

Your Call

Litmus A Freeman

[A9 / / / GM7 / /] x 2

A9 / You given given FM7/C That FM7/C FM7/C That FM7/C That	/ is /	have a	you G / tl	hat com	ies			/	to here to	A you E7 o do	/ /	and So	
A9 / Don't things	/ /	waste your t that aren't r		/		/	on COS						
FM7/C All those FM7/C All those So	/	CM7/G ther things CM7/G retty things		W	/on't	Bm7		/ the	e same their a	E7	/	and /	/
AM7 E6 This is FM7/C Won't	/			you h	ear	E7/Ab it Bm7 e-peat		AM7 This /	E6 is yester-	D/F# your E7 day	E7/Ab call /	and it So	
A9 / Wake Live		from what	your s	G M7 / lleep lream		/		and then					
FM7/C You're FM7/C No So	/	CM7/G 70ur way CM7/G ther day		to	o a	Dsus2 much Bm7 one	/	/ / y	better / ou can'	E7	/ /	where /	/
AM7 E6 This is FM7/C Won't	<i>i</i> C	all o C M7/G /	AM7 E can y ′ E are you 1	70u h Dsus2	ear	it /		This A	is /	D/F# your Cos	E7/Ab call	and it	
		C M7/G /					/ who ca			/ /	This is		
	/	/	/										