

Turn It Again

Words and Music by Anthony Kiedis, Flea, John Frusciante and Chad Smith

♩ = 111

Intro. Gm F(onG)

Vocal

Guitar I

Guitar II

Guitar III (Clean)

Bass

Drums

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Cm(onG) Gm

Vocal

Guitar I

Guitar II

Guitar III

Bass

Drums

Gm

Vocal

Guitar I

Guitar II

Guitar III

Bass

Drums

Chorus 1,2x tacet →

Uh, 1. Some of us get a lit - tle and some a lot.
 Some - times when I'm ly - in' there all a - lone.

F(onG) Cm(onG)

Vocal

2x 2,3x 2x

We've got to make due with what - ev - er we got. We get it hot, we cool it
 take a chance on get - ting rid of what - ev - er's in your way. Next it stop, we cool it
 I think of ev - ry lit - tle noth - ing that we could own to o - ver - throw big all of

Guitar I

Guitar II

Guitar III

Bass

Drums

Cm(onG) Gm

Vocal

3x 1x 3x

down and then we pass it a - round. (Chorus 1, 2x tacet) 1.
 hop is turn - ing night in - to day.
 you who have o - ver - grown.

3x (Distortion)

Guitar I

Guitar II

Guitar III

Bass

Drums

Gm
Oo.
Chorus 1x tacet →

F(onG)

Vocal

2. I've come to learn what - ev - er time I can find to spend
Uh, lace boots and the la - dies of Ka - zakh - stan, tak - ing flight in - to
kick 'em high to the sky. All of

Guitar I

Guitar II

Guitar III

(Clean)

Bass

Drums

F(onG)

Cm(onG)

Vocal

what - ev - er light we bend. Out on the street, I get a beat and then I turn it to ten.
this just be - cause we can. I turn to Cu - ba then A - ru - ba then the Do - min - i - can.

Guitar I

Guitar II

Guitar III

Bass

Drums

Gm (Chorus 1x tacet) 1. 2. Gm

Vocal

Guitar I

Guitar II

Guitar III

Bass

Drums

D Gm Gm(onF)

Vocal

All my friends like to spend days on end

Guitar I

Guitar II

Guitar III

Bass

Drums

Vocal

Gm(onF) C5

on the mend. I turn to you, I turn in - to and then I turn it a - gain.

Guitar I

Guitar II

Guitar III

Bass

Drums

Vocal

Gm D7(+9/+5) Gm

Two things I Here we go,

Guitar I

Guitar II

Guitar III

Bass

Drums

Gm
want to say now. Gm(onF)
You made it all o - kay now.

all we know, heav - y load, start to float.

Vocal

Guitar I

Guitar II

Guitar III

Bass

Drums

C5 I need to know that you are there. Gm

With - out a doubt I turn it out and then we turn it a - gain.

Vocal

Guitar I

Guitar II

Guitar III

Bass

Drums

Vocal $D_7^{(+9)}$ E Gm

We got ___ to move ___ it if ___ we

Guitar I (Synth.)

Guitar II

Guitar III

Bass S S 10 10

Drums

Vocal F Cm

want to do ___ our best. We got ___ to shake ___ it if ___ we

Guitar I

Guitar II

Guitar III

Bass 8 8

Drums

Gm **D7(+9)** **F Gm**

Vocal: want to keep it fresh. Huh. 3. I'm turn - in! down all the

Guitar I: (E.G.4, Clean) S 11 15 11 12 XX XX 11 12 XX XX 11 15 11 12 XX XX

Guitar II: (E.G.5, Clean) S 8 11 11 12 XX XX 11 12 XX XX 8 11 11 12 XX XX

Guitar III: S 10 13 11 12 XX XX 11 12 XX XX 10 13 11 12 XX XX

Bass: 10 10 10 10 10 10 12 12 12 12 10 12 10 12

Drums: /

Gm **F(onG)**

Vocal: heav - y psy - chol - o - gy to cut a rug, and I make no a - pol - o - gy.

Guitar I: / XX XX 10 10 XX XX 10 13 10 10 XX XX /

Guitar II: / XX XX 10 10 XX XX 10 14 10 10 XX XX /

Guitar III: XX XX 10 13 11 12 XX XX XX XX 10 10 XX XX 10 13 10 10 XX XX /

Bass: / / /

Drums: /

Gm **Gm(onF)**

Vocal: All my friends like to spend days on end

Guitar I: H H.C.H.D.P. 15 17 17 17 17 17 17 15 17 17 17 15 17

Guitar II: H H.C.H.D.P. 15 17 17 17 17 17 17 15 17 17 17 15 17

Bass: 3 3 3 3 3 3 3 3 3 3 3 3 0 1 3 0 1 1 1 1 1 1 0 1 1 0 1

Drums: [Standard drum notation]

Gm(onF) **C5**

Vocal: on the mend. I turn to you, I turn in to and then I turn it a gain.

Guitar I: H Q.C. 15 17 17 17 17 15 17 15 18

Guitar II: H Q.C. 15 17 17 17 17 15 17 15 18

Bass: 1 1 1 1 0 1 2 3 3 3 0 1 3 3 0 1 3 3 0 1 3 3 0 1 3 3 0 5 3 5 3 5 3 1

Drums: [Standard drum notation]

Vocal

Gm D7⁽⁺⁹⁾ Gm Two things I

Here we go,

H.C.H.D p

Guitar I

Guitar II

Guitar III

Bass

Drums

Vocal

Gm want to say now. Gm(onF) You made it all o - kay now.

all we know, heav - y load, start to float.

Guitar I

Guitar II

Guitar III

Bass

Drums

C5 I need to know that you are there. Gm

Vocal

With - out a doubt, we turn it out and then we turn it a - gain.

Guitar I

Guitar II

Guitar III

Bass

Drums

D7(+9) Gm

Vocal

(Distortion & Wah)

Guitar I

Guitar II

Guitar III

Bass

Drums

Gm(onF) C5

Vocal

Guitar I

Guitar II

Guitar III

Bass

Drums

C5 Gm D7(+9)

Vocal

Guitar I

Guitar II

Guitar III

Bass

Drums

(Distortion)

(E.G.5, Distortion & Octaver)

8va

Section 1: Gm

Vocal: Gm

Guitar I: H, P, H.C.H.D P

Guitar II: (E.G.5 Unison) → H, P, H.C.H.D P

Guitar III: H, P, H.C.H.D P

Bass: 3 3 3 0 5 5 0 4 3 1 3 3 3 x 5 5 0 3 1 3 1 1 1 x 3 5 5 0 3 1 3

Drums: [Rhythmic notation]

Section 2: Gm(onF) C5

Vocal: Gm(onF) C5

Guitar I: H, C, D, P

Guitar II: H, C, UD P

Guitar III: H, C, C, D

Bass: 3 3 3 x 3 3 3 x 3 1 2 3 3 1 x 3 3 0 1 3 1

Drums: [Rhythmic notation]

Gm Gm(onF)

Vocal

Guitar I

H.C.H.D.P (E.G.4) (Distortion & Octaver)
H

Guitar II

(E.G.5 Unison) → H.C.H.D.P

Bass

Drums

Gm(onF) C5

Vocal

Guitar I

H P H P P
H P P H H
H P P H H

Guitar II

H C UD P (E.G.5 Unison) ↓
H UD P

Bass

Drums

Chord progressions: **Gm**, **D7⁽⁺⁹⁾**, **Gm**, **Gm**, **Gm(onF)**

Vocal

Guitar I
 H.C.H.D
 H.C.H.D
 H.C.H.D P
 H.C.H.D P
 H.C.H.D P

Guitar II
 (E.G.5)
 (E.G.5 Unison) →
 H.C.H.D P

Guitar III
 (Distortion & Octaver)
 (E.G.6, Distortion & Octaver)

Bass

Drums

Vocal

Guitar I
 (E.G.5 Unison)

Guitar II

Guitar III

Bass

Drums

C5 Gm

Vocal

Guitar I

Guitar II

Guitar III

Bass

Drums

Free time

Gm

Vocal

Guitar I

Guitar II

Guitar III

Bass

Drums

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