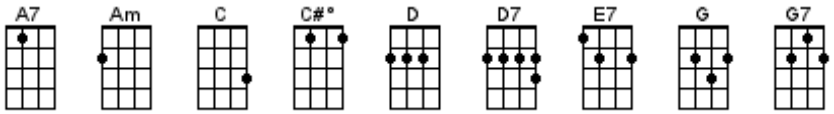
Take Me Out To The Ball Game v2 (shortened)

Word by Jack Norworth, music by Albert Von Tilzer 1908



Lead talk about [C#dim]

<Waltz Strum>

Intro: **[C]** One **[C#dim]** two **[G]** three strikes you're **[E7]** out
At the **[A7]** old **[D7]** ball **[G]** game **[G↓]**

[G] Take me **[G]** out to the **[D7]** ball **[D7]** game
[G] Take me **[G]** out with the **[D7]** crowd **[D7]**
[E7] Buy me some **[E7]** peanuts and **[Am]** Cracker **[Am]** Jack
[A7] I don't **[A7]** care if I **[D7]** never get **[D7]** back,

Let me **[G]** Root, root, **[G]** root for the **[D7]** home **[D7]** team
If **[G]** they don't **[G7]** win, it's a **[C]** shame **[C]**
For it's **[C]** one **[C#dim]** two **[G]** three strikes you're **[E7]** out
At the **[A7]** old **[D7]** ball **[G]** game **[G↓]**

Instrumental (kazoo):
[C] [C#dim] [G] [E7] [A7] [D7] [G] [G]

[G] Take me **[G]** out to the **[D7]** ball **[D7]** game
[G] Take me **[G]** out with the **[D7]** crowd **[D7]**
[E7] Buy me some **[E7]** peanuts and **[Am]** Cracker **[Am]** Jack
[A7] I don't **[A7]** care if I **[D7]** never get **[D7]** back,

Let me **[G]** Root, root, **[G]** root for the **[D7]** home **[D7]** team
If **[G]** they don't **[G7]** win, it's a **[C]** shame **[C]**
For it's **[C]** one **[C#dim]** two **[G]** three strikes you're **[E7]** out
At the **[A7]** old **[D7]** ball **[G]** game **[G↓]**

Outro:
For it's **[C↓]** one **[C#dim↓]** two
[G] three strikes you're **[E7]** out, at the

Big Finish:
[A7] o-o-o **[A7]**-ld **[D7]** ba-a-**[D7]**-all
[G] ga-**[G]**-a-a **[G]-**ame **[G↓]** **PLAY BALL!**