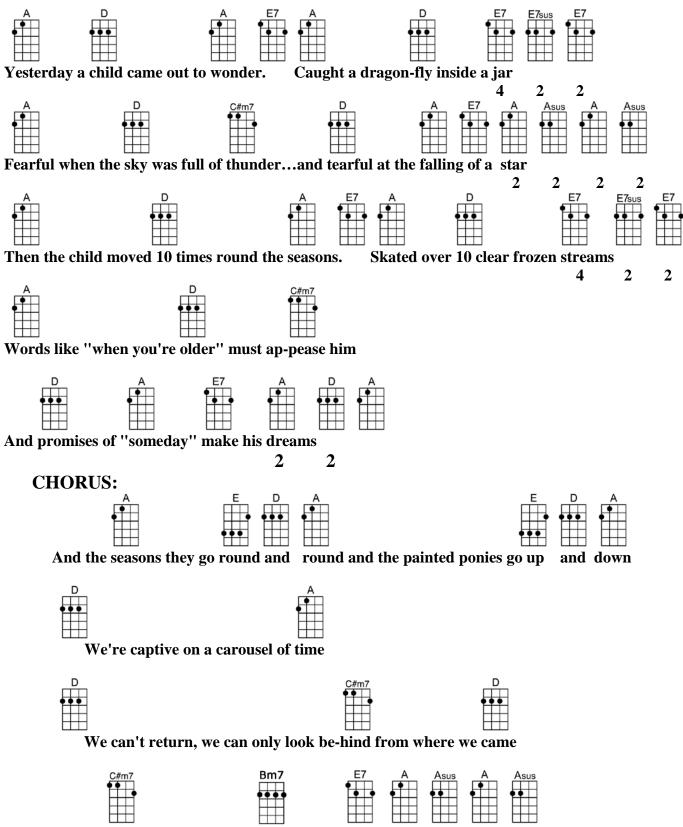
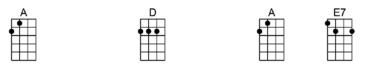


4/4 1...2...1234

Intro: last 2 lines of chorus



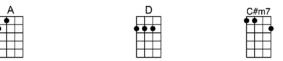
And go round and round and round in the circle game



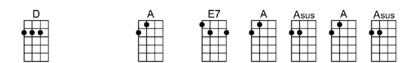
Sixteen springs and sixteen summers gone now



Cartwheels turn to carwheels through the town

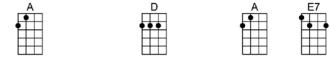


And they tell him, take your time, it won't be long now



'Til you drag your feet to slow the circles down

CHORUS



So the years spin by and now the boy is twenty





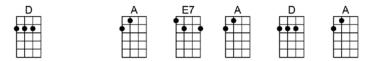


Though his dreams have lost some grandeur coming true





There'll be new dreams, maybe better dreams and plenty

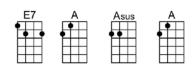


Be-fore the last re-volving year is through.

CHORUS & CODA



Bm7 ●●●●



CODA: And go round and round and round (X3)

in the circle game. RITARD

THE CIRCLE GAME Joni Mitchell

4/4 1...2...1234

Intro: last 2 lines of chorus

Α D Α E7 Α D E7 E7sus E7 Yesterday a child came out to wonder. Caught a dragon-fly inside a jar C#m7 E7 A Asus A Asus D D Α Fearful when the sky was full of thunder...and tearful at the falling of a star Α **E7** Α D E7 E7sus E7 D Then the child moved 10 times round the seasons. Skated over 10 clear frozen streams C#m7 D Words like "when you're older" must ap-pease him D Α E7 Α D Α And promises of "someday" make his dreams **CHORUS:** D E D Α E Α Α And the seasons they go round and round and the painted ponies go up and down D We're captive on a carousel of time C#m7 D D We can't return, we can only look be-hind from where we came C#m7 Bm7 E7 A Asus A Asus

And go round and round and round in the circle game.

ADAE7Sixteen springs and sixteen summers gone nowADE7E7susE7Cartwheels turn to carwheels through the town

ADC#m7And they tell him, take your time, it won't be long now
DAE7A Asus A Asus'Til you drag your feet to slow the circles down

CHORUS:

D **E7** A Α So the years spin by and now the boy is twenty E7 E7sus E7 D Though his dreams have lost some grandeur coming true C#m7 Α D There'll be new dreams, maybe better dreams and plenty **E7** A Α D Α Be-fore the last re-volving year is through.

CHORUS & CODA

C#m7Bm7E7AAsusACODA: And go round and round and round (X3)in the circle game.RITARD