

Walk with Me

Cathy Neff

Light $\text{♩} = 84$

mp

Walk with me my
Talk with me my
(Hum)

C Am Dm⁷ G C *mp* Am (Instrumental) Dm⁷ G

1. Walk with me_ my friend.
2. Talk with me_ my friend.
3. (Hum)
4. (Instrumental)

9

friend. Walk with me my friend. and you lean a lit - tle,
friend. Talk with me my friend. and you talk a lit - tle,

C Am Dm⁷ G C C⁷ F

Walk with me_ my friend. I may lean a bit_ on you, and you lean a lit - tle,
Talk with me_ my friend. I may talk a bit_ to you, and you talk a lit - tle,

16

too, so come walk with me,_ walk with me_ my friend. You know this world can_
too, so come talk with me,_ talk with me_ my friend.

D⁷ C G C

1. G 2. C Am *mf*

too, so come walk with me,_ walk with me_ my friend. You know this world can_
too, so come talk with me,_ talk with me_ my friend.

23

— be so lone - ly. — Walk with me,_ walk with me_ my friend.
D⁷ C G C

1. G

— be so lone - ly. — Walk with me,_ walk with me_ my friend.

84 *f* 87

It is-n't right that an-y flight be so - lo. It is-n't right that

2. C⁷ *f* F Dm C C⁷ F

It is-n't right that an-y flight be so - lo. It is-n't right that

93

an-y - one_ should be a - lone. So if you find your-self sink-ing so

Dm C Am F Dm C E

an-y - one_ should be a - lone. So if you find your-self sink-ing so

98

low, just hold on tight with all your might and don't let go.

Am D⁷ G C G G C G

low, just hold on tight with all your might and don't let go.

105 *mp*

Walk with me my friend. Walk with me my

C *mp* Am Dm⁷ G C Am Dm⁷ G

Walk with me_ my friend. Walk with me_ my friend. I may

112

friend. and you lean a lit - tle, too, so come walk with me, walk with me_ my

C C⁷ F D⁷ C G

lean a bit_ on you, and you lean a lit - tle, too, so come walk with me, walk with me_ my

friend. You know this world can be so lone - ly. Walk with me, -

mf C *mf* Am D7 C

friend. You know this world can be so lone - ly. Walk with me, -

walk with me_ my friend. walk with me, - walk with me_ my friend.

G C Dm G C

walk with me_ my friend. walk with me, - walk with me_ my friend.

mp