# Fill in the gaps

## Queenie Eye by Paul McCartney

There were rules you (1)_____ told me
Never (2)_____ up with a plan
All the (3)_____ that you sold me
Didn't (4)_____ me understand
But I had to get it (5)_____ out
Had nobody who could help
So then in the end it turned out
That I had to do it by myself
That's the game of (6)_____ to riches
Dogs and bitches (7)_____ for fame
Until you think you know which way to turn
Make the day all the switches
Wicked (8)_____ fan the flame
Careful what you touch in case you burn
Queenie eye, queenie eye who's got the ball?
I haven't got it, it isn't in my pocket
O-U-T spells out...
That's out...
Without a shadow of a doubt
She could put it in about...
Hear the people shout
Hear the people shout
Play the game, taking chances
Every dance is much the same
Doesn't matter (9)_____ (10)_____ you choose...
Never blame the circumstances
With romances seldom came?
Never (11)_____ a fight you're gonna lose
Queenie eye, queenie eye who's got the ball?
I haven't got it, it isn't in my pocket
O-U-T spells out...
That's out...
Without a shadow of a doubt
She could put it in about...
Hear the people shout
Hear the (12)_____ shout
It's long way, to the finish
When you've (13)_____ (14)_____ before
I was nervous, but I did it
Now I'm going (15)_____ for more
That's out, yeah
...
Here the people shout
...
Queenie eye, (16)_____ eye
(17)_____ got the ball?
I haven't got it, it isn't in my pocket
O-U-T spells out...
That's out...
Without a (18)_____ of a doubt
She could put it in a pout...
Hear the people shout
Hear the people shout
Queenie eye, queenie eye who's got the ball?
I haven't got it, it isn't in my pocket
O-U-T (19)_____ out...
That's out...
Without a shadow of a doubt
She (20)_____ put it in a pout...
Hear the people shout...
Hear the people shout...
Hear the people shout
Ok?

# Fill in the gaps

## Answer

1. never
2. came
3. stories
4. help
5. worked
6. rags
7. hunt
8. witches
9. which
10. event
11. pick
12. people
13. never
14. been
15. back
16. queenie
17. who’s
18. shadow
19. spells
20. could