

Thieves And Their Hands
Rachael Cantu

Theives and their Hands- Rachael Cantu

Tabbed by:LVeg

Tuning:standard

I noticed she played this song with a capo in her TJO performance but her guitar must have been tuned down. You can play it in standard tuning without a capo.

This song basically uses 3 chords (G, C, D) but with different voicing. The chords in this song are:

	G	G2	C	C2	G3	C3	C*4	D
e	-----	-----	-----	-----	3---	8-----	-----	
B	-----	-----	12---	12---	3---	8-----	-----	
G	12---	12---	12---	11---	4---	9-----	-----	
D	12---	11---	10---	10---	5---	10---	10---	9-
A	10---	10-----	-----	-----	5---	10---	10---	10
E	-----	-----	-----	-----	3---	8---	8---	10

VERSE

G

Uh-oh, uh-oh
Here comes tomorrow
Uh-oh, uh-oh

C

What will we borrow now?

C2

I ll pay you back somehow
Ooh-oh ooh-oh oh oh

G

Cause this is the pilgrim s progress

C

And there ain t no time to rest

C2

So get up out of your bed
Ooh-oh ooh-oh oh oh

G

Shake off all in your head

C

Shake off all in your head

C2

Whoa-oh-oh

CHORUS

G3

Cause we ve got things that we ve got to do

C3

You ve got people counting on you

Counting on you

VERSE 2

Uh-oh, uh-oh

Here comes tomorrow

Uh-oh, uh-oh

Bury this sorrow down

And move on somehow

Ooh-oh ooh-oh oh oh

Cause these are the bills that we re paying

Collect your dimes and keep saying

Whoa-oh-oh

Ooh-oh ooh-oh oh oh

They come from all over the land

Collecting the thieves and their hands

Whoa-oh-oh

CHORUS

Cause we ve got things that we ve got to do

You ve got people counting on you

Counting on you

BRIDGE

G

G2

In the middle of the night

C4

D

You open up your eyes

G

G2

Cause you ve things to do

C*4

D

So you ought to up and rise

In the middle of the night

You open up your eyes

Cause you ve things to do

So you ought to up and rise

Yeah, you ought to up and rise

CHORUS

Cause we ve got things that we ve got to do

You ve got people counting on you

Counting on you

Cause we ve got things that we ve got to do

You ve got people counting on you

Counting on you