

Now (15)_____ gambler knows

Fill in the gaps

On a warm summer's evenin',	The secret to survivin'
On a train (1) for nowhere	Is knowin' (16) to throw away
met up (2) the gambler.	And knowin' (17) to keep.
We were both too tired to sleep.	'Cause every hand's a winner
So we took (3) a-starin'	And every hand's a loser
Out the window at the darkness.	And the (18) you can (19) for
When boredom (4) us,	Is to die in your sleep.'
He began to speak.	And when he finished speakin',
He said, 'Son, I've (5) my life	He turned back toward the window,
Out of readin' people's faces.	Crushed out his cigarette
Knowin' what the (6) were	And faded off to sleep.
By the way (7) (8) their eyes.	And somewhere in the darkness,
So if you don't mind my sayin',	The gambler he (20) even.
can see you're out of aces,	And in his final words I found
For a taste of (9) whiskey,	An ace that I could keep.
'll (10) you (11) advice.'	You've got to know
So I handed him my bottle,	When to hold 'em,
and he drank (12) my last swallow.	Know when to fold 'em
Then he bummed a cigarette	Know when to (21) away,
And asked me for a light.	Know (22) to run.
And the night got deathly quiet,	You never count your money
And his face lost all expression.	When you're sittin' at the table.
He said, 'If	There'll be time enough for countin'
You're (13) play the game, boy,	When the dealin's done.
You gotta learn to play it right.'	You've got to know
You've got to know	When to (23) 'em,
When to (14) 'em,	Know when to fold 'em
Know when to fold 'em	Know when to walk away,
Know when to walk away,	Know when to run.
Know when to run.	You never (24) your money
You never count your money	When you're sittin' at the table.
When you're sittin' at the table.	There'll be (25) (26) for countin'
There'll be time enough for countin'	When the dealin's done.
When the dealin's done.	



- 1. bound
- 2. with
- 3. turns
- 4. overtook
- 5. made
- 6. cards
- 7. they
- 8. held
- 9. your
- 10. give
-
- 11. some12. down
- 13. gonna
- 14. hold
- 15. every
- 16. what
- 17. what
- 18. best
- 19. hope
- 20. broke
- 21. walk
- 22. when
- 23. hold
- 24. count
- 25. time
- 26. enough

Fill in the gaps