

# Gambler, The in D artist: Kenny Rogers

## Capo 1

On a [D] warm summer's evenin' on a [G] train bound for [D] nowhere,

I met up with the gambler; we were both too tired to [A] sleep.

So [D] we took turns a starin' out the [G] window at the [D] darkness

'til [G] boredom over [D] took us, and [A] he began to [D] speak.

He said, [D] "Son, I've made a life out of [G] readin' people's [D] faces,

and knowin' what their cards were by the way they held their [A] eyes.

And if [D] you don't mind my sayin', I can [G] see you're out of [D] aces.

For a [G] taste of your [D] whiskey I'll [A] give you some [D] advice."

So I [D] handed him my bottle and he [G] drank down my last [D] swallow.

Then he bummed a cigarette and asked me for a [A] light.

And the [D] night got deathly quiet, and his [G] face lost all ex[D]pression.

Said, "If you're [G] gonna play the [D] game, boy, ya gotta [A] learn to play it [D] right.

You got to [D] know when to hold 'em, [G] know when to [D] fold 'em,

[G] know when to [D] walk away and know when to [A] run.

You never [D] count [Em] your [D] money when you're [G] sittin' at the [D] table.

There'll be [G] time enough for [D] countin' [A] when the dealin's [D] done.

**[D] Ev'ry gambler knows that the [G] secret to surv[D]ivin'**

**is knowin' what to throw away and knowing what to [A] keep.**

**'Cause [D] ev'ry hand's a winner and [G] ev'ry hand's a [D] loser,**

**and the [G] best that you can [D] hope for is to [A] die in your [D] sleep."**

**And [D] when he'd finished speakin', he [G] turned back towards the [D] window,**

**crushed out his cigarette and faded off to [A] sleep.**

**And [D] somewhere in the darkness the [G] gambler, he broke [D] even.**

**But [G] in his final [D] words I found an [A] ace that I could [D] keep.**

**You got to [D] know when to hold 'em, [G] know when to [D] fold 'em,**

**[G] know when to [D] walk away and know when to [A] run.**

**You never [D] count [Em] your [D] money when you're [G] sittin' at the [D] table.**

**There'll be [G] time enough for [D] countin' [A] when the dealin's [D] done.**