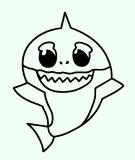
## Baby Shark

Chords: C, F, G, G7\*

- First note to sing: G
- Easy Strumming Suggestion: Down strum on every underlined syllable.



#### **VERSE 1:**

C

Baby Shark, doo-doo, doo-doo

F

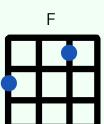
Baby Shark, doo-doo, doo-doo

C

Baby Shark, doo-doo, doo-doo, doo-doo,

G (or G7)

Baby Shark



C

### VERSE 2:

C

Mommy Shark, doo-doo, doo-doo, doo-doo

F

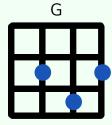
Mommy Shark, doo-doo, doo-doo

C

Mommy Shark, doo-doo, doo-doo, doo-doo,

**G(or G7)** 

Mommy Shark



G7

#### VERSE 3:

C

Daddy Shark, doo-doo, doo-doo

F

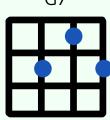
Daddy Shark, doo-doo, doo-doo

C

Daddy Shark, doo-doo, doo-doo, doo-doo,

**G(or G7)** 

Daddy Shark



## Baby Shark - page 2

#### VERSE 4:

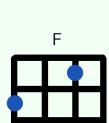
C

Grandma <u>Shark</u>, doo-doo, doo-doo

Grandma <u>Shark</u>, doo-doo, doo-doo **C** 

Grandma <u>Shark</u>, doo-doo, doo-doo, doo-doo, **G(or G7)** 

Grandma Shark



C

#### **VERSE 5:**

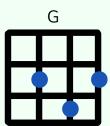
C

Grandpa <u>Shark</u>, doo-doo, doo-doo

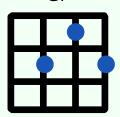
Grandpa <u>Shark</u>, doo-doo, doo-doo

Grandpa <u>Shark</u>, doo-doo, doo-doo, doo-doo, **G(or G7)** 

Grandpa Shark



G7



#### **VERSE 6:**

Let's go <u>hunt</u>, doo-doo, doo-doo

F

Let's go <u>hunt</u>, doo-doo, doo-doo

C

Let's go <u>hunt</u>, doo-doo, doo-doo, doo-doo, **G(or G7)** 

Let's go <u>hunt</u>

## Baby Shark - page 3

#### VERSE 7:

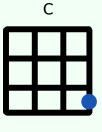
C

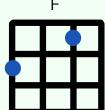
Run a-<u>way</u>, doo-doo, doo-doo

Run a-<u>way</u>, doo-doo, doo-doo **C** 

Run a-<u>way</u>, doo-doo, doo-doo, doo-doo, **G(or G7)** 

Run a-way (ah!)





#### VERSE 8:

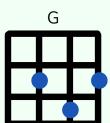
C

Safe at <u>last</u>, doo-doo, doo-doo **F** 

Safe at <u>last</u>, doo-doo, doo-doo **C** 

Safe at <u>last</u>, doo-doo, doo-doo, doo-doo, **G(or G7)** 

Safe at last (phew)



# G7

#### VERSE 9:

C

It's the <u>end</u>, doo-doo, doo-doo **F** 

It's the <u>end</u>, doo-doo, doo-doo **C** 

It's the <u>end</u>, doo-doo, doo-doo, doo-doo, **G(or G7)** 

It's the end

#### **END ON C**

'Baby Shark' was created in the late 20th century.