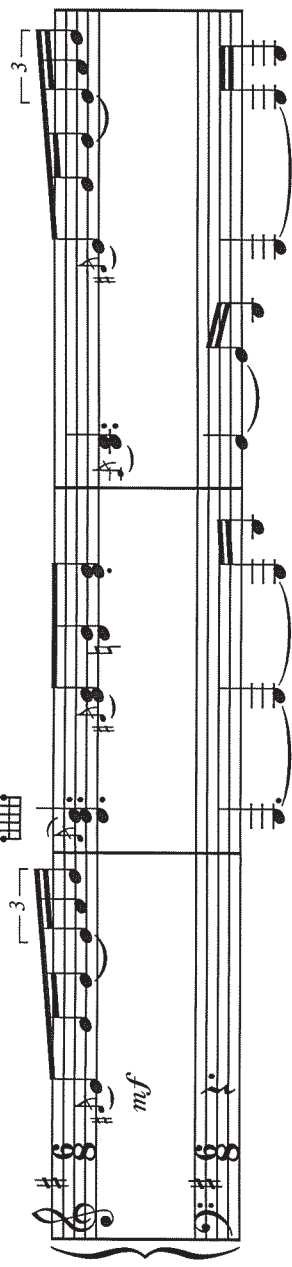



Gravity

Words and Music by
John Mayer

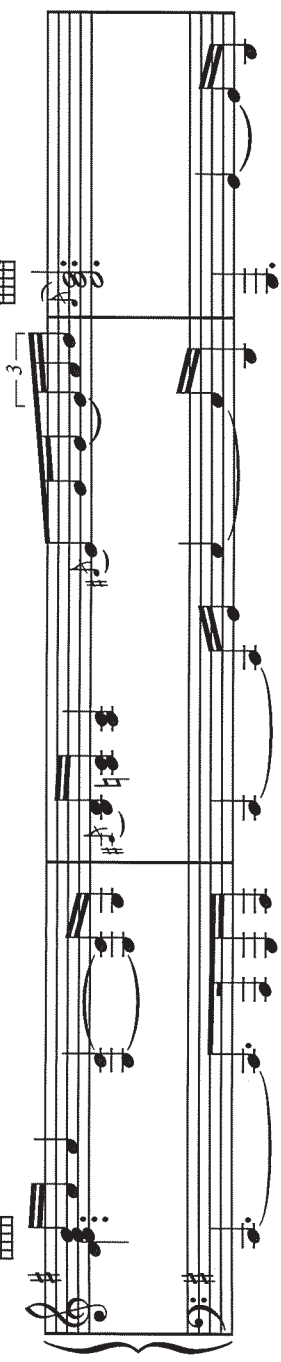
Slowly, in 2 (♩ = )

G 

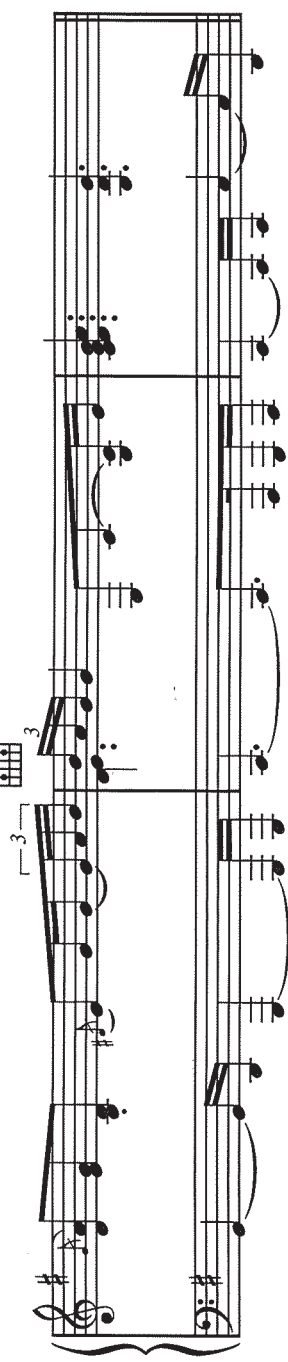


C⁶₉ 

G 

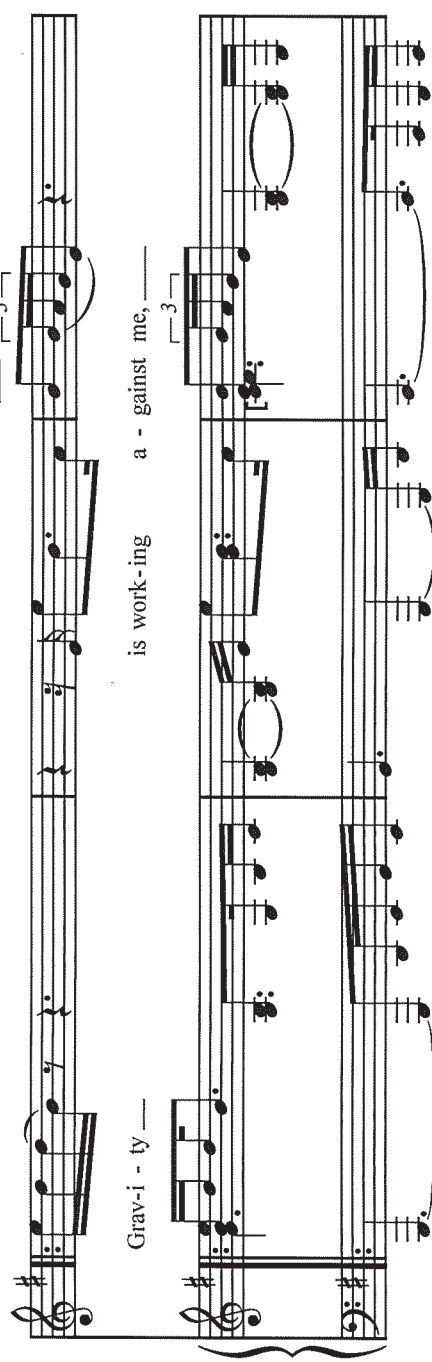


C⁶₉ 



G 

C⁶₉ 





and grav-i - ty wants to bring me



down. { Oh, I'll nev - er know twice as much what ain't



makes this man, with all the love that his
twice as good and can't sus - tain like



heart can stand, dream of ways to
one - half could. It's want - ing more that's gon - na

Ebmaj7

D7

To Coda Φ

Musical score for the first system. It features a guitar part on the left and a vocal line on the right. The guitar part includes chords for Ebmaj7 and D7. The vocal line has lyrics: "throw it all a - way. - send me to my knees. -". There are first and second endings marked with "1." and "2." and a "3" indicating a triplet. The system concludes with "To Coda Φ ".

Woh, woh. -

throw it all a - way. - send me to my knees. -

2.

G

Musical score for the second system. It features a guitar part on the left and a vocal line on the right. The guitar part includes a G chord. The vocal line has lyrics: "Woh, woh. -". There are first and second endings marked with "1." and "2." and a "3" indicating a triplet.

C6

G

Musical score for the third system. It features a guitar part on the left and a vocal line on the right. The guitar part includes chords for C6 and G. The vocal line has lyrics: "Woh, woh. -". There are first and second endings marked with "1." and "2." and a "3" indicating a triplet.

C6

D.8 (lyric 2) at Coda

Musical score for the fourth system. It features a guitar part on the left and a vocal line on the right. The guitar part includes a C6 chord. The vocal line has lyrics: "Oh, —". There are first and second endings marked with "1." and "2." and a "3" indicating a triplet.

Oh, —

Coda



Woh, woh. -
 Grav - i - ty, -



stay the hell a - way from me. -



Woh, woh. -
 Grav - i - ty -



has tak - en bet - ter men than - me. -



How could that be? Just keep me where the light is.



Just keep me where the light is. Just keep me where the



light is. Just keep me where the



Repeat and fade

light is. Just keep me where the