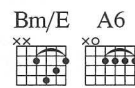
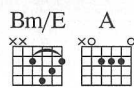


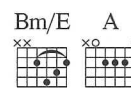
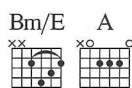
# Stay with You

Words and Music by  
John Stephens and Dave Tozer

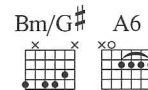
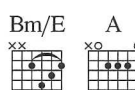
Slowly (♩ =  $\frac{3}{4}$ )



We been to -



geth - er for a while now. — We're grow - in' strong - er ev - 'ry day now. — It feels so



good and there is no doubt — I will stay — with you. — As each

A/C#

Bm/E A

A/C#

Bm/E A

morn - ing brings the sun - rise \_\_\_\_\_ and the flow - ers bloom in spring - time, \_\_\_\_\_ on my  
 la - tion - ships can get old, \_\_\_\_\_ have the ten - den - cy to grow cold, \_\_\_\_\_ we have

A/C#

Bm/E A

A/C#

Bm/G# A6

lov - in', you can re - ly, \_\_\_\_\_ and I'll stay \_\_\_\_\_ with you. \_\_\_\_\_ } Oh, I will  
 some - thin' like a mir - a - cle, \_\_\_\_\_ and I'll stay \_\_\_\_\_ with you. \_\_\_\_\_ }

D

C#m

Bm

A

stay with you \_\_\_\_\_ through \_\_\_\_\_ the ups \_\_\_\_\_ and the downs. \_\_\_\_\_ { 1. Oh, } I will  
 { 2.3. Yes, }



stay with you — when no one else — is a - round. — And when the



dark clouds ar - rive, — I will stay — by your side. — And I know —

To Coda



we'll be all — right. — I will stay — with you. Ooh, — ooh. —



Though re -

2.



stay — with you. — And there'll — be — heart - aches and



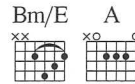
pain, — yes there will. — But through it all, — we will re - main. —



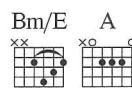
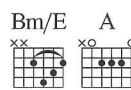
— Hey. — In — this life, — we all know, — friends —



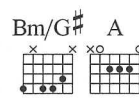
— may — come — and friends — may go. But through the years, I — know — I will stay. —



— (I will stay.) — And in — the end I know that we'll find — love so



beau - ti - ful and di - vine. — And we'll — be — lov - ers for a life - time, — yeah, — and I'll



Tacet

*D.S. al Coda*

stay — with you. A - woh, — I — will

Coda



stay — with you. Ev - 'ry - thing —

F#m7



Bm7



E



A



will be fine, yeah, and I'll stay with you. Through the

F#m7



Bm7



E



A



end of all time, I will stay with you. Ooh,

A/C#



Bm/E



A



A/C#



Bm/G#



A6



ooh.

*rit.*