When You Think You Know Everything

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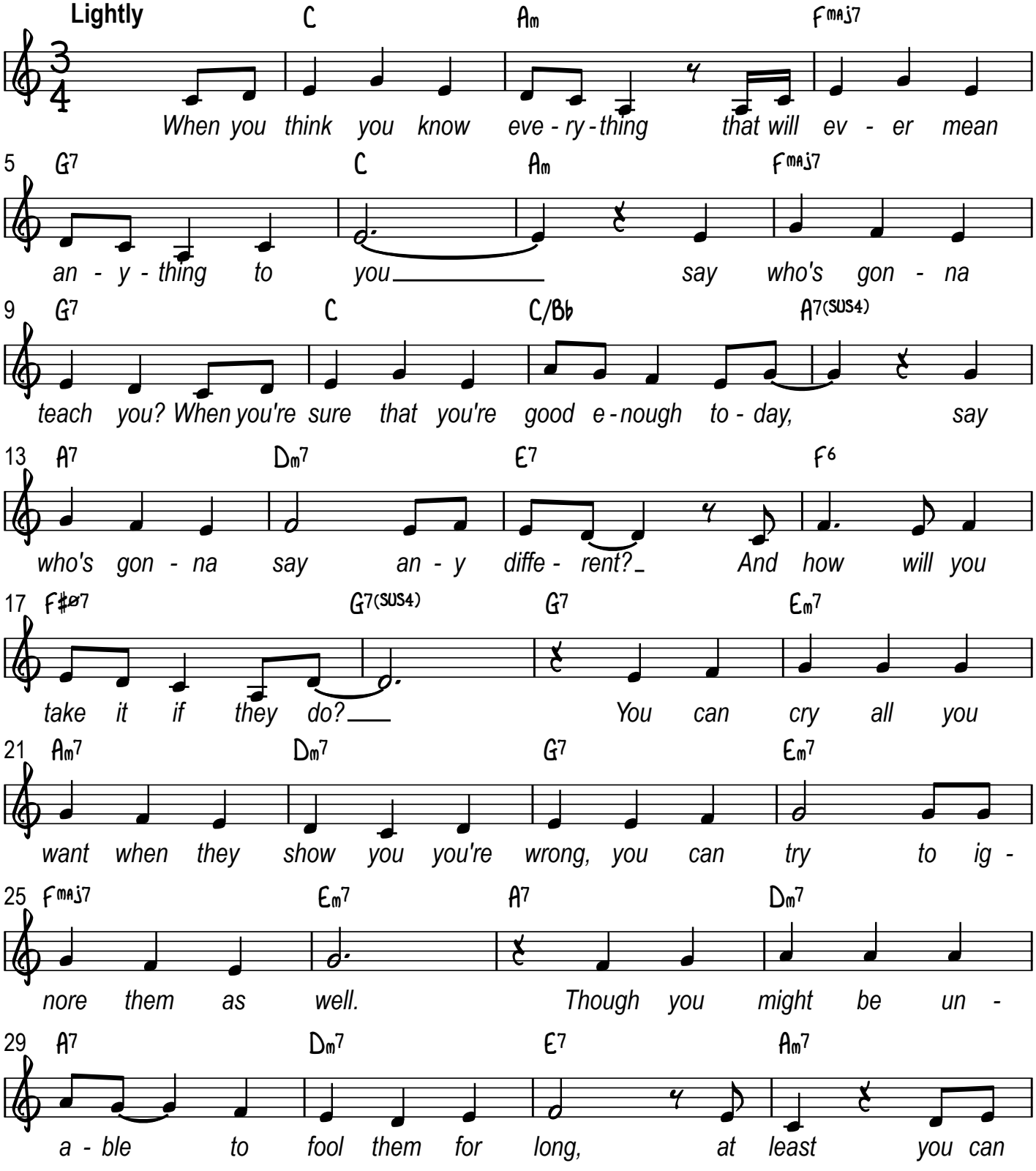

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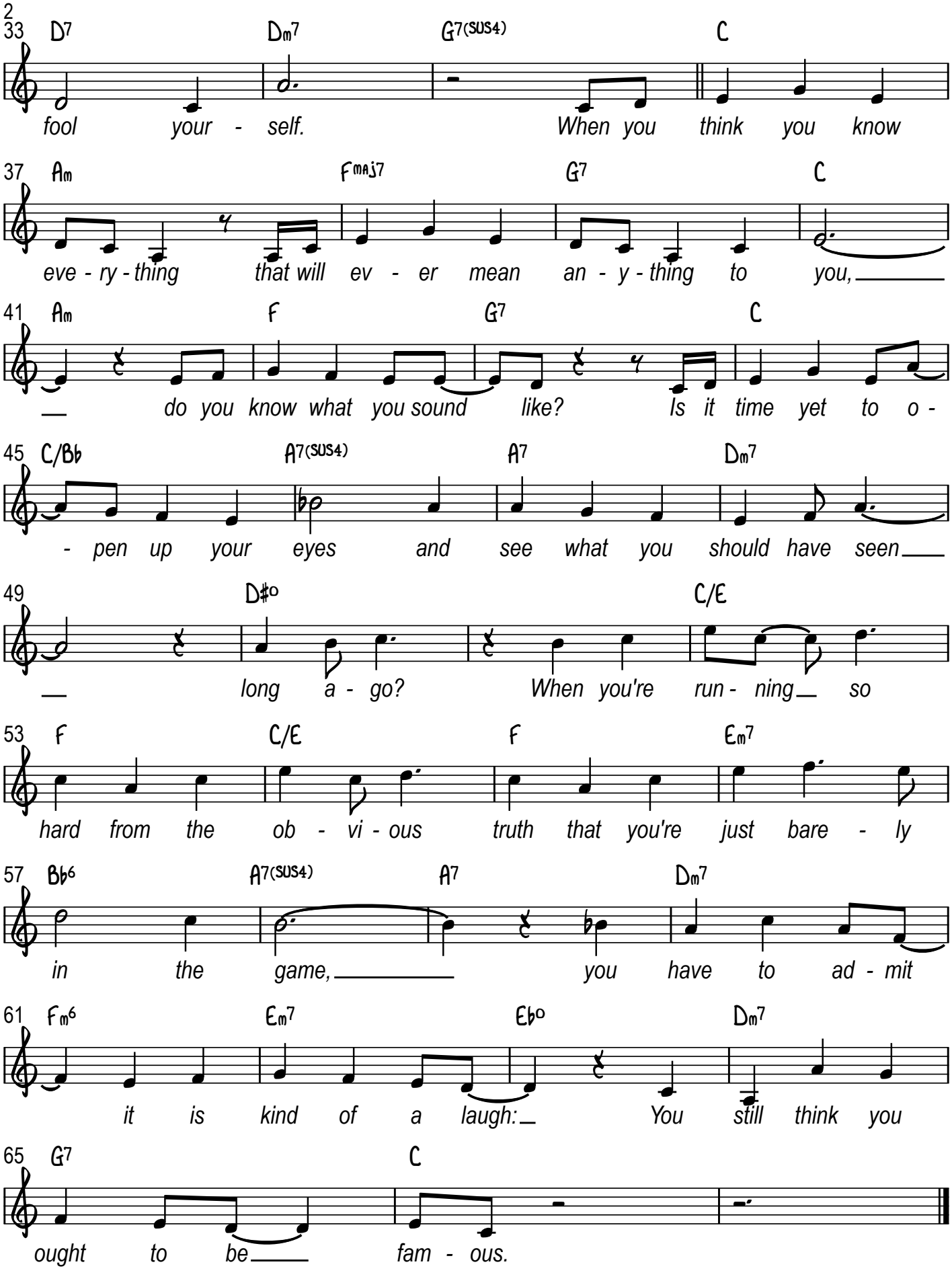
33 D7 Dm7 G7(SUS4) C
fool your - self. When you think you know
37 Am Fmaj7 G7 C
eve - ry - thing that will ev - er mean an - y - thing to you,
41 Am F G7 C
do you know what you sound like? Is it time yet to o -
45 C/Bb A7(SUS4) A7 Dm7
- pen up your eyes and see what you should have seen
49 D#o C/E
long a - go? When you're run - ning so
53 F C/E F Em7
hard from the ob - vi - ous truth that you're just bare - ly
57 Bb6 A7(SUS4) A7 Dm7
in the game, you have to ad - mit
61 Fm6 Em7 Ebo Dm7
it is kind of a laugh: You still think you
65 G7 C
ought to be fam - ous.