

You've Got a Friend

Words and Music by Carole King
Arranged by Mac Huff

Pop Rock, four feel (ca. ♩ = 102)

KL. *mp*

C F/C F Em Dm C

4/4

The piano introduction is in 4/4 time, marked *mp*. It features a steady bass line in the left hand and a more melodic line in the right hand. The chords are C, F/C, F, Em, Dm, and C.

S *mp*
When you're down and trou - bled, and you

A *mp*
When you're down and trou - bled, and you

KL. *mp*

Bm⁷₅ E⁷ sus E⁷ Am E⁷/B E⁷

4

The first line of the song features vocal parts for Soprano (S) and Alto (A), both marked *mp*. The lyrics are "When you're down and trou - bled, and you". The piano accompaniment (KL.) is in 4/4 time and includes the chords Bm⁷₅, E⁷ sus, E⁷, Am, E⁷/B, and E⁷.

S
need a help-ing hand; and noth-ing, noth-ing is go - in' right_

A
need a help-ing hand; and noth-ing, noth-ing is go - in' right_

KL. *mp*

Am E⁷/B Am/C E⁷/B Am Dm⁷ G⁷ sus

7

The second line of the song continues the vocal parts for Soprano (S) and Alto (A). The lyrics are "need a help-ing hand; and noth-ing, noth-ing is go - in' right_". The piano accompaniment (KL.) includes the chords Am, E⁷/B, Am/C E⁷/B, Am, Dm⁷, and G⁷ sus.

You've Got a Friend

11

S
A
T
B

mp
close your eyes__ and think

mp
close your eyes__ and think

Kl. C Bm⁷₅

14

T
B

of me, and soon I will__ be there;__ to

of me, and soon I will__ be there;__ to

Kl. E⁷ Am E⁷/B Am/C Am

17

T
B

bright - en up__ e - ven your dark - est night.____

bright - en up__ e - ven your dark - est night.____

Kl. Dm⁷ Em⁷ G^{SUS} F/G

20

S *p*
You just call _____ out my name, _____ and you know _____

A *p*
You just call _____ out my name, _____ and you know _____

T *p*
You just call _____ out my name, _____ and you know _____

B *p*
You just call _____ out my name, _____ and you know _____

Kl. *F^{add9}/G* *C*
p

23

S
_____ wher - ev - er I am _____ I'll come run - nin' _____

A
_____ wher - ev - er I am _____ I'll come run - nin' _____

T
_____ wher - ev - er I am _____ I'll come run - nin' _____

B
_____ wher - ev - er I am _____ I'll come run - nin' _____

Kl. *F/c* *Dm⁷* *G^{7sus}* *C*

You've Got a Friend

26

S
to see you a - gain. _____

A
to see you a - gain. _____

T
to see you a - gain. _____

B
to see you a - gain. _____

Kl.
G^{7sus} F^{add9}/G

29 *cresc.*

S
Win-ter, spring, sum-mer or fall, _____ all you've got to do is call, _

A
Win-ter, spring, sum-mer or fall, _____ all you've got to do is call, _

T
Win-ter, spring, sum-mer or fall, _____ all you've got to do is call, _

B
Win-ter, spring, sum-mer or fall, _____ all you've got to do is call, _

Kl.
cresc.
C C^{maj7}/B Am⁷ C/G F^{maj7} Am⁷

32

S
and I'll be there, yes, I will. You've got a friend...

A
and I'll be there, yes, I will. You've got a friend...

T
and I'll be there, yes, I will. You've got a friend...

B
and I'll be there, yes, I will. You've got a friend...

Kl.
G Fmaj7 Em7 Dm7 sus Fadd9/G

35

S
mp
If the sky _

A
mp
If the sky _

T

B

Kl.
C F/C F Em Dm C Bm7^{b5} E7

You've Got a Friend

39

S
— a - bove — you should turn dark and full of clouds; —

A
— a - bove — you should turn dark and full of clouds; —

T

B

Kl.
Am E⁷/B E⁷ Am E⁷/B Am/C

42

S
— and that old north wind should be - gin — to blow —

A
— and that old north wind should be - gin — to blow —

T

B

Kl.
Am Dm⁷ F/G Fadd⁹/G C

45

S *mp cresc.*
keep your head_ to.-geth - er, and

A *mp cresc.*
keep your head_ to.-geth - er, and

T *mp cresc.*
keep your head_ to.-geth - er, and

B *mp cresc.*
keep your head_ to.-geth - er, and

Kl. *cresc.*
F/C C Bm⁷/₅ E⁷

49

S
call my name_ out loud;_ soon, I'll be knock -

A
call my name_ out loud;_ soon, I'll be knock -

T
call my name_ out loud;_ soon, I'll be knock -

B
call my name_ out loud;_ soon, I'll be knock -

Kl.
Am E⁷ Am/C Am Dm⁷ Em⁷

You've Got a Friend

52

S - ing up - on your door. You just call

A - ing up - on your door. You just call

T - ing up - on your door. You just call

B - ing up - on your door. You just call

Kl. F^{add9}/G F/G F^{add9}/G

This musical system covers measures 52 to 54. It features four vocal staves (Soprano, Alto, Tenor, Bass) and a piano accompaniment. The lyrics are: '- ing up - on your door. You just call'. The piano part includes chords F^{add9}/G , F/G , and F^{add9}/G . The dynamic marking mf is present above the vocal staves.

55

S out my name, and you know wher - ev - er I am

A out my name, and you know wher - ev - er I am

T out my name, and you know wher - ev - er I am

B out my name, and you know wher - ev - er I am

Kl. C^{maj9} F^{maj7}

This musical system covers measures 55 to 57. It features four vocal staves and a piano accompaniment. The lyrics are: 'out my name, and you know wher - ev - er I am'. The piano part includes chords C^{maj9} and F^{maj7} . The dynamic marking mf is present above the piano staff.

58

S
I'll come run - nin' to see you a-gain.

A
I'll come run - nin' to see you a-gain.

T
I'll come run - nin' to see you a-gain.

B
I'll come run - nin' to see you a-gain.

Kl.
Dm⁷ Dm⁷/G C^{maj}⁷ F^{add}9/G

62

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

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

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

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

Kl.
C^{maj}9

You've Got a Friend

65

S all you've got to do is call, and I'll be there, yes, I will.

A all you've got to do is call, and I'll be there, yes, I will.

T all you've got to do is call, and I'll be there, yes, I will.

B all you've got to do is call, and I'll be there, yes, I will.

Kl. F^{maj7} A^{m7} C/G F^{maj7} E^{m7} D^{m7}

68 *stärker, mehr Rhythmus*

S — Ain't it good to know that you've got a friend, when

A — Ain't it good to know that you've got a friend, when

T — Ain't it good to know that you've got a friend, when

B — Ain't it good to know that you've got a friend, when

Kl. F^{add9}/G $B\flat$ F

stärker, mehr Rhythmus

71

S
 peo-ple can be so cold, They'll hurt you, and de-sert you, they'll

A
 peo-ple can be so cold, They'll hurt you, and de-sert you, they'll

T
 peo-ple can be so cold, They'll hurt you, and de-sert you, they'll

B
 peo-ple can be so cold, They'll hurt you, and de-sert you, they'll

Kl.
 C F/C C F B_b maj⁹

75

S
 take your soul if you let them. But don't you let them.

A
 take your soul if you let them. But don't you let them.

T
 take your soul if you let them. But don't you let them.

B
 take your soul if you let them. But don't you let them.

Kl.
 Am⁷ D⁷ F^{maj7}/G F⁶/G

cresc.

You've Got a Friend

78

S *f* You just call ___ out my name, ___ and you know ___ wher-ev-er I am ___

M *f* Call out my name, ___ know ___ where -

A *f* Call out my name, ___ know ___ where -

T *f* Call out my name, ___ know ___ where -

B *f* Call out my name, ___ know ___ where -

Kl. *f* F/G Cmaj9 Fmaj7

82

S I'll come run - nin', run - nin', run - nin' to see you a - agin. ___

M ev - er I am, ___ run - nin', run - nin', run - nin' to see you a - gain. ___

A ev - er I am, ___ run - nin', run - nin', run - nin' to see you a - gain. ___

T ev - er I am, ___ run - nin', run - nin', run - nin' to see you a - gain. ___

B ev - er I am, ___ tun - ning, run - ning, run - ning to see you a - gain. ___

Kl. Dm7 Dm7/G C Fadd9/G

85

S Win-ter, spring, sum-mer or fall, _

A Win-ter, spring, sum-mer or fall, _

T Win-ter, spring, sum-mer or fall, _

B Win-ter, spring, sum-mer or fall, _

Kl. *Cmaj9*

88

S Win-ter, spring, sum-mer or fall, _ and I'll be _

M all you've got to do is call, _

A all you've got to do is call, _

T all you've got to do is call, _

B all you've got to do is call, _

Kl. *Fmaj7 Aⁿ⁷ C/G Fmaj7*

You've Got a Friend

91

S // *a tempo mp*
 there, yes, I will. You've got a friend...

M // *a tempo mp*
 and I'll be there, yes, I will. You've got a friend...

A // *a tempo mp*
 and I'll be there, yes, I will. You've got a friend...

T // *a tempo mp*
 and I'll be there, yes, I will. You've got a friend...

B // *a tempo mp*
 and I'll be there, yes, I will. You've got a friend...

Kl. *a tempo*
 Em⁷ Dm^{7sus} Fadd9/G

95

S *ritard.*
 uu

A *ritard.*
 uu

T *ritard.*
 uu

B *ritard.*
 uu

Kl. *mp*
 C F/c *ritard.* F Em Dm C