

It Doesn't Matter

Words and Music by M. L. Gore

Moderately slow, in 2



1. I am hap - py that I
2. (I am) warmed by _____ you

have you, _____ E - ven though you're
friend - ship, _____ E - ven when you're

not here a - now. _____ I know
far a way. _____ And I'm

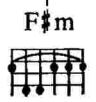
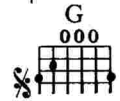
The musical score is written for voice and piano. It features a vocal line in the treble clef and a piano accompaniment in the grand staff (treble and bass clefs). The key signature is D major (two sharps) and the time signature is 2/4. The tempo is 'Moderately slow, in 2'. The score includes two verses of lyrics. The piano part begins with a mezzo-forte (mf) dynamic. A guitar chord diagram for D major (xx0232) is provided at the top. The vocal line has several long notes with horizontal lines indicating they are to be held. The piano accompaniment consists of chords and moving lines in both hands.



some - where _____ you are dream - ing,
 hap - py _____ in the know - ledge _____

_____ Though it's def - i - nite - ly not of the me. _____
 _____ We may nev - er see the day. _____

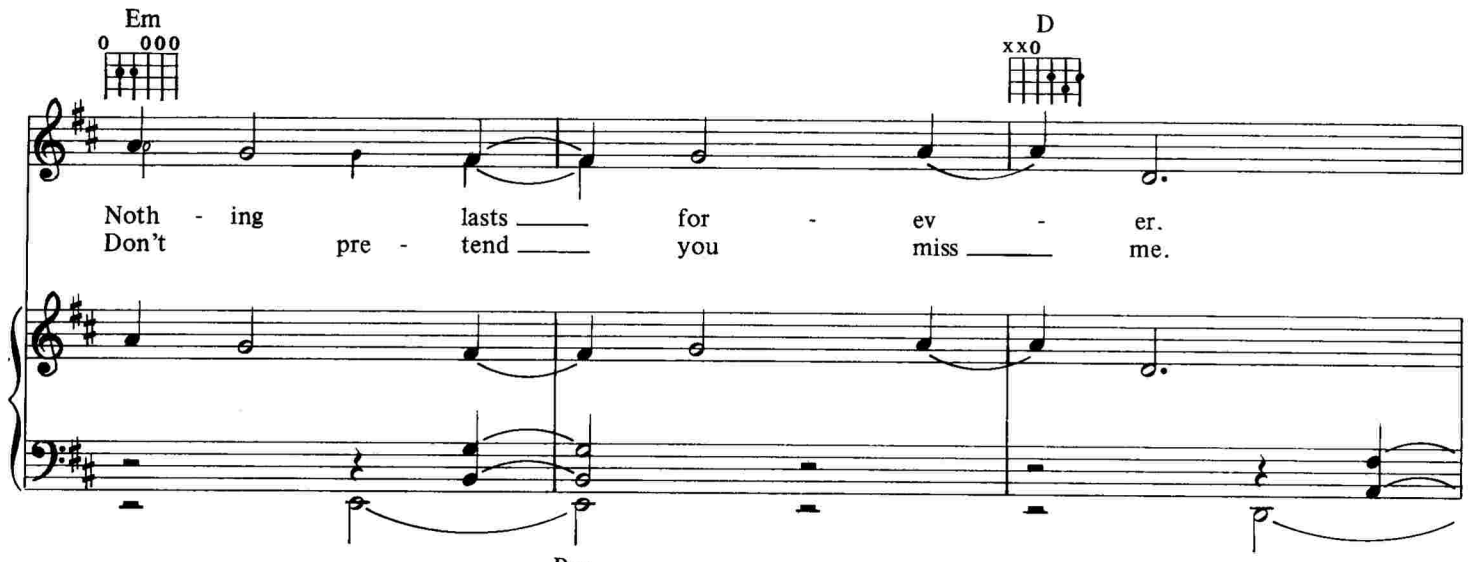
(1., %) It does - n't mat - ter
 (2.) When I kiss you


if this all shat - ters.
 and you kiss me,



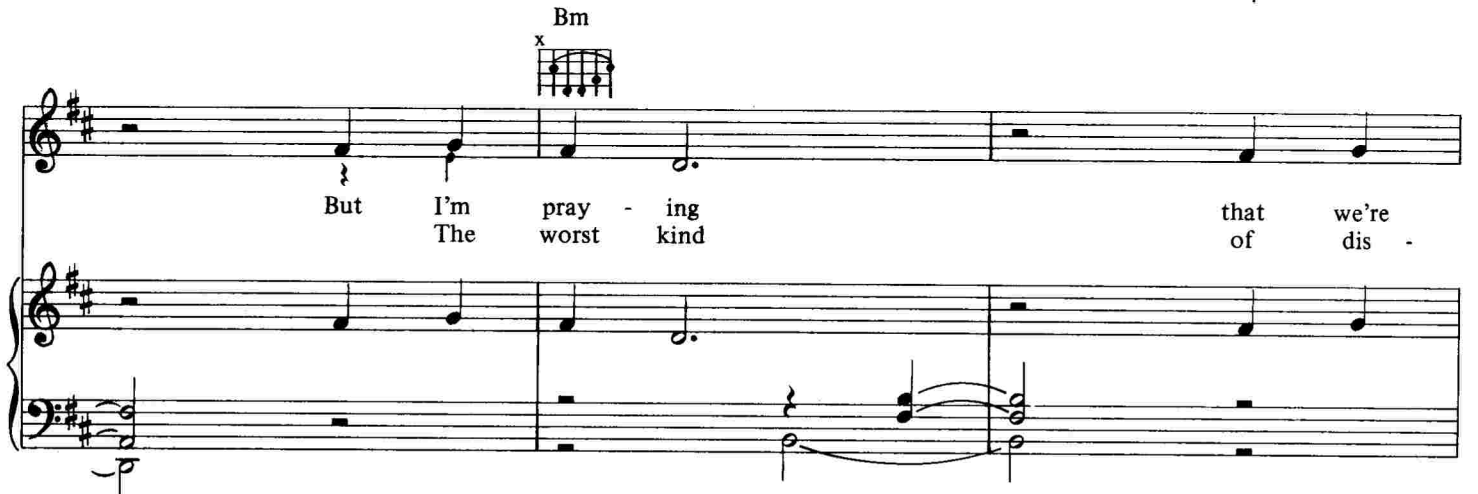
Em  D 



Noth - ing pre - lasts for ev - er.
 Don't tend you miss me.



Bm 

But I'm pray - ing that we're
 The worst kind of dis -

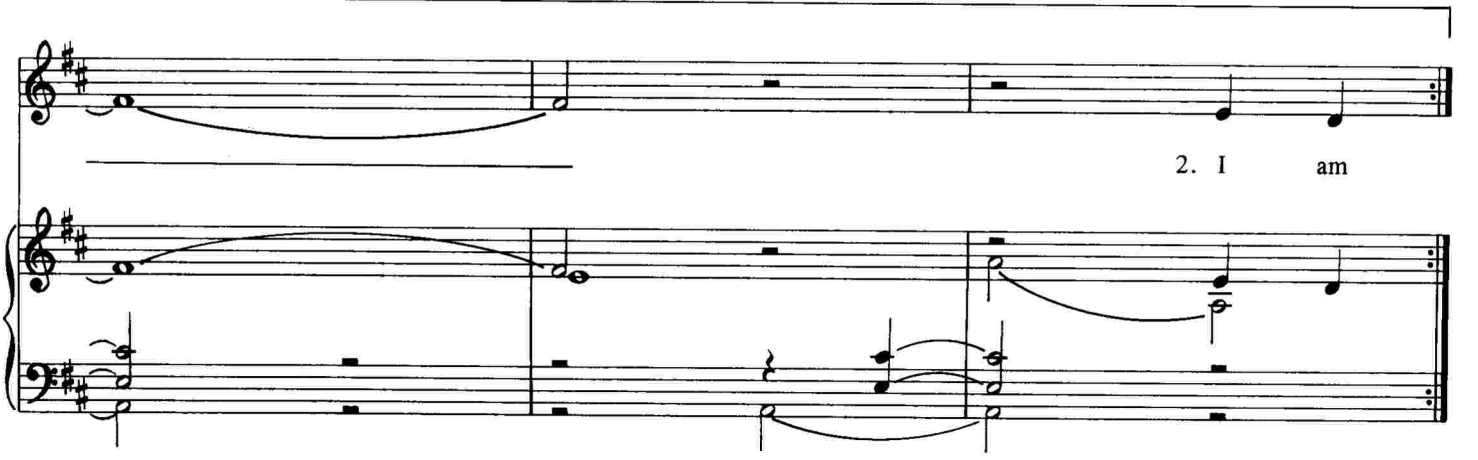


G  *To Coda*  1. A 

stay - ing eased mind to - geth - er.
 is



2. I am



2. G A

one filled with jeal - ous - y. ———

Abass
x xxx 5fr.

Bm
x

— — — — — If we ———

G
000

— — — — — should meet ——— a - gain, ——— Don't

F#m



Em7



try to solve _____ the puz - zle.

Bm



Just lay _____ down next _____

G



F#m



to me, _____ And please don't

F



move a mus cle. _____



I will thank you

most of all for the re -

spect you have for me.

I'm em - bar - rassed, it o - ver -

whelms me, ————— Be - cause I don't de -

D.S. al Coda

serve an - y. ————— It does - n't

Coda

geth - er. —————

D
xx0

repeat and fade