

Paradise - Prine

key:G, artist:John Prine writer:John Prine

<https://www.youtube.com/watch?v=pLbjvrtp0hQ>

[G]

When [G] I was a child my [C] family would [G] travel,
down to Western Kentucky where my [D7] parents were [G]
born

And there's a backwards old town that's [C] often re-
[G]membered,
so many times that my [D7] memories are [G] worn.

And [G] daddy won't you take me back to [C] Muhlenberg [G] County,
down by the Green River where [D7] Paradise [G] lay
Well, I'm sorry my son, but you're [C] too late in [G] asking,
Mr. Peabody's coal train has [D7] hauled it a-[G]way

Well, [G] sometimes we'd travel right [C] down the Green [G] River,
to the abandoned old prison down by [D7] Adrie [G] Hill
Where the air smelled like snakes and we'd [C] shoot with our [G] pistols,
but empty pop bottles was [D7] all we would [G] kill.

And [G] daddy won't you take me back to [C] Muhlenberg [G] County,
down by the Green River where [D7] Paradise [G] lay
Well, I'm sorry my son, but you're [C] too late in [G] asking,
Mr. Peabody's coal train has [D7] hauled it a-[G]way

Then the [G] coal company came with the [C] world's largest [G] shovel,
and they tortured the timber and [D7] stripped all the [G] land
Well, they dug for their coal till the [C] land was for-[G]saken,
then they wrote it all down as the [D7] progress of [G] man.

And [G] daddy won't you take me back to [C] Muhlenberg [G] County,
down by the Green River where [D7] Paradise [G] lay
Well, I'm sorry my son, but you're [C] too late in [G] asking,
Mr. Peabody's coal train has [D7] hauled it a-[G]way

When I [G] die let my ashes float [C] down the Green [G] River,
let my soul roll on up to the [D7] Rochester [G] dam
I'll be halfway to Heaven with [C] Paradise [G] waitin',
just five miles away from wher-[D7]ever I [G] am.

And [G] daddy won't you take me back to [C] Muhlenberg [G] County,
down by the Green River where [D7] Paradise [G] lay
Well, I'm sorry my son, but you're [C] too late in [G] asking,
Mr. Peabody's coal train has [D7] hauled it a-[G]way



