

FEMALE VOCAL ONLY

## The Gentleman Is A Dope

F

Keyboard

(Sax)

Gm7 Cm7 Gm7 Cm7

5 Gm7 Cm7 Gm7 Cm7 D7

9  $\text{\textcircled{S}}$  Gm9 The

gen-tle-man is a dope, a man of man - y faults, a  
 gen-tle-man is - n't bright, he does - n't know the score. A

13 Ebmaj7 E7 F7 Gm D7

clum - sy Joe who would - n't know a rhum-ba from a waltz. The  
 cake will come, he'll take a crumb and nev - er ask for more. The

17 Gm9 C9

gen-tle - man is a dope and not my cup of tea. Why  
 gen-tle-man's eyes are blue but lit - tle do they see. Why

21 Eb Eb9 Gm A7 D7 To Coda  $\text{\textcircled{C}}$

do I get in a dith - er? He does - n't be - long to  
 am I beat-ing my brains out? He does - n't be - long to

25 1. Gm Am D7 2. Gm G7

me! The me! He's

29 C Fmaj7<sub>3</sub> F6 F C

some - bod - y el - se's prob - lem. She's wel - come to the

35 F7 Bb Bbmaj7 Bb6 Bb Eb<sub>3</sub>

guy. She'll nev - er un - der - stand him. half as

2  
41 A7 A°7 D7

well as I. The

45 Gm9

gen - tle - man is a dope, he is - n't ver - y smart. He's

49 Ebmaj7 E7 F7 Gm D7

just a lug you'd like to hug and hold a - gainst your heart. The

53 Gm9 C9

gen - tle - man does - n't know how hap - py he could be.

57 Eb 3 Eb9 Gm A7 D7

Look at me cry - ing my eyes out as if he be longed to

61 Bb Eb Am7 D7 G C G7(b5) D7 Gm D7 D.S. al Coda

me! He'll nev - er be - long to me. (Sax)

♩ Coda

67 Gm G7 C Fmaj7<sub>3</sub> F6 F

He's some - bod - y el - se's prob - lem. She's

73 C F7 Bb Bbmaj7 Bb6 Bb

wel - come, wel - come to the guy. She'll nev - er un - der -

79 Eb 3 A7 A°7 D7

stand him. half as well, well as I. The

85 Gm9 3  
gen - tle - man is a dope, — he is - n't ver - y smart. — He's

89 Ebmaj7 E7 F7 Gm D7  
just a lug you'd like to hug and hold a - gainst your heart. The

93 Gm9 C9  
gen - tle - man does - n't know — how hap - py he could be. —

97 Eb 3 Eb9 Gm A7 D7  
Look at me cry - ing my eyes out as if he be longed — to

101 Bb Eb Am7 D7 G C Gm7 D7  
me! — He'll nev - er be - long — to

105 (Sax) Gm D7  
me. —

109 Gm Gm9  
(Bass)