

13 14 15 16

Sub - mit - ted for your ap - pro - val, the man who's too fast to fall: the man

mp

17 18 19 20

who can hus - tle and the man who can fly, Who al - ways is hot when it's time for the shot! Lis - ten, a -

mp

21 22 23 24

ny time you want me at all, a - ny rhyme or rea - son, Bro -

[+Congas]

mf
DbM7

Cm7

[Piano L.H.]

25 ther, I'm the bro - ther you call to play. Spring



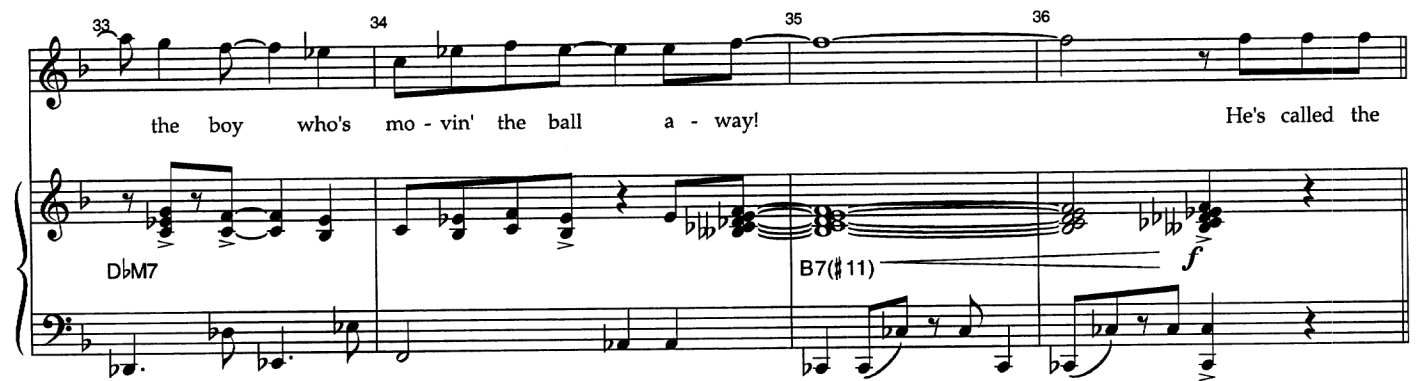
26 27 28

29 or sum - mer, win - ter or fall, a - ny time or sea - son, catch



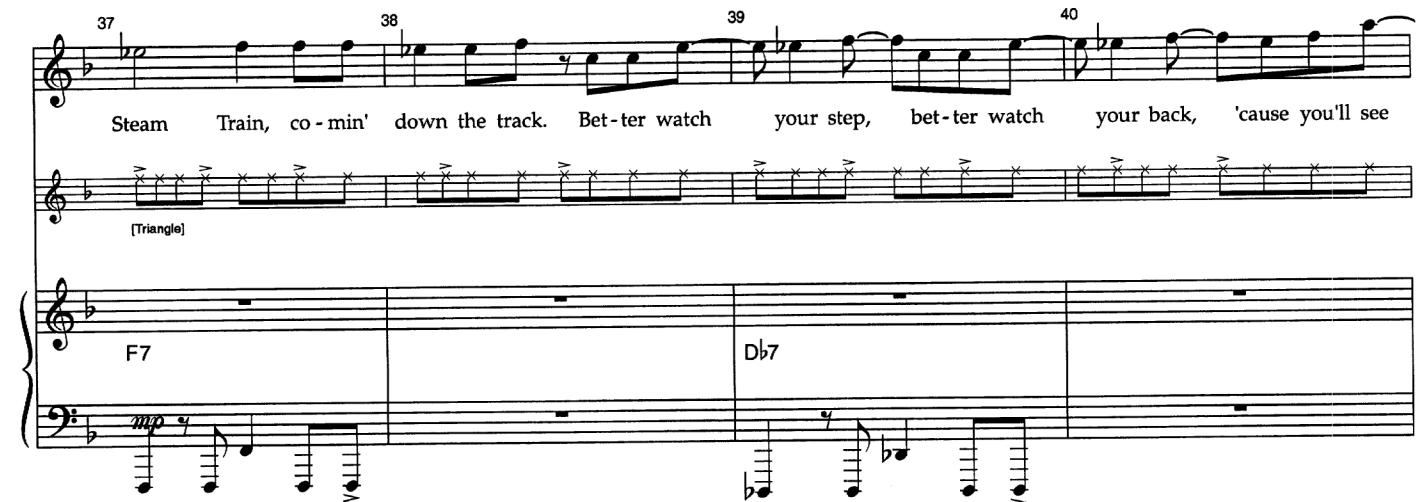
30 31 32

33 the boy who's mo - vin' the ball a - way! He's called the



34 35 36

37 Steam Train, co - min' down the track. Bet - ter watch your step, bet - ter watch your back, 'cause you'll see



38 39 40

[Triangle]

F7 Db7

41 a sha - dow fast and black, then the Steam Train's roll - in' by.



45 Steam Train, co - min' down the hill. If you don't move now, then you ne - ver will. He's on

[KB: Vibes]



49 your tail and he's in for the kill, then the Steam Train's roll - in' by...

