

# Right Here Waiting

Words & Music by Richard Marx

♩ = 88

C G Am F G

C G Am F G

Am C

F Dm7 Gsus4 G

C F Dm7

I hear your voice on the line but it  
I hear the laugh - ter I taste the tears but I

G/B Am Dm7sus4

does-n't stop the pain. If I see you next to nev - er  
can't get near you now. (%) Oh can't you see it ba - by

Am Dm7sus4 G11 C

how can we say for - ev - er. } Wher - ev - er you go  
you've got me go - ing cra - zy. }

G Am F G

what - ev - er you do I will be right here wait - ing for you

C G Am To Coda ◆

what - ev - er it takes or how my heart breaks I will be right

1. F G Am

— here wait - ing for you.

2. F G Dm7sus4 C/E

— here wait - ing for you. I won-der how we can sur - vive

F Dm7sus4

this ro - mance (Instr. ....) but in the

C F G11

end if I'm with you I'll take the chance.

C G Am

F G C G

Musical notation for the first system, featuring guitar chords F, G, C, and G above the staff. The system consists of two staves (treble and bass clef) with musical notes and rests.

*D.%. al Coda*  $\oplus$  CODA

Am F G F G

Musical notation for the second system, featuring guitar chords Am, F, G, F, and G above the staff. The system consists of two staves (treble and bass clef) with musical notes and rests. The lyrics "— here wait - ing for" are written below the treble staff.

C G Am

Musical notation for the third system, featuring guitar chords C, G, and Am above the staff. The system consists of two staves (treble and bass clef) with musical notes and rests. The lyrics "you. (Instr.)" are written below the treble staff.

F G C G

Musical notation for the fourth system, featuring guitar chords F, G, C, and G above the staff. The system consists of two staves (treble and bass clef) with musical notes and rests. The lyrics "Wait - ing for you. (Instr.)" are written below the treble staff.

Am F G C

Musical notation for the fifth system, featuring guitar chords Am, F, G, and C above the staff. The system consists of two staves (treble and bass clef) with musical notes and rests.