

King Of The Road
Roger Miller

Key of A

Intro: Chords for last line, v1

v1:

A D E7 A
Trailer for sale or rent, rooms to let fifty cents
D E7
No phone, no pool, no pets, **BREAK:** I ain't got no cigarettes
A D
Ah, but two hours of pushing broom
E7 A
Buys a eight by twelve four bit room
A7 D E7 A
I'm a man of means by no means, **BREAK:** King of the Road ~-

v2:

D E7 A
Third box car midnight train, destination: Bangor, Maine
D E7
Old worn out suit and shoes, **BREAK:** I don't pay no union dues
A D E7
I smoke old stogies I have found
A
Short but not too big around
A7 D E7 A
I'm a man of means by no means, **BREAK:** King of the Road ~-

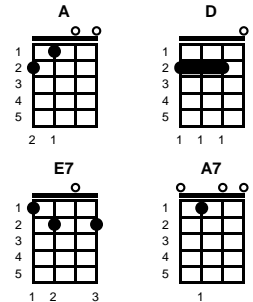
chorus:

D
I know every engineer on every train and
E7 A
All of their children and all of their names
D
And every handout in every town
E7
And every **BREAK:** lock that ain't locked when no one's around
I sing... -- **REPEAT V1**

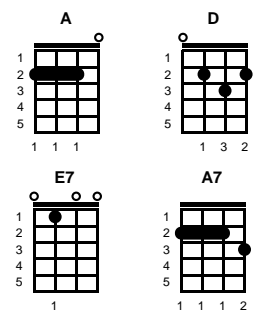
ending:

FIRST 2 LINES, V1 & FADE

STANDARD



BARITONE



Key of G

King Of The Road
Roger Miller

Key of G

Intro: Chords for last line, v1

v1:

G **C** **D7** **G**
Trailer for sale or rent, rooms to let fifty cents
C **D7**
No phone, no pool, no pets, **BREAK:** I ain't got no cigarettes
G **C**
Ah, but two hours of pushing broom
D7 **G**
Buys a eight by twelve four bit room
G7 **C** **D7** **G**
I'm a man of means by no means, **BREAK:** King of the Road ~~

v2:

C **D7** **G**
Third box car midnight train, destination: Bangor, Maine
C **D7**
Old worn out suit and shoes, **BREAK:** I don't pay no union dues
G **C** **D7**
I smoke old stogies I have found
G
Short but not too big around
G7 **C** **D7** **G**
I'm a man of means by no means, **BREAK:** King of the Road ~~

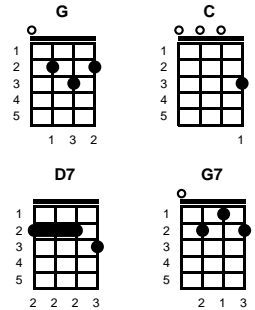
chorus:

C
I know every engineer on every train and
D7 **G**
All of their children and all of their names
C
And every handout in every town
D7
And every **BREAK:** lock that ain't locked when no one's around
I sing... -- **REPEAT V1**

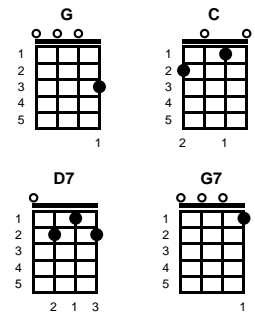
ending:

FIRST 2 LINES, V1 & FADE

STANDARD



BARITONE



Key of A