

A Road Song
Fountains of Wayne

#-----PLEASE NOTE-----#
This file is the author s own work and represents their
interpretation of the song.
You may only use this file for private study, scholarship,
or research.

#-----#
Artist: Fountains of Wayne
Album: Sky Full of Holes
Song: A Road Song
tabber: John Baer (eddiebauerman16@aol.com)
tabbed on 8/6/2011

Intro: **F**, **Fsus4** (133311), **F**

Intro/lead guitar: (slide/steel guitar):

E-----13-----17---|
B-8h10-----10/11-----|
G-----|
D-----|
A-----|
E-----|

Verse 1:

F
We re still in Wisconsin
Am
As far as I know
Dm
Today was Green Bay
 Gm
And tomorrow s Chicago
C
Wish I was lying
 Gm
But there isn t much to report
Bb
My phone is dying
 F
So I ve got to keep it short

Chorus 1:

F **Am** **Dm**
I just wanted to say...hey
 Gm **C**
I ve been writing you a road song
 Am **Dm**

It s a cliché, but hey
Gm **C**
That doesn t make it so wrong
Am **Dm**
And in between the stops at the Cracker Barrel
Gm **C**
And forty movies with Will Ferrell
Am **Dm** **Gm**
I need some way to occupy my time
C
So I m writing you a road song
Gm **C** **F Fsus4 F**
I sure hope you don t mind
Am **D7** **Gm** **C** **F Fsus4 F**
Ooh ooh ooh ooh ooh ooh ooh ooh uh huh

Verse 2:

F
I bought you a light blue
Am
T shirt last night
Dm
From some band I couldn t stand
Gm
But their logo s alright
C
Some kid threw a bottle onstage
Gm
He had an arm like a pro
Bb
I know it s getting late
F
I guess I should let you go

Chorus 2:

Am **Dm**
But did I happen to say...hey
Gm **C**
I ve been writing you a road song
Am **Dm**
Don t run away cause hey
Gm **C**
I promise it won t be too long
Am **Dm**
I know it s not what you d call necessary
Gm **C**
And I know that I m no Steve Perry
Am **Dm** **Gm**
But even if you roll your eyes and groan
C
I m still writing you a road song
Gm **C** **F Fsus4 F**
That you can call your own

Am **D7** **Gm** **C** **F** **Fsus4**
Ooh ooh ooh ooh ooh ooh ooh ooh ooh ooh uh huh

End: **F**

Cheers, and buy Sky Full of Holes!

www.fountainsofwayne.com

-John Baer