

Tiptoe Through the Tulips

by Joe Burke and Al Dubin (1929)

Chord diagrams for the twelve chords used in the song:

- G: A4 (x), C4 (x), E3 (x), G2 (x)
- D7: A4 (x), C4 (x), E3 (x), G2 (x), B2 (x)
- Em: A4 (x), C4 (x), E3 (x), G2 (x), B2 (x)
- A7: A4 (x), C4 (x), E3 (x), G2 (x), B2 (x)
- D: A4 (x), C4 (x), E3 (x), G2 (x)
- E7: A4 (x), C4 (x), E3 (x), G2 (x), B2 (x)
- Am: A4 (x), C4 (x), E3 (x), G2 (x)
- B7: A4 (x), C4 (x), E3 (x), G2 (x), B2 (x)
- C: A4 (x), C4 (x), E3 (x), G2 (x)
- Cm: A4 (x), C4 (x), E3 (x), G2 (x)
- Edim7: A4 (x), C4 (x), E3 (x), G2 (x), B2 (x)
- F#: A4 (x), C4 (x), E3 (x), G2 (x), B2 (x)

Low G string is indicated by "Low G" below the staff.

Lyrics under the staff:

- G E7 A7 D7 E7 D7 G A7 D7 G E7 A7 D7 E7 D G E7 A7 D7
- Shades... Willow trees..... Old folks..... Silver ... All a-alone.... Scheming ... My dear Come ..

Verse 1:

G E7 A7 D7 Em D7 G A7/ D7/

Shades of night are creeping, willow trees are weeping, Old folks and babies are sleeping

G E7 A7 D7 Em D G/ E7/ A7/ D7/

Silver stars are gleaming, all a-alone I'm scheming, Scheming to get you out here, my dear. Come..

Refrain:

G E7 Am D G B7 C Cm6
tip-toe, to the win-dow, by the win-dow, that is where I'll be,

G E7 Am D7 G Edim7 . . Am . . D7/
Come tip-toe, through the tu-lips, with me.

G E7 Am D G B7 C Cm
Tip-toe, from your pil-low, to the shadow of a wil-ow tree, and

G E7 Am D7 G Edim7 G
tip-toe, through the tu-lips with me.

Am B7 E7

Knee deep... in flow-ers, we'll stray

F# Bm D7 (-tacet-)
We'll keep... the show-ers a-way. And if I

G E7 Am D G B7 C Cm
kiss you, in the gard-en, in the moonlight, will you pardon me? Come

G E7 Am D7 G
tip-toe through the tu-lips with me.

Verse 2:

G E7 A7 D7 Em D7 G A7/ D7/

Come on out and pet me, come and "Ju-li-et" me, Tease me and slyly "co-quette" me.

G E7 A7 D7 Em D G/ E7/ A7/ D7

Let me "Ro-me-o" you, I just want to show you, How much I'm willing to do for you. Come....

Refrain.

G E7 Am D7 G . . Cm . . G/

Ending: (slow) Come tip-toe, through the tu-lips....with meeeeeee!