

Next time you point a finger

Fill in the gaps

I can't (1) my own decisions	I might
Or make any (2) precision	Or brea
Well maybe you (3) tie me up	Next tir
So I don't go (4) you don't want me	I'll poin
You say that I been changing	This is
That I'm not just (5) aging	(I'II (14
Yeah, how could that be logical?	I'm (15
Just (6) on cramming ideas down my throat	(I'II (16
(Oh oh oh ohhhh)	I'm on I
You don't have to believe me	(I'll poir
But the way I, way I see it	Withou
Next time you (7) a finger	l'II (17)
I might have to bend it back	I know
Or break it, break it off	But the
Next time you point a finger	Next tir
I'll (8) you to the mirror	I might
If God's the game that you're playing	Or brea
Well we must get more acquainted	Next (
Because it has to be so lonely	l'II poin
To be the only one who's holy	I know
It's (9) my humble opinion	But the
But it's one that I believe in	Next tir
You don't deserve a point of view	I might
If the only thing you see is you	Or brea
(Oh oh oh ohhhh)	Next tir
You don't have to believe me	l'II (23)
But the way I, way I see it	

I might (10) to bend it back	
Or break it, break it off	
Next time you (11) a finger	
I'll point you to the mirror	
This is the (12) (13) chance	Э
(I'll (14) you to the mirror)	
I'm (15) as good as it gets	
(I'll (16) you to the mirror)	
I'm on both sides of the fence	
(I'll point you to the mirror)	
Without a hint of regret	
I'll (17) you to it	
I know you don't believe me	
But the way I, way I see it	
Next time you point a finger	
I might (18) to (19) it back	
Or break it, break it off	
Next (20) you point a finger	
I'll point you to the mirror	
I know you won't believe me	
But the way I, way I see it	
Next time you (21) a finger	
I might have to (22) it back	
Or break it, break it off	
Next time you point a finger	
I'll (23) you to the mirror	



1. make

- 2. with
- 3. should
- 4. where
- 5. simply
- 6. keep
- 7. point
- 8. point
- 9. just
- 10. have
- 11. point
- 12. last
- 13. second
- 14. point
- 15. half
- 16. point
- 17. hold
- 18. have
- 19. bend
- 20. time
- 21. point
- 22. bend
- 23. point

Fill in the gaps