

Good Girl
Carrie Underwood

Intro 4x: Bm D A

Bm D A
Hey good girl, with your head in the clouds
Bm D A
I bet you I can tell you what you re thinking about
Bm D A
You ll see a good boy, gonna give you the world
Bm D A
but he s gonna leave you crying with your heart in the dirt
Bm D A
His lips are dripping honey but he ll sting you like a bee
Bm D A
So lock up all your lovin go and throw away the key
Bm D A
Hey good girl get out while you can
Bm
I know you think you got a good man

G A G A
Whyyyyyyyyyyyyyy, why you gotta be so bliiiiiiiiiind?
G A
Wont you open up your eyyyyyyyyyyyes?
G A
Just a matter of time till you find
Bm D A
He s no good, girl, no good for you
Bm D A
You better get to gettin on your goodbye shoes
Bm D A
and go, go, go
Bm D A
Better listen to me he s low, low, low.

Bm
Hey good girl
D A
You got a heart of gold
Bm D A
you want a white wedding and a hand you can hold
Bm
just like you should girl
D A
like every good girl does
Bm D A
want a fairytale ending, somebody to love
Bm D A

But he s really good at lying, yeah, he ll leave you in the dust

Bm D A

Cause when he says forever, well it don t mean much

Bm D A

hey good girl, so good for him

Bm

better back away honey you don t know where he s been

G A G A

Whyyyyyyyyyyyyyy, why you gotta be so bliiiiiiiiiind?

G A

Wont you open up your eyyyyyyyyyyes?

G A

Just a matter of time till you find

Bm D A

He s no good, girl, no good for you

Bm D A

You better get to gettin on your goodbye shoes

Bm D A

and go, go, go

yeah, yeah, he s low

(**Bm D Bm A**)

Bm

He s no good girl

D A

why cant you see

Bm

he ll take your heart and break it

D A

listen to me

G A G A

Whyyyyyyyyyyyyyy, why you gotta be so bliiiiiiiiiind?

G A

Wont you open up your eyyyyyyyyyyes?

G A

Just a matter of time till you find

G A

He s no goooooood

G A

He s no goooooood

G A

Won t you open up your eeeeeeeeeeyes

G A

Just a matter of time til you find

Bm D A

He s no good, girl, no good for you

Bm D A

You better get to gettin on your goodbye shoes

Final: **Bm**