

Count On Me

(Bruno Mars)



C **Em**
If you ever find yourself stuck in the middle of the sea

Am **G** **F**
I'll sail the world to find you

C **Em**
If you ever find yourself lost in the dark and you can't see

Am **G** **F**
I'll be the light to guide you

Dm **Em**
Find out what we're made of

F **G**
When we are called to help our friends in need

C **Em** **Am** **G**
CHORUS: You can count on me like 1, 2, 3 I'll be there

F
And I know when I need it

C **Em**
I can count on you like 4, 3, 2

Am **G**
And you'll be there

F **C**
cos that's what friends are s'posed to do, oh yeah

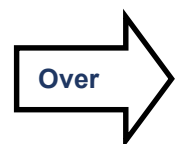
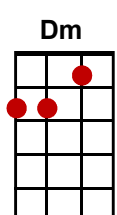
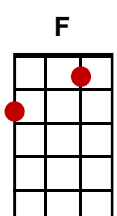
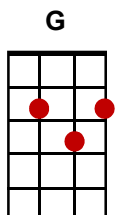
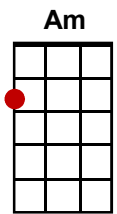
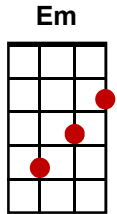
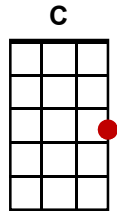
Em **Am** **G** **F** **G**
Ooooooh, oooooo - ooo yeah, yeah

C **Em**
If you're tossin' and you're turnin' and you just can't fall asleep

Am **G** **F**
I'll sing a song beside you

C **Em**
And if you ever forget how much you really mean to me

Am **G** **F**
Every day I will remind you



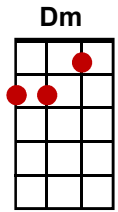
Count On Me

(Bruno Mars)



Dm Find out what we're made of

F When we are called to help our friends in need **G**



C CHORUS: You can count on me like 1, 2, 3 I'll be there **Em** **Am** **G**

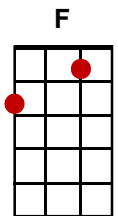
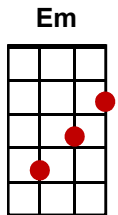
F And I know when I need it

C I can count on you like 4, 3, 2 **Em**

Am **G** And you'll be there

F cos that's what friends are s'posed to do, oh yeah **C**

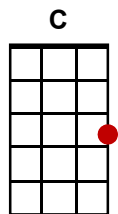
Em **Am** **G** **F** **G** Ooooooh, oooooo - ooo yeah, yeah



BRIDGE:

Dm You'll always have my shoulder when you cry **Em** **Am** **G**

Dm I'll never let go, Never say goodbye (you know) **Em** **F** **G**



C CHORUS: You can count on me like 1, 2, 3 I'll be there **Em** **Am** **G**

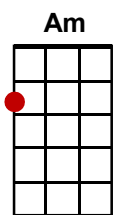
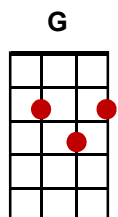
F And I know when I need it

C I can count on you like 4, 3, 2 **Em**

Am **G** And you'll be there

F cos that's what friends are s'posed to do, oh yeah **C**

Em **Am** **G** **F** **G** Ooooooh, oooooo - ooo yeah, yeah



F You can count on me 'cos I can count on you. **C**