# These Boots Are Made for Walkin'

# Nancy Sinatra

Key: Em • Time: 4/4

### **INTRO**

# [Em] [A7] [Em] [A7]

(play bass riff feel or muted downstrokes)

## **VERSE 1**

[Em] You keep saying you got something for [A7] me

[Em] Something you call love but confess [A7]

[Em] You've been a' messin' where you shouldn't've been a' [A7] messin'

[G] And now someone else is [A7] gettin' all your best

# **CHORUS**

[G] These boots are made for [A7] walkin'

And that's just what they'll [Em] do

[G] One of these days these [A7] boots are gonna

[Em] Walk all over [D] you

#### VERSE 2

[Em] You keep lyin' when you oughta be truthin' [A7]

[Em] You keep losin' when you oughta not bet [A7]

[Em] You keep samin' when you oughta be changin' [A7]

[G] Now what's right is right but [A7] you ain't been right yet

#### **CHORUS**

[G] These boots are made for [A7] walkin'

And that's just what they'll [Em] do

[G] One of these days these [A7] boots are gonna

[Em] Walk all over [D] you

### **VERSE 3**

[Em] You keep playin' where you shouldn't be playin' [A7]

[Em] And you keep thinkin' that you'll never get burnt [A7]

[Em] Ha! I just found me a brand new box of matches [A7]

**[G]** And what he knows you ain't **[A7]** had time to learn

#### uke.lol

[G] These boots are made for [A7] walkin'And that's just what they'll [Em] do[G] One of these days these [A7] boots are gonna[Em] Walk all over [D] you

# **OUTRO**

# [Em] [A7] [Em] [A7]

[G] Are you ready, boots? [A7] Start walkin'!
[Em] (instrumental groove and fade)

**Ukulele Tips:** Chords: \*\*Em, A7, G, D\*\* — easy, punchy, and bluesy. Keep a strong, percussive \*\*down-down-chuck-up-down-chuck\*\* rhythm around 110 bpm.

Mute the strings with your palm or lift your fretting fingers between beats to imitate that famous "boot stomp" feel.

If you have a low-G uke, use the G string to walk the bass between Em and A7 (0-2-0-2 pattern).

Sing with confidence — minimal vibrato, maximum sass.

Finish with a final Em strum and a satisfied smirk.

### CHORD DIAGRAMS

