story, a fight for love and glory, a

37 A^b $E^b +$ $A^b 6$ $C m$ $F m$ $C m 6$ $B^b 7$ $B^{\circ} 7$

case of do or die. The world will always welcome

40 A^b/C A° $B^b m 7$ $E^b 7(\#5)$ A^b $B^b m 7$ $E^b 7$

lov - ers as time goes by. (Sax)

To Coda Θ *D.S. al Coda*

Θ *Coda* $B^b m 7$ $E^b 7(\#5)$ $C m$ $F m$ $C m 6$ $B^b 7$

time goes by. Yes, the world will always welcome

46 $C m 7$ $A^{\circ} 7$ $B^b m 7$ $E^b 7$

lov - ers as time goes

49 $B^b m 7$ (Sax) $A maj 7$ $A^b 6$

by