

2. Naughty - 7

Dm **G** **A+7/C#**

In the slip of a bolt there's a ti - ny re-volt; The seed of a war__ in the creak of a floor

134 **Dm/C** **Dm/B** **Bb2** **3**

- board; A storm can be - gin with the flap of a wing, The ti - ni-est mite__ packs the might-i-est sting. Ev-'ry day

139 **F/A** **3** **Gm7**

starts with the tick of a clock;__ All es-capes start with the click of a lock.__ If you're stuck in your

143 **F/A** **Bb2** **H**

sto - ry and wan-na get out,__ You don't have to cry,__ you don't have to shout.__ Cos if you're lit - tle, you can

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147 **F/A** **Gm7**

do a lot, — You must - n't let a lit - tle thing like lit - tle stop you. If you sit a-round and let them

sim.

151 **F** **Bb2**

get on top, — You won't change a thing. Just be-cause you find that life's not fair, It

156 **F/A** **Gm7**

does-n't mean that you just have to grin and bear it. If you al-ways take it on the chin and wear it, You

160 **Bb/C** **A7/C#** **Dm** **Dm/C** **BbΔ**

might as well be say-ing you think that it's O - K and that's not right. And if it's not

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165 *Dm* *C7/E* *F* *Dm* *E7* *A7*

right, You have to put it right. But

mf

169 *Gm* *C7* *AØ* *D7*

no - bo - dy else__ is gon - na put it right for me, No - bo - dy but me is gon - na change my sto - ry,

f

173 *Gm7* *C7* *C7(b9)* *F* (switches light off)

Some-times you have to be a lit - tle bit naugh - ty!

(switches light off)