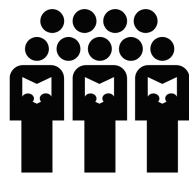


*You've got a friend*  
*Carole King*



THE EVERGREENS

KOOR VOOR OVERDAG

Arrangement: R. D. Weverling



# You've got a friend

Carole King  
Arrangement: R. D. Noverling

**A** **B**

Partij 1

Partij 2

Partij 3

3

3

3

Oo

When you're down and trou -

Oo

6

1

2

3

Oo love and care. Ah

- bled and you need some love and care and no-thin', -

Oo love and care. Ah

*You've got a friend, p. 3*

10

1 Close your eyes — and

2 no - thin' is go - in' — right. — Close your eyes — and

3 Close your eyes — and

14

1 think of me and soon I will be there, — to bright - en up —

2 think of me I'll be there — to bright - en up —

3 think of me I'll be there — to bright - en up —

18

**C**

1 Mmm — You just call out my name

2 e - ven your dark - est night. — You just call out my name

3 Mmm — You just call out my name

*You've got a friend, p. 4*

22

1  
— and you know — wher-ev - er I am — I'll come run - nin'

2  
— and you know — wher-ev - er I am — I'll come run - nin'

3  
8 — and you know — wher-ev - er I am — I'll come run - nin'

26

1  
Win - ter, spring, sum - mer or fall,

2  
to see you a - gain. — Win - ter, spring, sum - mer or fall,

3  
8 Win - ter, spring, sum - mer or fall,

30

1  
— all you have to do is call — and I'll be — there, —

2  
— all you have to do is call — I'll be

3  
8 — all you have to do is call — I'll be

*You've got a friend, p. 5*

**D**

34

1  
2  
3

you've got a friend.  
there you've got a friend.  
there you've got a friend. If the sky

**E**

1  
2  
3

a - bove — you — grows dark — and full of clouds. And that old

43

1  
2  
3

— north wind — be - gins to blow. — Keep your head to - geth -

*You've got a friend, p. 6*

48

1

2

3

- er and call \_\_\_ my name out loud. \_\_\_ Soon, you'll hear me knock-

52

1

2

3

**F**

You just call out my \_\_\_ name

You just call out my \_\_\_ name

- ing at your door. \_\_\_ You just call out my name

56

1

2

3

\_\_\_ and you know \_\_\_ wher-ev-er I am \_\_\_ I'll come run - nin', run-nin', yeah yeah,

\_\_\_ and you know \_\_\_ wher-ev-er I am \_\_\_ I'll come run - nin', run-nin', yeah. \_\_\_

\_\_\_ and you know \_\_\_ wher-ev-er I am \_\_\_ I'll come run - nin', run-nin', yeah. \_\_\_

*You've got a friend, p. 7*

60

1  
to see you a - gain. Win - ter, spring, sum - mer or fall,

2  
Win - ter, spring, sum - mer or fall,

3  
Win - ter, spring, sum - mer or fall,

64

1  
all you have to do is call \_\_\_\_\_ and I'll be \_\_\_\_\_ there, yes I will. \_\_\_\_\_

2  
all you have to do is call \_\_\_\_\_ I'll be

3  
all you have to do is call \_\_\_\_\_ I'll be

68

**G**

1  
Now ain't it good to know that you've \_\_\_\_\_ got a friend, when

2  
there Now ain't it good to know that you've \_\_\_\_\_ got a friend, when

3  
there Now ain't it good to know that you've \_\_\_\_\_ got a friend, when

*You've got a friend, p. 8*

71

1  
peo-ple can be \_\_\_ so cold. \_\_\_ They'll hurt \_\_\_ you, yes and de-sert \_\_\_ you.

2  
peo-ple can be \_\_\_ so cold. \_\_\_ They'll hurt \_\_\_ you, yes and de-sert \_\_\_ you.

3  
8  
peo-ple can be \_\_\_ so cold. \_\_\_ They'll hurt \_\_\_ you, And

75

1  
Oh, but don't you let \_\_\_ them. You just call

2  
Oh, but don't you let \_\_\_ them. You just call

3  
8  
take your soul \_\_\_ if you let them. Oh, but don't you let \_\_\_ them. You just call

**H**

1  
out my name \_\_\_ and you know \_\_\_ wher-ev-er I am \_\_\_ I'll come run-

2  
out my name \_\_\_ and you know \_\_\_ wher-ev-er I am \_\_\_ I'll come run-

3  
8  
out my name \_\_\_ and you know \_\_\_ wher-ev-er I am \_\_\_ I'll comr run-



*You've got a friend, p. 9*

83

1  
- nin', run - nin', yeah yeah, \_\_\_\_\_ to see you a - gain. \_\_\_\_\_

2  
- nin', run - nin', yeah. \_\_\_\_\_

3  
- nin', run - nin', yeah. \_\_\_\_\_

87

1  
Win - ter, spring, sum - mer or fall, \_\_\_\_\_ all you have to do is call \_\_\_\_\_

2  
Win - ter, spring, sum - mer or fall, \_\_\_\_\_ all you have to do is call \_\_\_\_\_

3  
Win - ter, spring, sum - mer or fall, \_\_\_\_\_ all you have to do is call \_\_\_\_\_

I

90

1  
\_\_\_\_\_ and I'll be \_\_\_\_\_ there, yes I will. \_\_\_\_\_

2  
\_\_\_\_\_ I'll be there You've got a friend,

3  
\_\_\_\_\_ I'll be there

*You've got a friend, p. 10*

94

1  
and you've got a friend,

2  
you've got a friend?

3  
ain't it good \_\_\_ to know,

97

1  
Ain't it good to know, ain't it good to know, ain't it good it know. \_\_\_

2  
\_\_\_

3  
Ain't it good to know, ain't it good to know, ain't it good it know. \_\_\_

100

1  
Oo \_\_\_

2  
You've got a friend? \_\_\_ Oh, yeah now you've got a friend.

3  
Oo \_\_\_

*You've got a friend, p. 11*

103

1

Oo

2

Yeah, ba - by, you've got a friend. Oh, yeah,

3

Oo

106

1

you've got a friend.

2

you've got a friend.

3

you've got a friend.