

**Ten Albums of MUSIC**

## Music Notes (16-24 Tracks)

### Modes of Playing: re 1a-c

1. Picking - one string at a time.
2. Inward Picking - one str. at time -  
thumb picks down / (other fingers) pick up.
3. Strumming - Down two or more strings at once.
4. Strum/Picking - Down two or more with thumb/  
Up on final str. with oth. fingers).
5. Chords - Down and Up two or more strings.

### Finger Abb.

"T" thumb  
"I" index  
"M" middle  
"R" ring  
"P" pinky

- Lead Track - 1c -  
always Picked by Thumb.

### Bass Tempos, re 1b: In relation to 1a.

1. "acc"ompanying - in different tempo
2. "gen"eral - overlapping sets equal
3. in tempo - each set equal to 1a's
4. same - sets equal, # of notes equal
5. exact - sets, notes, and modes equal

### Other Abb.

"sl" ightly  
"s" ome what  
"f" airly  
"F" ather  
"rel" atively  
"susp" ended "ch" ambment

### Fret Range: re 1a and 1c

Numbers in parenthesis beside graphs refer to entire fret range of track.  
(Numbers indicate position of top finger - 1c parallels 1a.)

### Re "Line By Line Breakdown"

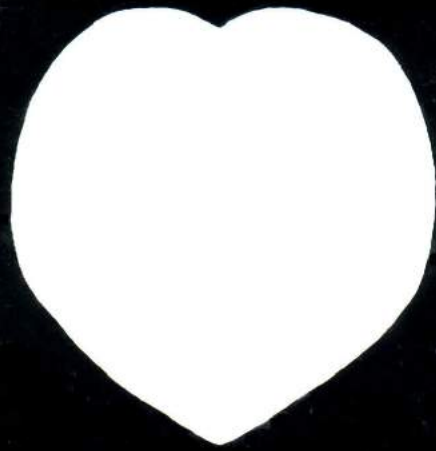
There are spaces in the lines of the poetry text  
To indicate where the particular chord changes occur.

### Etcetera

- Songs begin and end on same chord.
- Acoustic guitar strung with electric guitar strings.

---

# **1 THE INNOCENT HEART**



# Baby Being Born

	a. rhythm (see #'s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid.fing) '1'- over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	<p>soft picking M,R,P (3,2,1)</p>	<p>thorough picking EMRP (6,5,4,3) • steady soft.</p>	<p>ca. 1) steady reps. rel. sharp</p>	two hands (1,2,3,4,5,6,7,8) soft, gradual, distinct	Natural rainfall
2. Bass	<p>diagonal capo: 9 on 1+2, 10 on 3</p>	same as 1b		same as 1d (t,t,t,t,t,t,t,t) 1 = oct. (5) 2 = (4) all 7 notes played simult. (whole notes only)	Human (Animal) human breathing
pedals a. sust. 3. Lead b. muff. (Piano) c. none d. soft	<p>(G, B, E)</p>	<p>• octaves also same</p> <p>(E, A, D, G)</p>	<p>(F#, C#)</p>		Machine clock ticking
4. Drum (Standing Tom)	<p>on muffer</p> <p>(t, 2, 1) • same as 1a.</p>	<p>edge of center</p> <p>(t, t, 2, 1) • same as 1b.</p>	<p>edge of drum</p> <p>(2, 1) • same as 1c.</p>	<p>center of drum</p> <p>same as 1d</p>	Slice of Life children's playground

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronuncat.
--------------	--------------------------------	-------------------------------	-----------------------------------	---------------------------------

## Re 1a - Line By Line Breakdown Of Fingers' Movement Up And Down Fretboard (Finger Movement Of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

1.	5.	8.	10.
2.	6.	9.	11.
3.	7.		12.
4.			

n  
o  
t  
e  
s

- o - open strings
- ① - 1 fretted, 2+3 open
- ①,2 - 1+2 fretted, 3 open
- 1,2, etc. - all three fretted w/ top finger on 1, 2, etc.

Note: #'s refer to position of top finger of chord

# The Innocent Heart

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid-fing) '1'- over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	(1-8)  (acc. tempo)	(1-8)  (1,2-1,1,2,1) fairly soft, and steady		Natural rainfall	
2. Bass	capo 10 (over 4)	same as 1b		same as 1d	Human (Animal) human breathing
3. Lead (Piano)	③ ④ ④ D = D/C# 1/E U = G# ⑤	① ③ ② ② (E, A, D, G - A, D, A, D)	⑥ ⑥ ⑦ 3 = C# 2 = E 1 = G#	⑤ ④ - ⑤ ⑤ ④ ⑤	Machine clock ticking
4. Drum (Standing Tom)	on muffler (t, 1, t - 1, t, 1)	edge of center (t, 2, 1, 1 - 2, 1, 2, 1)	edge of drum t, 2, 1 - 2, 1, 2, t - 2, 1, 2, t)	center of drum same as 1d	Slice of Life children's playground

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
-----------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

Re 1a - Line By Line Breakdown Of Fingers' Movement Up And Down Fretboard (Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

1. $\begin{matrix} 4 & 5 & 4 & 3 \\ 5 & 4 & 3 & \\ 6 & & 5 & \\ 4 & & & 5 \end{matrix}$	4. $\begin{matrix} 4 & 5 & 6 & 5 \\ 3 & 2 & & \\ 3 & 2 & 1 & \\ 1 & & & \end{matrix}$	7. $\begin{matrix} 3 & 4 \\ 6 & 5 & 4 \\ 6 & 5 & 4 \\ 8 & 6 \\ 5 & 7 \end{matrix}$
2. $\begin{matrix} 7 & 6 \\ 7 & 6 \\ 8 & 7 \\ 6 & \\ 5 & \end{matrix}$	5. $\begin{matrix} 5 & 4 & 5 \\ 6 & 5 & \end{matrix}$	8. $\begin{matrix} 4 & 3 & 5 & 4 \\ 7 & 6 & 5 & 4 \\ 8 & 7 \\ 8 & 7 \end{matrix}$
3. $\begin{matrix} 7 & 6 \\ 7 & 6 \\ 8 & 7 \\ 6 & \\ 5 & \end{matrix}$	6. $\begin{matrix} 7 & 6 \\ 7 & 6 \\ 8 & 7 \\ 6 & 5 & 4 \end{matrix}$	9. $\begin{matrix} 6 & 5 & 4 \end{matrix}$

Note: #s refer to position of top finger of chord

# Baby Inside

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing.) '1' - over 5th fret '2' - ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	(a-q)  quick strum/picking T./R.+P. sets of 4 (D,U,D,U)	(acc. tempo)  inward picking T./I (6,5,4,3 - 4,3,5,3 - 4,3,5,3) r. quick	(4-10)  rel. continuous (a, a-1, 2, 1- 2, 3, 2 - 2, 1, 2, 3, 2)	(1, 2-1, 2, 3, 4, 5-2, 1)  two hands quick (dist.)	Natural rainfall
2. Bass	Capo 10 (per 3)  same as 1b	same as 1b	same as 1d	same as 1d	Human (Animal) human breathing
3. Lead (Piano)	③/④ U = G	①②③④ (E, R, D, G - D, G, R, G) (D, G, R, G)	3 = Db all in oct. ② 2 = Gb 1 = G#	↑ = both 1 = ③ 2 = ④	Machine clock ticking
4. Drum (Standing Tom)	on muffler (2, 1, 2, 1)	edge of center (↑, ↑, 2, 1- 2, 1, ↑, 1-2, 1, ↑)	edge of drum (2, 2-1, 2, 1- 2, ↑, 2-2, 1, 2, ↑)	center of drum same as 1d	Slice of Life children's playground

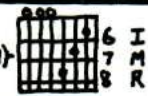


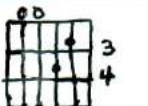

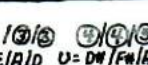


Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
--------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard (Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

	re 1c	1c	Music Break	1c
1.	3 2 3   4 3 2 3   4 3 2 3   4 3 2 3   4	4 5 6 7	6, 5, 6, 5 7, 6, 7, 6 5, 4, 3	7 8 6 4
2.	4 3   5 4 3   5 4 3   5 4 3   5	8 9 6 7 8 9		4 4 4 4
3.	3 2 3   4 3 2 3   4 3 2 3   4 3 2 3   4	8 9 7 8 9		6 6 7 4
4.	5 4   5 4   6 5   6 5	9 10 7 8 9 10		
5.	8 7 8 7   9 9 8 9 8   10 6 5 6 5   7 7 6 7 6   8 8 7 8 7   9 9 8 9 8   10			
6.	3 2 3   4 3 2 3   4 3 2 3   4 3 2 3   4			
7.	5 4   6 5 4   6 6 5   7 4 3   4			

Note: #s refer to position of top finger of chord

# Solid Rock Unshakeable Foundation

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing) '1'- over 5th fret '2'-ov. sound hole	Real sounds
1. Rhythm (Acoustic Guitar)	(3-11)  6 I 7 M 8 R strong chords T. and I. sets of 4 (D,U,D,U)	(same tempo) 	(0-8)  3 I 2 4 1 5 R (2,1; 3,1) f. cont., quick	(1,2 - 1,2) t.h. distinct fall r. constant	Natural rainfall
2. Bass	 3 4	same as 1b	capo 10 (over 3) 1 sans capo.  10 12 14	same as 1d	Human (Animal) human breathing
3. Lead (Piano)	 ① ② ③ ④ D = E/A/D U = D/F/A/B	 ① ② ③ ④ (E/A/D, G)	 ⑤ ⑥ ⑦ ⑧ (E, G; G, G)	(t, t - ⑤, ④)	Machine clock ticking
4. Drum (Standing Tom)	on muffler (t, a, t, a)	edge of center (t, a, t, a)	edge of drum (a, 1; t, 1)	center of drum same as 1d	Slice of Life children's playground






Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronuncat.
-----------------	--------------------------------	-------------------------------	-----------------------------------	---------------------------------

Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

1. 6 5 6 6 7 6	4. 9 8 9 8 10 9 10 9 7 6 7 6	6. 6 5 9 8 9 8 7 6 7 6 7 6 11 10 11 10
3. 5 4 7 6 5 4 4 3 6 5 5 6	5. 5 4 7 6 5 4 9 8 7 7 9 7 7 7	7. 6 6 6 6 6 7 7 7 7 8 8 6 7

Note: #s refer to position of top finger of chord

# Vision Of Children

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid.fing) '1'- over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	(3-13)  7 I 8 M various inward picking, strumming T/M: $\frac{1}{2}$ sets of 5 (4,3,2,1,4)	(acc. tempo)  inward picking (1,2,3,4) R.P. $\frac{1}{2}$ 1,2,3,4,5,4,3,2,1 f. cont. even	(5-15)  9 I 10 MR c1-2,1,2,3- 2,1,2,3,2) - susp. enj. rel. quick + cont.	1 2 1 2 (1,2,3,4,5,6) continuous ebbing and flowing	Natural rainfall
2. Bass	capo 3 (over 4)  no capo on 1+2. (4,1,2,1,4)	same as  b	 7	same as  d	Human (Animal) human breathing
3. Lead (Piano)	(3) (3) (3) (4) (5) (3) (3) (D/G, B, G, B, D/G)	(6 D G · E, G, A, D; E D G)	(6) (7) (7) 3 = E 2 = A 1 = D	(5,4,5,3,5,3)	Machine clock ticking
4. Drum (Standing Tom)	on muffler (t, 1, 2, 1, t)	edge of center (t = t, 1, 2, 1, t)	edge of drum (1 = a, 1, 2, t - 2, 1, 2, t, 2)	center of drum same as  d	Slice of Life children's playground
Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.	




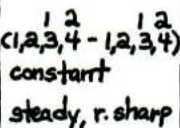
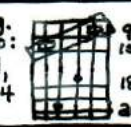

## Re |a - Line By Line Breakdown Of Fingers' Movement Up And Down Fretboard (Finger Movement Of |c Parallels |a. Fingers Remain Positioned As In Graphs.)

1.	7 6 7 6 7 6 7 6	4.	9 8 9 8 8 7	7.	13 12 12 13 13 12 13 12 12 11 12 11 10 9 10	9.	7 6 7 6 8 7 6 7
2.	8 7 8 7 8 7 8 7	5.	7 7 8 7 9 8	Break:	9, 8	Coda:	7 7 7 7
3.	9 8 9 8 7 7 8 7	6.	10 9 10 9 11 10 9 10 9 10 11 10 12 11 10 9	8.	7 6 7 6 5 6 5 4 5 5 4		

Note: #s refer to position of top finger of chord



# Under God

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid-fing) '1'-over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	(5-11)  quick strumming T. (D, D, D, D, D)	(in tempo 3=5)  strum T. sets of 3, 4 etc. X • 6-4, 5-3, 5-3, 6-4 steady, even	(3-4)  (2,1,2-2,1,2-2,1,2-2,1) f. cont. f. steady + sharp		Natural rainfall
2. Bass	diag. capo:  9 on 1, 10 on 4	same as 1b	 4 8	same as 1d	Human (Animal) human breathing
3. Lead (Piano)	③ ④ ⑤ ⑥ ⑦ D = D/F/G#1/E	• E-D, A-G, A-G, E-D	⑥ ⑦ 2 = Gb 1 = D#	(⑤, ④, ⑤, ④) - (⑤, ④, ⑤, ④)	Machine clock ticking
4. Drum (Standing Tom)	on muffler (2,2,2,2,2)	edge of center (2,2,2)	edge of drum (2,1,2-2,1,2-2,1,2-2,1)	center of drum same as 1d	slice of Life children's playground

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
--------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

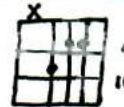
Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard (Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

1.	<p>9 8</p> <p>9 8 8</p> <p>9 8</p> <p>9 8</p> <p>10 9</p> <p>10 9</p> <p>10 9</p> <p>8</p>	<p>Musical: 9,8,9,8</p> <p>Break: 10,9,11,10,9,8</p>	3.	<p>8 7</p> <p>8 7</p> <p>11 10</p> <p>11 10</p> <p>11 10</p> <p>9 8</p> <p>8 7</p> <p>6 5</p>
2.	<p>11 10</p> <p>11 10 9</p> <p>11 10</p> <p>11 10</p> <p>11 10</p>		4.	<p>10 9</p> <p>10 9</p> <p>9 10 9</p> <p>9 8</p> <p>8 9</p>

(moment of silence after 2.)

Note: #s refer to position of top finger of chord

# Time Is An Illusion

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing) '1'- over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	(o) open strings inward picking 1,2,3 - 2 str. at a X • T/R, T/P, T/M • 1, 2, 3 • f	(acc. tempo) inward picking (1)(2)(3) T. R. P. (5,6,3) - steady rep. soft, full	(0-4) I M R (2,1-2,3,2,1-2,1) dist. quick dist. w/ lightness*	(1,2 - 1,2; 3) T.h. T.h. r. off beat* but steady	Natural rainfall
2. Bass	1 = 3/2 T./R. 2 = 2/1 T./P. 3 = 4/3 T./M.	same as 1b		same as 1d	Human (Animal) human breathing
Pedals (#) = octave a = sust. 3. Lead b = muff (Piano) c = none d = soft	③/④ ③/④ ②/③ 1=A/B 2=D/E 3=E/G	② ① ② (R, E, G)	⑤ ⑥ ⑥ 3=G 2=B 1=E	(+, + - ⑤ ④; +)	Machine clock ticking
4. Drum (Standing Tom)	on muffler (2, 1, +) • same as 1a.	edge of center (2, +, 1) • same as 1b.	edge of drum (2, 1-2, +, 2, 1-2, 1) • same as 1c.	center of drum same as 1d	Slice of Life children's playground
Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.	

Re 1a - Line By Line Breakdown Of Fingers' Movement Up And Down Fretboard  
(Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

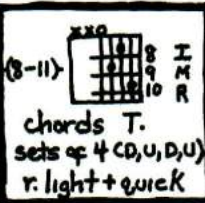
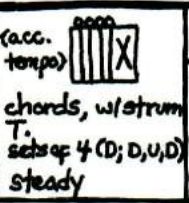
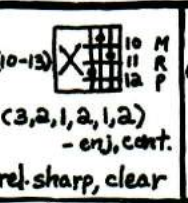
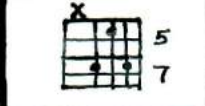
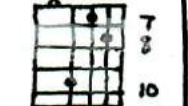
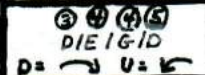



	re 1a	re 1c	re 1a	re 1c
intro	steady S	0	5. S steady	0
1.	S, A(2x), S/A(2x), S, A(2), S S, R, S/R, S, R, S	1 0	5. S steady	0
2.	A gradual S w/ pauses	1 0	6. S steady	1 0
3.	A (4x) fast A (8x) soft	2 0	7. S steady	0
4.	S slow A thorough	1 0	8. A+S various A quieting	3 2 1 0
			9. S v. fast S steady	4 0
			end. 1 downstrum	0

\* Note: other tracks (1b-d),  
mimic the pace of 1a.

Note: #s refer to position of top finger of chord

|| "S" - two strings plucked  
simultaneously  
|| "A" - alternately

# Children Of Light

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing.) '1'- over 5th fret '2'-ov. sound hole	Real sounds
1. Rhythm (Acoustic Guitar)	 chords T. sets of 4 (D, D, U, D, U) r. light + quick	 chords, w/strum T. sets of 4 (D, D, U, D) steady	 (3,2,1,2,1,2) - enj, cont. rel. sharp, clear	1 2 1 (1,2,3,4,5-1,2,3) - enj. r. sharp, quick	Natural rainfall
2. Bass	 5 7	same as 1b	 7 10	same as 1d	Human (Animal) human breathing
3. Lead (Piano)	 3 4 4 5 DIEIG-ID D = U =	 1 2 3 2 EIRIDIG	 6 7 7 3 = G 2 = A 1 = D#	 3, 4, 5, 4, 5 - 5, 4, 5	Machine clock ticking
4. Drum (Standing Tom)	on muffler (2, 1, 2, 1)	edge of center (2; 2, 1, 2)	edge of drum (1, 2, 1, 2, 1, 2)	center of drum same as 1d	slice of life children's playground

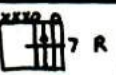


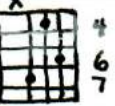
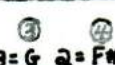

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronuncat.
-----------------	--------------------------------	-------------------------------	-----------------------------------	---------------------------------

Re 1a - Line By Line Breakdown Of Fingers' Movement Up And Down Fretboard  
(Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

Intro:	8	10	9	10	10	10	8
	11	10	10	10	11	10	8
	11	10	10	10	9	8	
	9	8					
1.	8						
	9						
	8						
	9						
2.	10						
	9						
	10						
	9						
3.	11	10					
	11	10					
	11	10					
	9	8					
4.	10	9					
	10	9					
	10	9					
	10	9					
5.	11	10					
	11	10					
	9	8					
	8						
6.	10	11					
	10	11					
	10	9					
	10	9					
7.	11	10					
	11	10					
	11	10					
	9	8					
8.	11	10					
	11	10					
	11	10					
	9	8					
9.	11	10					
	11	10					
	11	10					
	11	10					
	9	8					
Coda:	9	8					
	9	8					
	10	8					
	9	8					

Note: #s refer to position of top finger of chord

# Marriage

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing) '1'- over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	(6-11)  R inward picking T/R (7)(6)(7)(6)(7)(6)(7)(6) (3,2,3,1,2,1) r. continuous	 X inward picking (6)(5)(4)(3) T/M (5,3,4;3,6) -enj. steady, melodic	(6-11)  I (3,2,1,2) - cont. thorough, f. dist.	two hands (1,2,3,4,5,6,7,8- 1,2,3,4,5,6,7,8) euckens - slows continuous waves	Natural rainfall
2. Bass	diag. capo: 2 on 2, 3 on 4 (4,3,4,2,3,2)	same as 1b	 # 6 7	same as 1d	Human (Animal) human breathing
3. Lead (Piano)	 3 = G 2 = F# 1 = E	(A, G, D; G, E)	 (E, F#, C#, E)	(t... t...)	Machine clock ticking
4. Drum (Standing Tom)	on muffler (t,2,t,1,2,1)	edge of center (t,1,2;1,t)	edge of drum (t,2,1,2)	center of drum same as 1d	slice of life children's playground

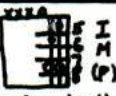

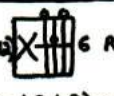
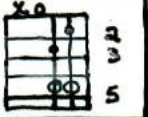
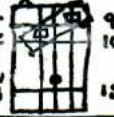
Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronuncat.
--------------	--------------------------------	-------------------------------	-----------------------------------	---------------------------------

Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

1. 7 6	5. 7 6	10. 7 6
7 6	7 6	11. 8 7
2. 8 7	6. 8 7	12. 9 8
8 7	8 7	13. 10 9
3. 9 8	7. 9 8	8 7
9 8	9 8	
4. 10 9	8. 10 9	
10 9	10 9	
8		
9. 11 10		
11 10 9 (8)		

Note: #s refer to position of top finger of chord

# This Is The Way We Go Along








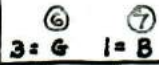
	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid.fing) '1'- over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	(5,7,9,11)  picking (see text), strumming, chords (sets of 4) I.M.	(same tempo)  picking I.M.R.P. (M.R.P.R.I) (5,4,3,6) f. cont. 1-3+22-24 in (acc. tempo)	(6,8,10,12)  (2,2-1,3,1,3) enj. dist. - r. cont. r. smooth, rel. sharp	(1,2-1,2,3,4-1,2-1,2,3,4) th. - rel. quick and repeat.	Natural rainfall
2. Bass	 2, 3, 5	same as  b	diag.  9, 10, 15	same as  d	Human (Animal) human breathing
3. Lead (Piano)	1 <sub>5</sub> = A <sup>5</sup> 1 <sub>8</sub> = C <sup>5</sup> 2 <sub>6</sub> = F <sup>4</sup> 2 <sub>8</sub> = G <sup>4</sup>	(A, D, G, E)	(5) (6) (6) 3 = G 2 = F 1 = E	(+, + - 5, 4, 5, 4)	Machine clock ticking
4. Drum (Standing Tom)	on muffler (1,1,1,1)	edge of center (+, 2, 1, +)	edge of drum (2, 2 - 1, +, 1, +)	center of drum same as  d	slice of life children's playground

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
--------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

## Re |a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard (Finger Movement of |c Parallels |a. Fingers Remain Positioned As In Graphs.)

- Picking**
1. 1<sub>5</sub> 2<sub>6</sub> 1<sub>8</sub> 2<sub>8</sub> 2<sub>6</sub>  
2<sub>8</sub> 2<sub>6</sub> 1<sub>8</sub> 1<sub>5</sub> 1<sub>8</sub> 2<sub>8</sub> 2<sub>6</sub>  
• and repeat •
  2. Repeat 1.  
down 2 frets - to 17, etc.
  3. Repeat 2.  
down 2 frets - to 19, etc.
- strumming**
4. 1<sub>5</sub>/2<sub>6</sub> 1<sub>8</sub>/2<sub>8</sub> 1<sub>5</sub>/2<sub>8</sub>  
1<sub>5</sub>/2<sub>6</sub> 1<sub>8</sub>/2<sub>8</sub> 1<sub>5</sub>/2<sub>8</sub>  
1<sub>5</sub>/2<sub>6</sub> 1<sub>8</sub>/2<sub>8</sub> 1<sub>5</sub>/2<sub>8</sub> 1<sub>5</sub>/2<sub>6</sub>
  5. Repeat 4.  
down 2 frets to 17/2<sub>8</sub>, etc.
- chords**
6. Repeat 5.  
down 2 fr. to 19/2<sub>8</sub>, etc.
  7. 1<sub>5</sub>/2<sub>6</sub> 1<sub>8</sub>/2<sub>8</sub> 1<sub>5</sub>/2<sub>8</sub> 1<sub>5</sub>/2<sub>6</sub>  
1<sub>5</sub>/2<sub>8</sub> 1<sub>8</sub>/2<sub>6</sub> 1<sub>5</sub>/2<sub>8</sub> 1<sub>5</sub>/2<sub>6</sub> 1<sub>8</sub>/2<sub>8</sub> 1<sub>5</sub>/2<sub>8</sub> 1<sub>5</sub>/2<sub>6</sub>
  8. Repeat 7. down 2 fr.
  9. Repeat 8. down 2 fr.
  10. 1<sub>11</sub>/2<sub>12</sub> 1<sub>14</sub>/2<sub>12</sub> 1<sub>11</sub>/2<sub>14</sub>  
1<sub>11</sub>/2<sub>12</sub> 1<sub>11</sub>/2<sub>14</sub> 1<sub>14</sub>/2<sub>12</sub>  
1<sub>12</sub>/2<sub>12</sub> 1<sub>14</sub>/2<sub>12</sub> 1<sub>11</sub>/2<sub>14</sub> 1<sub>11</sub>/2<sub>12</sub>
  11. 1<sub>11</sub>/2<sub>12</sub> 1<sub>11</sub>/2<sub>14</sub> 1<sub>14</sub>/2<sub>12</sub>
  12. 1<sub>11</sub>/2<sub>12</sub> 1<sub>14</sub>/2<sub>12</sub> 1<sub>11</sub>/2<sub>14</sub> 1<sub>11</sub>/2<sub>12</sub>
- Bridge: (w/ open 3)
- 1<sub>9</sub>/2<sub>10</sub> 1<sub>12</sub>/2<sub>10</sub> 1<sub>9</sub>/2<sub>12</sub> (1<sub>9</sub>/2<sub>10</sub>)
  - Up 2
  - Up 2
  - down 2
  - down 2
- Note: #s refer to position of top finger of chord
- || "#": top # refers to string, bottom # to fret.

# Head Over Heels Turn Around

	a. rhythm (see #'s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing) '1'- over 5th fret '2'-ov. sound hole	Real sounds
1. Rhythm (Acoustic Guitar)	(1-7)  3 p strum/picking T./I. sets of 5 (D,U,D,U,D) even	(in tempo 4=5)  X strum/picking T./I. sets of 4 (U;D,U,D)	(5-11)  I 2 p ca, 1-3, 1, 3-3, 1) s. rel. cont, sharp fairly rollicking	(1,2-1,2,3-1,2,3,4) t.h. t.h. fairly even quickness	Natural rainfall
2. Bass	diag. capo:  9 10 12	same as 1b	 4 10 alt.  4 5	same as 1d	Human (Animal) human breathing
3. Lead (Piano)	 3 4 5 6 D = D/G/B U = G	(E/R/D/G; E/R/D, G, E/R/D)	 3 = G 1 = B	(t,t-5,5- t,t,t,t)	Machine clock ticking
4. Drum (Standing Tom)	on muffer (t, 1, t, 1, t)	edge of center (t; 2, 1, 2)	edge of drum (t, 1, t, 1, t, t, 1)	center of drum same as 1d	Slice of Life children's playground

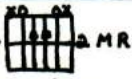



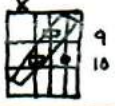


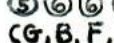
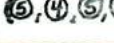
Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronuncat.
-----------------	--------------------------------	-------------------------------	-----------------------------------	---------------------------------

Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

1. 3 2 4 3 5 2 1	5. 2 1 3 2 1 4 3	3. 4 5 3 2 3 3 4 5 4
2. 3 2 3 4 4 3	Bridge: 3 2 4 3 3	4. 7 6 7 6 5 4
3. 4 5 3 2 3 3 4 5 3 4	1. 3 2 4 3 5 2 1	5. 2 1 3 2 1 3
4. 6 5 6 6 5 5 4	2. 3 2 4 5 3 2 5 4	

Note: #'s refer to position of top finger of chord

# A Child's Lullaby

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid-fing) '1'- over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	(1-5)  a M R soft picking I. M. R. P. (5, 4, 3, 2)	(exact tempo)  steady picking M. I. R. P. (5, 6, 4, 3)	(0-4)  1 M (3, 2, 1, 2) - cont. f. soft, steady	1 2 (1, 2, 3, 4) v. steady, thorough • rel. slow •	Natural rainfall
2. Bass	diag.  4 5 6 7 capo: 4 on 1, 5 on 4	same as 1b	diag.  9 10 11 12 capo: 9 on 2, 10 on 3	same as 1d	Human (Animal) human breathing
3. Lead (Piano)	 (A, E, A, B)	 (A, E, D, G)	 (G, B, F, B)	 (5, 4, 5, 4)	Machine clock ticking
4. Drum (Standing Tom)	on muffler (t, 2, 2, 1)	edge of center (2, t, 2, 1)	edge of drum (t, 2, 1, 2)	center of drum same as 1d	slice of life children's playground

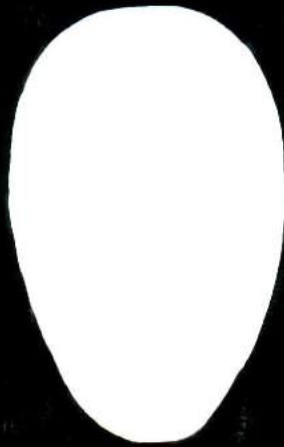
Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
--------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

Intro: 2	Bridge: 2 3	Coda: 3
	1 2	2
1. 2	1. 2	
2. 1 2	2. 5 4	
3. 1 2	3. 4 3	
4. 1 2	4. 2	
5. 1 2	5. 2	

Note: #s refer to position of top finger of chord

**2 REMOVE THE MASK OF LIES**





# The Game Is In The Background As I Watch

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid.fing) '1'- over 5th fret '2'-ov. sound hole	Real sounds
1. Rhythm (Acoustic Guitar)	(6-5, 4, 3, 2) effortless picking T. (6, 5, 4, 3, 2)	 inward picking (3) fig. T./R.P. (6, 3, 4, 3, 6/5) steady	 (3-7) (1, 2, 3, 2) - cont. effortless r. light + distinct	(a, a, 2, 2, a, 2, a - 1, 2, 3, 4, 5, 6) (b a a) (a) (a) (a) even	Natural  Wind
2. Bass	(4, 3, 2, 1) same as 1b	same as 1b	(4, 3, 2, 1) same as 1d	same as 1d	Human (Animal) lion's roar
3. Lead (Piano)	Octaves also same (E, G, A#, E, A) (E, G, D, G, E/G)	same as 1b	3 = D6 2 = E 1 = B	1 = oct. (B) 2 = (A) 7 notes simult. Whole notes only	Machine pen writing
4. Drum (Standing Tom)	on muffler (t, t, 2, 2, 1)	edge of center (t, 1, 2, 1, t)	edge of drum (1, 2, t, 2)	center of drum same as 1d	Slice of Life rock concert










Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunc.
-----------------	--------------------------------	-------------------------------	-----------------------------------	-------------------------------

## Re 1a - Line By Line Breakdown Of Fingers' Movement Up And Down Fretboard (Finger Movement Of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

1. $\begin{matrix} 8 & 7 & 8 & 7 \\ 9 & 8 & 7 \\ 8 & 7 \\ 9 & 8 \\ 7 \end{matrix}$	4. $\begin{matrix} 7 & 6 \\ 8 & 7 \\ 7 & 6 \end{matrix}$ Music : 9, 8, 7 Break : 9, 8, 7	6. $\begin{matrix} 10 & 9 \\ 10 & 9 \\ 9 \\ 8 \\ 10 \\ 9 & 8 \end{matrix}$
2. $\begin{matrix} 8 & 7 \\ 8 & 7 \\ 8 & 7 \\ 8 & 7 \end{matrix}$	5. $\begin{matrix} 8 \\ 9 & 8 & 7 \\ 9 & 8 & 7 \end{matrix}$	7. $\begin{matrix} 8 & 7 \\ 8 & 7 \\ 8 & 7 \\ 7 & 8 \\ 8 & 7 \\ 8 & 7 \\ 7 & 8 \end{matrix}$
3. $\begin{matrix} 9 & 8 \\ 9 & 8 \\ 7 & 8 \\ 9 & 8 \\ 7 \end{matrix}$		

Note: #s refer to position of top finger of chord

# What Is In Your Heart

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid-fing) '1'-over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	(3-11)  I M R P F inw. strum/picking various T./R./P. sets of 5 (D,U,D,U,D)	(in tempo 2=5)  Strum T. sets of 2 f. sept, thorough	(7-15)  M R (3,2,1,2,1,1) cont. v. fluid sept thoroughness	(1,2,3,4,5-1,2) +h. steady, r. sharp	Natural  wind
2. Bass	 2 4 6	same as 1b	 7 9 (hold 9)	same as 1d	Human (Animal) lion's roar
3. Lead (Piano)	 D = A   A#   C#   F# U = A	 (E   A   B   D   G) E   A   B   D   G	 3 = E 2 = G# 1 = E	 (+, +, +, + - 5, 4)	Machine pen writing
4. Drum (Standing Tom)	on muffler (2,1,2,1,2)	edge of center (+, +)	edge of drum (+, 2, 1, 2, 1, 1)	center of drum same as 1d	Slice of Life rock concert



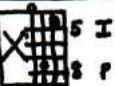




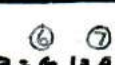
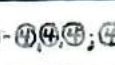
Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
-----------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

- |    |    |    |    |   |   |
|----|----|----|----|---|---|
| 1. | 5  | 6  | 4. | 9 | 8 |
|    | 5  | 6  |    | 9 | 8 |
|    | 7  | 6  |    |   |   |
|    | 8  |    | 5. | 5 | 6 |
|    | 5  |    |    | 5 | 6 |
| 2. | 4  | 3  |    | 7 | 6 |
|    |    |    |    | 8 |   |
|    |    |    |    | 5 |   |
| 3. | 5  | 6  |    |   |   |
|    | 5  | 6  |    |   |   |
|    | 8  | 7  |    |   |   |
|    | 8  | 7  |    |   |   |
|    | 9  | 8  |    |   |   |
|    | 10 | 11 |    |   |   |
|    | 8  |    |    |   |   |
|    | 5  |    |    |   |   |

Note: #s refer to position of top finger of chord

# Cry Mercy

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing) '1'- over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	(1-5)  2 I 3 R r. fast chords T. + I. sets of 4 (D,U,D,U)	(gen. tempo)  a-4 = 4+4 chords T. (D,U-D,U,D,U) rel. quick, cont.	(4-8)  5 I 8 P (3-2; 1,2,1,2) enj. rel. quick r. cont., thorough	(1-1,2,3; 1) s. enj. one hand - 2 r. continuous s. broken	Natural wind
2. Bass	Capo 5 (for 2+4)  5 7 12	same as   b	Capo 10 (for 3)  10 14 17	same as   d	Human (Animal) lion's roar
3. Lead (Piano)	 CAIE   G   B   G D → U → G	 E   A   D   G D → U → G	 5 6 7 3 = 6 2 = 6 1 = A	 (4-4) (4-5) (5-5)	Machine pen writing
4. Drum (Standing Tom)	on muffler (1,2,1,2)	edge of center (1,2,1,2,1,2)	edge of drum (1,2,1,2,1,2)	center of drum same as   d	Slice of Life rock concert

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronuncat.
--------------	--------------------------------	-------------------------------	-----------------------------------	---------------------------------

Re | a - Line By Line Breakdown Of Fingers' Movement Up And Down Fretboard  
(Finger Movement of | a Parallels | a. Fingers Remain Positioned As In Graphs.)

Intro :	2 1 3	3. 2 1	6. 4	8. 3
	4 3 2 1	3 4 3 2	3 4 3	2 3 2 1
	2 1 2	1 2 2	4 3	3
1. 2 1		4. 2 1	7. 5	
2 2 1		2 2 4 3 2 1	4 5 4 3 2 1	
2 1 2		1 2 2 1	4 4	
		5. 2 2 1		9. 2 1
		2 2 3 3 3 3 3		2 1
		2 2 2 2 2 2 2		3 2

Note: #s refer to position of top finger of chord

# The Child And The Beast

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid.fing) '1'- over 5th fret '2'-ov. sound hole	Real sounds
1. Rhythm (Acoustic Guitar)	(1-6)  steady chords M. two sets of 3 (2,4,0-4,0,0)	(in tempo)  pick and strum T. (6,5-0,0,0) full	(1-6)  (3,3-2,1,3-3,1) r. melodic rel. sharp	(1,2,3-1,2-1,2) one hand (a) (i) resonant steady	Natural  wind
2. Bass	5 7 8	same as  b	10 13	same as  d	Human (Animal) lion's roar
3. Lead (Piano)	(C, D, E, F, G, A, B, C) D = ~ U = ~	(E, A, E, A, D, E, A, D, E, A, D)	3 = Bb 1 = F	(C, D, E, F, G, A, B, C)	Machine pen writing
4. Drum (Standing Tom)	on muffler (2,1,2-1,2,1)	edge of center (2,1-t,t,t)	edge of drum (t,t-t,t,t-t,1)	center of drum same as  d	Slice of Life rock concert

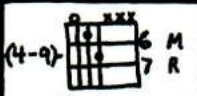
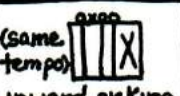
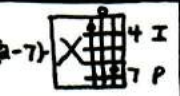




Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunc.
--------------	--------------------------------	-------------------------------	-----------------------------------	-------------------------------

Re |a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of |c Parallels |a. Fingers Remain Positioned As In Graphs.)

- |                               |                                 |                               |
|-------------------------------|---------------------------------|-------------------------------|
| 1. 1 2 1<br>2 1<br>2 1<br>2 1 | 4. 4 3<br>4 3<br>2 1            | 7. 4 3 2<br>3 2<br>4 3<br>2 1 |
| 2. 5 4<br>5 4                 | 5. 5 4<br>4 6 5<br>6 5 4<br>5 4 | 8. 2 1<br>2 1<br>2 1<br>2 1   |
| 3. 3 2<br>3 2<br>3 2 1<br>2 1 | 6. 4                            |                               |

Note: #s refer to position of top finger of chord

# Don't Choke Your Soul

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing.) '1'- over 5th fret '2'-ov. sound hole	Real sounds
1. Rhythm (Acoustic Guitar)	 quick strumming T. sets of four	 (same tempo) inward picking T./I.M. (6, 3, 4, 4) steady, strong	 (2-7) (2, 1, 2; 3, 1) r. const. f. distinct, cont.	(1, 2, 3) - one hand steady, distinct w/ clarity	Natural wind
2. Bass	same as 1a (on 4, 3, 2)	same as 1b	 same as 1d	same as 1d	Human (Animal) lion's roar
3. Lead (Piano)	 D = (E/D#/A)	 (E, G, D, D)	 3 = B, 2 = B, 1 = B	(4, 4, 4)	Machine pen writing
4. Drum (Standing Tom)	on muffler (t, t, t, t)	edge of center (t, 1, 2, 2)	edge of drum (t, 1, 2; t, 1)	center of drum same as 1d	slice of life rock concert

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
-----------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

## Re 1a - Line By Line Breakdown Of Fingers' Movement Up And Down Fretboard (Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

1. 6 5 6 5 6 5 5 4	4. 7 8 7 8 7 8 7	7. 6 7 6 7 6 7 5	10. 7 6 7 6 7 6 6 5
2. 7 6 7 6 7 6 6 5	5. 6 7 6 7 6 7 5	8. 8 6 8 6 9 8 6 5	11. 6 7 6 7 6 7 5
3. 6 7 6 7 6 7 5	6. 8 6 8 6 8 6 6 5	9. 6 5 6 5 6 5 5 4	12. 6

Note: #s refer to position of top finger of chord

# Too Good For This World

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing.) '1'- over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	<p>picking softly I.M.R.P. (5, 4, 3, 2)</p>	<p>(same tempo)</p> <p>picking R.P. (4, 3, 4, 3) rel. quick, lyrical</p>	<p>(2, 1) - sh. susp. f. soft, distinct steady</p>	<p>(1, 2, 3, 4, 5, 6, 7, 8, 9, 10) R. one hand (2) rises softly, then falls lightly</p>	Natural wind
2. Bass		same as 1b		same as 1d	Human (Animal) lion's roar
3. Lead (Piano)	<p>(D, G#, B, F)</p>	<p>(D, G, D, G)</p>	<p>(A, E)</p>	<p>(F, G, A, B, C, D, E, F)</p>	Machine pen writing
4. Drum (Standing Tom)	on muffler (1, 2, 2, 1)	edge of center (2, 1, 2, 1)	edge of drum (2, 1)	center of drum same as 1d	slice of life rock concert






Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
--------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of 1c parallels 1a. Fingers Remain Positioned As In Graphs.)

Intro :	4 3 4 3	3. 2 4 5 7 8 8 8 7 6 4 5 6 4 5 4 5 4	5. 2 4 5 7 8 7 6 8 7 6 4 5 6 4 5 4
1.	5 4 3 5 4 3 4 3 2	4. 3 2 3 2 4 3 6 7 5 4 3 2 4 3 (2)	6. 8 7 8 9 (4)
2.	5 6 5 4 5 4 3 3 2		Coda: 3 4 3 2 2 4

Note: #s refer to position of top finger of chord

# The Sackcloth Song

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid.fing) '1'- over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	(9-12)  inward picking T./P. sets of 2 (3,1) light, r. fast	(gen. tempo 2 = 2+2+2)  inward picking T./M. (3,6) f. cont. distinct reps.	(1-14)  a.R.P. (3-3,2;3,2) enj. distinct, r. sharp steady	(1-1,2-1,3,3) enj. f.h. one hand (!) rise, + return f. light	Natural  wind
2. Bass	Capo 10 (for 3)  10 19	same as 1b	 9 10	same as 1d	Human (Animal) lion's roar
3. Lead (Piano)	③ ⑤ (G, D)	② ① (G, E)	⑥ ⑦ 3=G 2=B	(+ - ⑤, ⑤ - ⑤, ⑥, ⑥)	Machine pen writing
4. Drum (Standing Tom)	on muffler  (+, 1)	edge of center  (1, +)	edge of drum  (+, +, 2; +, 2)	center of drum  same as 1d	slice of Life rock concert

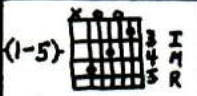
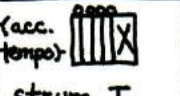
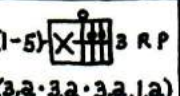
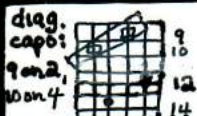
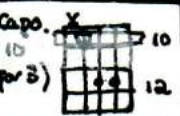




Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
-----------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

- 10 9  
10 9  
12 11 10
- 11 10 11 10  
12 11 10
- 12 11  
12 11 10 9  
11 10 9
- 10 9  
10 9  
12 11 10

Note: #s refer to position of top finger of chord

# Can't Fool The Old Man

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing) '1'- over 5th fret '2'-ov. sound hole	Real sounds
1. Rhythm (Acoustic Guitar)	(1-5)  strum/picking T.I. steady sets of 4 (D,U,D,U)	(acc. tempo)  strum T. (D-D,D;D) s.enj. gentle, full	(1-5)  3 R P (3,2-3,2-3,2,1,2) rel. cont. f. quick, sharp steady	(1,2,3,4,5,6-1,2) one hand (ca)	Natural wind
2. Bass	diag. capo:  9 on 2, 10 on 4	same as 1b	Capo.  10 on 3	same as 1d	Human (Animal) lion's roar
3. Lead (Piano)	 D = (D)D(D)E(F)G U = G	 D = E(F)A(D)G	 3 = G 2 = D 1 = G	 ①, ②, ③, ④, ⑤, ⑥, ⑦, ⑧	Machine pen writing
4. Drum (Standing Tom)	on muffer (t, a, t, a)	edge of center (t, t, t; t)	edge of drum (t, a, t, a, t, a, 1, a)	center of drum same as 1d	Slice of Life rock concert

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronounci.
--------------	--------------------------------	-------------------------------	-----------------------------------	---------------------------------

Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

1.  $\begin{matrix} 3 \\ 4 \\ 2 \\ 4 \\ 4 \\ 4 \end{matrix}$       3.  $\begin{matrix} 3 \\ 3 \\ 4 \\ 4 \\ 2 \\ 2 \\ 1 \\ 2 \end{matrix}$   
Break: 2, 3

2.  $\begin{matrix} 5 \\ 5 \\ 3 \\ 3 \\ 3 \\ 4 \\ 4 \\ 3 \end{matrix}$       Break: 3, 2, 3, 2  
4.  $\begin{matrix} 5 \\ 5 \\ 5 \\ 3 \\ 4 \end{matrix}$   
Break: 4, 3

Note: #s refer to position of top finger of chord



# Is This Your World

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing.) '1'-over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	a) $\begin{matrix} 2 & 3 & 1 \\ 2 & 3 & 1 \\ 2 & 3 & 1 \end{matrix}$ r. quick strumming T. sets of 3	(exact tempo)  upstrum I.M.R. sets of 3 rather rough	(3,4,5)  S R (3,2,3,2,3-3,3) steady s.enj. f.-thorough, dist.	$\begin{matrix} (1,2-1,2,3-1,2,3) \\ \text{th. th. th.} \end{matrix}$ pronounced	Natural  wind
2. Bass	same as 1a (on 4,3,2)	same as 1b	Capo  9 (over 2)  15	same as 1d	Human (Animal) lion's roar
3. Lead (Piano)	D = (E I C I E)	(E I A I D I G) x 3	$\begin{matrix} 6 & 6 \\ 3 = C & 2 = B \end{matrix}$	$\begin{matrix} (t, t - 6, 6, t - \\ 6, 6, t) \end{matrix}$	Machine pen writing
4. Drum (Standing Tom)	<u>on muffler</u> (t, t, t)	<u>edge of center</u> (a, a, a)	<u>edge of drum</u> (t, a, t, a, t - t, t)	<u>center of drum</u> same as 1d	slice of Life rock concert

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronounc.
--------------	--------------------------------	-------------------------------	-----------------------------------	--------------------------------

## Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard (Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

1. $\begin{matrix} 2 & / \\ 2 & / \\ 2 & / \\ 2 & / \end{matrix}$	5. $\begin{matrix} 2 & \\   & \\ 2 & \\   & \\ 1 & \end{matrix}$	9. $\begin{matrix} 3 & 3 \\ 3 & 2 \\ 2 & / \end{matrix}$
2. $\begin{matrix} 3 & 3 \\ 3 & 2 \\ 2 & / (a) \end{matrix}$	6. $\begin{matrix} 2 & \\ / & (a) \end{matrix}$	10. $\begin{matrix} 3 & 3 \\ 3 & 2 \\ 2 & / (a) \end{matrix}$
3. $\begin{matrix} 3 & 3 \\ 3 & 2 \\ 3 & 2 \end{matrix}$	7. $\begin{matrix} 3 & 3 \\ 3 & 2 \\ 3 & 2 \\ 2 & / \end{matrix}$	11. $\begin{matrix} 2 &   \\ 2 &   \\ 2 &   \end{matrix}$
4. $\begin{matrix} 2 & / \\ 2 & / \\ 2 & / \end{matrix}$ (a)	8. $\begin{matrix} 2 & \\   & \\ 2 & \\   & \\ 1 & \end{matrix}$	Coda: $\begin{matrix} 3 & 3 \\ 3 & 2 \\ 3 & 2 \\ 2 & \end{matrix}$

"/" - open 5 string, fret 4 as follows:  
2,3,2,0,  
2,3,2,0. (1 set ea).

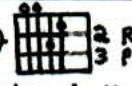




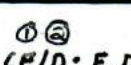
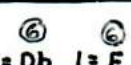
"3" - open 4 string, fret 5 on 3.  
"2" - open 4 string, fret 5 on 2.

Note: #s refer to position of top finger of chord

\* '3' fretted by "M" (on 4 string)

# Dead Men's Bones In Whitewashed Tombs They Forgot How To Be Human

2. B. 2.

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid.fing) '1'-over 5th fret '2'-ov. sound hole	Real sounds
1. Rhythm (Acoustic Guitar)	(1-8)  2 R 3 P inu. strum./picking T./M. sets of 5 (2,4,2,4,2) rather slow	(in tempo  3=5) inward picking T./I. (6/4 = 6,4) slow, circular	(0-7)  I "o" w/ 1 on 2. (2-1,2,1) -enj. f. distinct steady slowness	(1,2 - 1,2,3) f.h. f.h. fairly slow, steady pace	Natural wind
2. Bass	Same as 1a (on 4,3,2,1)	same as 1b	 10 11	same as 1d	Human (Animal) lion's roar
3. Lead (Piano)	 D = CE1A(F) U = A	 CE/D - E, D	 2 = Db 1 = F	(t, t - 5, 5, t)	Machine pen writing
4. Drum (Standing Tom)	on muffer (t, 2, t, 2, t)	edge of center (t - 2, 1)	edge of drum (2 - 1, 2, 1)	center of drum same as 1d	slice of life rock concert







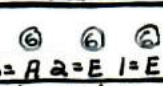
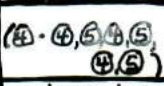
Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
-----------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

1. 2 1 2 1 4 3	5. 5 4 5 4 3	8. 5 4 5 4 3 2 2 1 3 2 1
2. 2 1 2 1 4 3 2	6. 4 3 2 1	9. 6 5 6 5 6 5 4 3
3. 5 4 5 4 3 2	7. 7 6 7 6 8 7 6 5 4 2 1	10. 4 3 2
4. 5 4 5 4 2 1		

Note: #s refer to position of top finger of chord

# Lose The Pretense How Do We

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid.fing) '1'-over 5th fret '2'-ov. sound hole	Real sounds
1. Rhythm (Acoustic Guitar)	(1-9)  chords M.+R. two sets of 3 (D,U,D-U,D) fairly steady	(in tempo 5=6)  chords, w/strum T. sets of 5 (D-U,D-U,D) steady	(1-9)  (1-1,2,3,2-1,2,1-1) thorough -enj. r. distinct, full	(2-2,1,2,1,2,1) -enj. fairly steady	Natural wind
2. Bass	same as 1a (on 4,3,2,1)	same as 1b	Capo 9  (Capo 1) 9, 12, 14	same as 1d	Human (Animal) lion's roar
3. Lead (Piano)	 (C E G F A) D → U ←	 (C E A D G) D → U ←	 3 = A 2 = E 1 = E	 (A) (4) (5) (4) (5) (4) (5)	Machine pen writing
4. Drum (Standing Tom)	on muffler (t, a, t-a, t, a)	edge of center (t, t, a, t; t)	edge of drum (1-1, 2, t, a-1, 2, 1-1)	center of drum same as 1d	Slice of Life rock concert


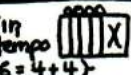


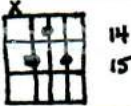



Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
-----------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

Re 1a - Line By Line Breakdown Of Fingers' Movement Up And Down Fretboard (Finger Movement Of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

1. $\begin{matrix} 2 & 1 \\ 2 & 1 \\ 3 & 2 \\ - & - \end{matrix}$	4. $\begin{matrix} 3 & 2 \\ 3 & 2 \\ - & - \end{matrix}$	7. $\begin{matrix} 9 & 8 & 9 & 8 \\ 9 & 8 & 9 & 8 \\ 4 & 3 & 4 & 3 \\ 7 & 6 & 7 & 6 \end{matrix}$
2. $\begin{matrix} 2 & 1 \\ 2 & 1 \\ 4 & 3 \\ 4 & 3 \\ 2 & 1 \end{matrix}$	5. $\begin{matrix} 5 & 4 \\ 5 & 4 \\ 5 & 4 \\ 5 & 4 \end{matrix}$	8. $\begin{matrix} 5 & 4 \\ 5 & 4 \end{matrix}$
3. $\begin{matrix} 5 & 4 \\ 5 & 4 \\ 5 & 4 \\ 5 & 4 \end{matrix}$	6. $\begin{matrix} 7 & 6 \\ 7 & 6 \\ 5 & 4 \\ 5 & 4 \end{matrix}$	9. $\begin{matrix} 2 \end{matrix}$

Note: #s refer to position of top finger of chord

# Ballad To The World

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing) '1'- over 5th fret '2'-ov. sound hole	Real sounds
1. Rhythm (Acoustic Guitar)	(1-4)  strum/picking T.I.R. sets of 4 (D,U,D,U) steady	(17 tempo 6=4+4)  picking T. (6-6,5,4,3;3) soft, f. cont.	(4-7)  (3,1,2) - r. cont. steady, reps. w/ quickness	(1,2-1) one hand (2) steady, solid, full	Natural wind
2. Bass	Capo 1 <sup>st</sup> (for 2.) no capo on 1 <sup>st</sup>  same as 1b	same as 1b	 same as 1d	same as 1d	Human (Animal) lion's roar
3. Lead (Piano)	 D=(G1B1D) U=G	 (E-E, A, D, G; G)	 3=C 2=E 1=A#	(4,4-4)	Machine pen writing
4. Drum (Standing Tom)	on muffler (t, 1, t, 1)	edge of center (t+ t, 2, 2, 1; 1)	edge of drum (t, 1, 2)	center of drum same as 1d	Slice of Life rock concert









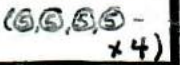
Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunc.
--------------	--------------------------------	-------------------------------	-----------------------------------	-------------------------------

Re 1a - Line By Line Breakdown Of Fingers' Movement Up And Down Fretboard (Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

1. 2 1 2 1	4. 2 4 4 4 4 4	6. 2 1 4 3 3 2
2. 3 3 3 3	5. 3 3 3 3 3	
3. 4 4 4 4	MUSIC: Break: 2, 1, 2, 1	

Note: #s refer to position of top finger of chord

# Trust Your Soul

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing.) '1'-over 5th fret '2'-ov. sound hole	Real sounds
1. Rhythm (Acoustic guitar)	 <p>(4-8) inw. strum./picking variously T./P. sets of 5 (5/4, 1, 2, 1, 3)</p>	<p>(same tempo)</p>  <p>inward picking T./M.R.P. (6/5/4/3, 6, 3, 6, 4) full, f. light - enj.</p>	<p>(1-5)</p>  <p>2 M (2, 1, 2, 3 - 2, 3, 2, 3 - 2, 1, 2, 2, 2) pause steady, thorough, clear</p>	<p>one hand (1) (1, 2, 3, 4 - 1, 2, 3, 4 - 1, 2, 3, 4 - 1, 2, 3, 4)</p> <p>rise - then fall r. sharp, clear</p>	Natural wind
2. Bass	<p>(4, 1, 2, 1, 3)</p>  <p>2 4 5</p>	<p>same as 1b</p>	<p>diag.</p>  <p>capo: 9 on 1 10 on 3</p>	<p>same as 1d</p>	Human (Anima.) lion's roar
3. Lead (Piano)	 <p>(C, A, G#, B, E, B, D)</p>	 <p>(E, G, E, D)</p>	 <p>3 = G 2 = C# 1 = E</p>	 <p>(6, 5, 5, 5) - x 4</p>	Machine pen writing
4. Drum (Standing Tom)	<p>on muffler</p> <p>(t, 1, 2, 1, 2)</p>	<p>edge of center</p> <p>(t, 2, 1, 2, 1)</p>	<p>edge of drum</p> <p>(2, 1, 2, t - 2, t, 2, t - 2, 1, 2, t, 2)</p>	<p>center of drum</p> <p>same as 1d</p>	slice of Life rock concert

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
--------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

1.	5	4	4.	8	6.	8
	6	5		7		7
2.	7			5	7.	5
	6			4		6
	7		5.	6		5
	6			5		7
3.	5					6
					8.	5
						6
						5

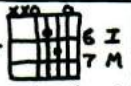





Note: #s refer to position of top finger of chord

---

### **3 LOVING SPIRIT**



# True Love

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing) '1'- over 5th fret '2'-ov. sound hole	Real sounds
1. Rhythm (Acoustic Guitar)	(4-10)  6 I 7 M moderate chords M.+R. sets of 4 (D,U,D,U)	(gen. tempo)  X 2-4=4+4 picking T. (6,5-6,5,4,5) soft, fluid, full	(4-10)  6 M 7 R 8 P (3,2,2,1,2,1) susp. rel. steady rollick circular	(1,2-2,1) steady, clear moderate, fluid	Natural forest fire
2. Bass	diag.  capo: 1 9on 1, 10on 4	same as 1b	 3 4 6	same as 1d (5,4)-(4,5)	Human (Animal) human heartbeat
3. Lead (Piano)	pedals  sustain muff none soft D = → U = ←	octaves all same (E,A-E,A,D,R)	1 = octave 2 = 4 seven notes simult. whole notes only		Machine foghorn
4. Drum (Standing Tom)	on muffler (2,1,2,1)	edge of center (1,2-1,2,1,2)	edge of drum (1,2,2,1,2,1)	center of drum same as 1d	slice of life restaurant

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronuncat.
--------------	--------------------------------	-------------------------------	-----------------------------------	---------------------------------

Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

1. 6 5 6 7 6 5 6 5 6	5. 6 5 6 7 6 5 6 5 6	9. 6 5 6 7 6 5 6 5 6	Coda: 9 8 7 9 8 7 8 7 9 10 9 8 7 6 6 7 7 4 5 7 6 7 6
2. 6 5 6 5 7 6	6. 8 7 7 8 7 6	10. 9 8 8 9 8 7 6 7 6 6	
3. 6 5 6 7 6 5 6 5 6	7. 6 5 6 7 6 5 6 5 6	11. 4 7 6 7 6 5 8 6	
4. 6 5 6 5 5 4 4 6	8. 4 6 4 6 5 4 6		

Note: #s refer to position of top finger of chord

# Love The Meaning Of

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing) '1'- over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	(7-14)  M.R.P. A. even chords (D, U, D - U, D, U) B. fast strumming (sets of 3) C. soft picking (4, 3, 2)	exact tempo  T. A. chords (4, 4, 4, 4) B. strum (sets of 3) C. pick (6, 5, 4)	(2-9)  I (3, 1, 1, 1; 3, 1, 3, 1, 3) r. sharp adj. speed + pres.	two hands (1, 2 - 1, 2, 3, 4) true beats adj. speed + pres.	Natural forest fire
2. Bass	Capo 5 5 14 16 	same as  b	14 17	same as  d	Human (Animal) human heartbeat
3. Lead (Piano)	(D/F#A) D = → U = ←	(E/A/D) D = → U = ←	3 = D 1 = A	(t, t - t, t, t, t)	Machine foghorn
4. Drum (Standing Tom)	on muffler A. (2, 1, 2 - 1, 2, 1) B. (t, t, t) C. (t, 2, 1)	edge of center A. (t, 2, t - 2, t, 2) B. (t, t, t) C. (t, 2, 1)	edge of drum (t, 1, 1, 1; t, 1, t, 1, t)	center of drum same as  d	Slice of Life restaurant

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronuncat.
--------------	--------------------------------	-------------------------------	-----------------------------------	---------------------------------

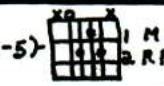
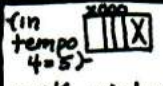
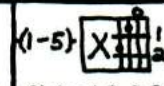
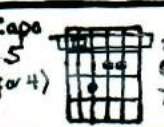

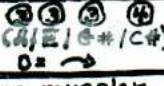
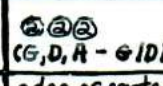
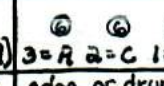
## Re |a - Line By Line Breakdown Of Fingers' Movement Up And Down Fretboard (Finger Movement of |c Parallels |a. Fingers Remain Positioned As In Graphs.)

A.			B.		C.	
1. 10 9 10 9 11 10	6. 10 9 10 9 11 10	11. 10 9 10 9 11 10	1. 10 9 10 9	1. 10 9 10 9 10 9 10 9 10 9	5. 12 11 12 11 12 11 12 11 12 11 12 11 12 11	
2. 12 11 12 11 13 12	7. 8 7 9 8	12. 9 8 7 8 9 8 10 9	2. 10 9 10 9 10 9	2. 11 10 11 10	6. 13 12 13 12 13 12 13 12 11 10	
3. 10 9 10 9 11 10	8. 12 11 12 11 13 12	13. 12 11 12 11 13 12	3. 11 10 11 10 11 10 11 10	3. 9 8 9 8 9 8 9 8	7. 12 11 12 11 12 11	
4. 12 11 12 11 13 12	9. 13 12 13 12 13 12	14. 11 10	4. 13 12 13 12	4. 10 9 10 9	8. 13 12 13 12 13 12	
5. 9 8 7 8 9 8 10 9	10. 14 13 14 13 14 13 13 12	15. 9 10	5. 11 10 11 10		9. 10 9 10 9	

Note: #s refer to position of top finger of chord



# Blood In My Palate

	a. rhythm (see #'s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid-fing) '1'-over 5th fret '2'-ov. sound hole	Real sounds
1. Rhythm (Acoustic Guitar)	(1-5)  1 M 2 R P strumming gently T. sets of 5	(in tempo 4=5)  pick, w/strum (5) (4) (3) M. R. P. (3, 4, 5 - 3/4/5) gentle	(1-5)  1 R 2 P (1, 2 - 1, 2, 3, 2; 1, 2, 3, 2, 1) -enj. r. fluid rollick even	two hands (1, 2 - 3, 4, 5, 6, 7, 8, 9) steady steadily quicken	Natural forest fire
2. Bass	Capo 5 (for 4)  5 6 7	same as 1b	Capo 9 (for 1)  9 10 12	same as 1d	Human (Animal) human heartbeat
3. Lead (Piano)	 (A/E) (G#/C#) D = →	 (G, D, A - G/D/A)	 3 = A 2 = C 1 = E	(t, t - t, t, t, t, t, t)	Machine foghorn
4. Drum (Standing Tom)	on muffler (a, a, a, a, a)	edge of center (1, 1, a, t)	edge of drum (1, a - 1, a, t, a; 1, a, t, a, 1)	center of drum same as 1d	Slice of Life restaurant

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
--------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

- |   |                      |                            |
|---|----------------------|----------------------------|
| 1. 1 2<br>1<br>3 2 3 2<br>1 2                               | 5. 4 3<br>4 3<br>3 2 | 9. 5 4<br>5 4<br>5 4       |
| 2. 3<br>1   | 6. 1 2 1<br>2 3 2    | 10. 1 2 1                  |
| 3. 1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1<br>1 | 7. 4 3<br>4 3<br>5 4 | 11. 4 3<br>5 4<br>3 2<br>1 |
| 4. 3<br>2 3 1   | 8. 1 2 1             |                            |

Note: #'s refer to position of top finger of chord

# Branch Of The Vine

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid.fing) '1'- over 5th fret '2'-ov. sound hole	Real sounds
1. Rhythm (Acoustic Guitar)	(0-6) strings gradual inward picking T.I. (1) (6,5,4,3-2,1,3,1-4,1,5,1)	(gen. tempo 24=24) strum/picking T/I (D,U,D,U-D,U) enjambéd cont. gradual waves	(7-13) frets (3-1,2; 1,2-3,2,1) f. cont. - susp. r. distinct	one hand 2 (1-1,2,3,4-1,2,3) d. steady dist.	Natural forest fire
2. Bass	1, below = non l 2 = 6 on l (4,3,2,1-2,1,3,1-2,1,3,1)	same as lb		same as ld	Human (Animal) human heartbeat
3. Lead (Piano)	E, A, D, G, B, E 6 5 4 3 2 1	(E, A, D, G) D = U = E	3 = 0 # 2 = 6 1 = 8	(4-5, 4, 3, 2, 1)	Machine foghorn
4. Drum (Standing Tom)	on muffler (t,1,2,1-2,1,2,1-t,1,1)	edge of center (t,1,1,1-t,1)	edge of drum (t,1,2; 1,2-t,1,1)	center of drum same as ld	Slice of Life restaurant

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
--------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

Re 1a - Line By Line Breakdown Of Fingers' Movement Up And Down Fretboard (Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)



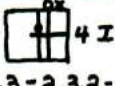



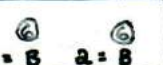
1a note: #s indicate string fretted, not fret (always fretted on 2)

Mus. Intro:	0	1	2	sets	4.	1	3	sets
Intro:	0	3	4	3	2	4	3	3
	0	5	6	3	5	6	3	3
1.	*	4	3	2	5.	1	4	4
	*	4	5	4	2	2	4	4
		4	1 2 3 4 (5,6)	2	3	3	4	4
		4	1 3 4	2	4	4	4	4
		4	1 3 4	2	5	5	4	4
		4	5	2	6	6	4	4
		4	6	2			4	4

end. 1 downstrum (of open strings)

Note: #s refer to position of top finger of chord

# Give Me Strength

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid-fing) '1'-over 5th fret '2'-ov. sound hole	Real sounds
1. Rhythm (Acoustic Guitar)	(3-11)  steady strumming T. sets of 3	(same tempo)  chords M+R. sets of 3 (D,D,U) steady, strong	(1-9)  (3,3,3-2,3,2-3,3-2,3)-rel. pause r. distinct rel. quick+cont.	two hands (1,2,3,4) accent v. steady distinct	Natural forest fire
2. Bass	same as 1a (on 4,3,2,1)	same as 1b	Capo 9 (for 2)  9 14	same as 1d	Human (Animal) human heartbeat
3. Lead (Piano)	 (C E   A   G #   D #) D = ~	 (C E   A   D   G) D = ~ U = ~	 3 = B 2 = B	(t, t, t, t)	Machine foghorn
4. Drum (Standing Tom)	on muffler (t, t, t)	edge of center (t, t, a)	edge of drum (t, t, t - 2, t, 2 - t, t - 2, t)	center of drum same as 1d	slice of Life restaurant







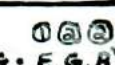
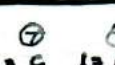
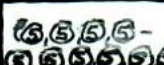
Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
-----------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

1.	6 5 6 5 7 6 6 5	4.	6 5 6 5 7 7 8 7	Coda:	4 3 6 5 6 5 7 6
2.	8 7 8 7 9 8 9 8 10 10 11 10 10 6	5.	10 9 10 9 11 10 11 10 6 5 4		
3.	11 10 9 11 10 9	6.	9 8 8 7 7 6		

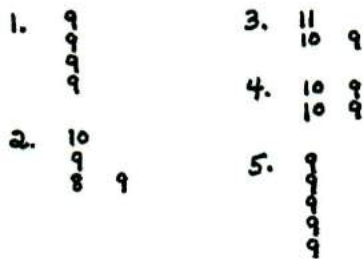
Note: #s refer to position of top finger of chord

# In Your Eyes

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing) '1'-over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	(8-11)  MR 10 P inw. strum./picking T./P. <sup>(1)</sup> sets of 5 (4,3,2,1,4) lightly, var.	(11 tempo 4=5)  inward picking T./P. <sup>(3)</sup> 6(3-6,3,5) f. steady	(11-14)  I 13 M (2,2;2,1) s.enj. f. distinct sharp, steady	(1,2,3,4- 1,2,3,4,5,6) one hand! cont. light, quick, sharp	Natural forest fire
2. Bass	Capo 10 (Cap 4)  10 18 19	same as 1b	 9 10	same as 1d	Human (Animal) human heartbeat
3. Lead (Piano)	 D, E, F, C# 4 3 2 1	 (E/G - E, G, A)	 2 = C 1 = E	 5 5 5 5 - 5 5 5 5 5	Machine foghorn
4. Drum (Standing Tom)	on muffler (t, 1, 2, 1, t)	edge of center (t, 2, 1, 2)	edge of drum (2, 2; 2, 1)	center of drum same as 1d	slice of Life restaurant

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
-----------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of 1c Parallels (a. Fingers Remain Positioned As In Graphs.)



Note: #s refer to position of top finger of chord

# Love Thy Enemy

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing) '1'- over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	<p>lyrical picking I.M.R.P. (6,5,4,3)</p>	<p>pickng T. (6,5,4,3 - 4,2,4,3) soft, gentle, full</p>	<p>(1;2-1;2,2-1-2) circular enj. r. soft and gradual</p>	<p>(1-2,1-1,2,3,4,5,6) two hands (slower) v. slow rather soft</p>	Natural forest fire
2. Bass	same as 1a (on 4,3,2,1)	same as 1b		same as 1d	Human (Animal) human heartbeat
3. Lead (Piano)	<p>(B, D#, F#, D#)</p>	<p>(E, A, D, G) D, G, D, G</p>	<p>2 = Eb 1 = G#</p>	<p>(5-5, 5-5) t.t.t.t.t.t</p>	Machine paghorn
4. Drum (Standing Tom)	on muffer (t, t, 2, 1)	edge of center (t, t, 2, 1 - 2, 1, 2, 1)	edge of drum (1;2-1;2,2-1;2)	center of drum same as 1d	slice of life restaurant


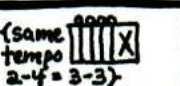
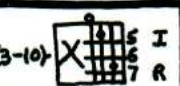
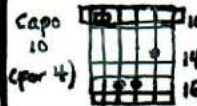
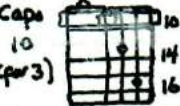
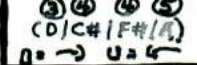


Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronuncat.
--------------	--------------------------------	-------------------------------	-----------------------------------	---------------------------------

Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard (Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

Intro:	6 5 6 5 6	2. 9 8 9 8 8 7 10 9 10 9 8 9 8	5. 8 7 8 7 9 8 7 6
1.	7 6 7 6 8 7 8 7 7 6	3. 10 9 8	Coda: 6 7 6 7 6 7 6 7 6 7 6 7 6 7
		4. 7 6 7 6 6 5 6	

Note: #s refer to position of top finger of chord

# Loving Spirit

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing.) '1'- over 5th fret '2'-ov. sound hole	Real sounds
1. Rhythm (Acoustic Guitar)	 <p>(3-10) chords R.+P. two sets of 3 (D,U,D-U,D,U) fairly steady</p>	 <p>(same tempo 2-4 = 3-3) strum/picking T./R.+P. (D,U-D,U,D,U) fairly steady</p>	 <p>(3-10) X (2,1,2,1; 2-3,2,1) f. const. rel. quick</p>	<p>(1,2-1; 2-1; 2) -enj. -enj. steady, quick rather sharp</p>	Natural forest fire
2. Bass	 <p>Capo 10 (per 4)</p>	same as 1b	 <p>Capo 10 (per 3)</p>	same as 1d	Human (Animal) human heartbeat
3. Lead (Piano)	 <p>① ② ③ ④ ⑤ (D) C# (F#) (A) D → U = G</p>	 <p>① ② ③ ④ D = E/A/D U = G</p>	 <p>③ ② ① 3 = G 2 = E 1 = B</p>	(+; + - ⑤; ④ - ⑤; ④)	Machine foghorn
4. Drum (Standing Tom)	on muffler (2,1,2-1,2,1)	edge of center (2,1-2,1,2,1)	edge of drum (2,1,2,1; 2-1,2,1)	center of drum same as 1d	Slice of Life restaurant

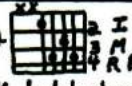



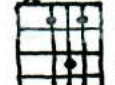
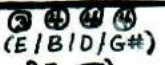
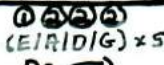

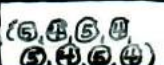
Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunc.
-----------------	--------------------------------	-------------------------------	-----------------------------------	-------------------------------

Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

1. 5 4 6 5 4 6	5. 9 8 9 8 9 8 10	7. 5 4 6 5 4 6
2. 8 7 8 7 9 8 6 5 4 6	6. 9 8 7 6 7 6 8 7 (6)	8. 8 7 8 7 9 8 6 5 4 6
3. 5 5 6 5		9. 5 5 6 5
4. 5 5 4 3 7 6 5		10. 5 5 8 5

Note: #s refer to position of top finger of chord

# Calling

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing) '1' - over 5th fret '2' - ov. sound hole	Real sounds
1. Rhythm (Acoustic Guitar)	(1-7)  I M R P quick, light strum I. M. R. P. (sets of 5) picking for Intro (4,3,2,1)	(exact tempo)  slower intro. strumming T.+I. sets of 5 quick, light	(3-9)  I M P (1,3,2,1) - enj. (cont.) rel. quick, thorough	(1,2,1,2,1,2,1,2) -cont. steady, f. distinct (slower intro)	Natural forest fire
2. Bass	 12 13 14	same as 1b	 14 16	same as 1d	Human (Animal) human heartbeat
3. Lead (Piano)	 (E B D G#) D = →	 (E I R D G) x 5 D = →	 3 = B 2 = F# 1 = A	 (6, 4, 5, 4) (5, 4, 5, 4)	Machine foghorn
4. Drum (Standing Tom)	on muffler (1,1,1,1,1)	edge of center (2,2,2,2,2)	edge of drum (1,t,2,1)	center of drum same as 1d	slice of life restaurant



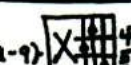


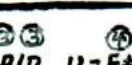

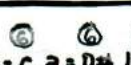

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
--------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

Intro:	2 1	1. 2 4	6. 5 3	10. 2 4
	2 1	3 5	4 2	3 5
	3 2	4 6	5 3	4
	3 2	5 7	4 2	11. 4 6
		6 6	5 4	5 7
		3. 4 6	6 4	6
		5 7	5 4	12. 5 3
		6	5	4 2
		4. 5 4	9. 4 2 3	
		5 4	4 2 3	
		5. 4 6		
		5 7		

Note: #s refer to position of top finger of chord

# Music Loving Sound

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing.) '1'- over 5th fret '2'-ov. sound hole	Real sounds
1. Rhythm (Acoustic Guitar)	(5-12)  7 M strum/picking T./M. sets of 4 (D,U,D,U) moderate	(acc. tempo)  X inward picking T./M.R.P. (6)5 4 3 . 6, 4, 5 lyrical	(2-9)  4 I F M 6 P (2,3,1) cont. reps. r. sharp, gliding	(1,2,3 - 1,2,3 - 1,2,3,4,5 - 1,2,3) #h fairly melodic	Natural forest fire
2. Bass	Cape  X 5 Copr (3+4)	same as  b	 13 15	same as  d	Human (Animal) human heartbeat
3. Lead (Piano)	 D = A D U = F#	 (E A D G - E, D, A)	 3 = C 2 = D# 1 = A#	 (6, 4, 1 - 6, 4, 1 - 6, 4, 1 - 6, 4, 1)	Machine foghorn
4. Drum (Standing Tom)	on muffler (+ 1, 1, 1)	edge of center (+ 2, 1, 2)	edge of drum (2, 1, 1)	center of drum same as  d	slice of life restaurant

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
--------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

Re |a - Line By Line Breakdown Of Fingers' Movement Up And Down Fretboard  
(Finger Movement Of |c Parallels |a. Fingers Remain Positioned As In Graphs.)

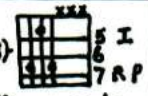

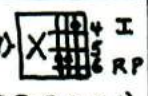




- |                      |                           |                         |
|----------------------|---------------------------|-------------------------|
| 1. 7 6<br>8 7 6      | 5. 10 8<br>11 9<br>8 (7)  | 8. 7 6<br>8 7 6         |
| 2. 9 (7) 5<br>6 8 7  | 6. 9 7<br>10 8<br>8 9     | 9. 9 (7) 5<br>6 8 7     |
| 3. 10 8<br>5 6       | 7. 12<br>11 10<br>11 10 9 | 10. 10 8<br>5 6         |
| 4. 9 7<br>10 6 5 8 7 |                           | 11. 9 7<br>10 6 5 8 (7) |

Music: 8, 7, 9, 7  
Break: 5, 7, 5, 7  
10, 9, 11, 9, 7, 6, 5

Note: #s refer to position of top finger of chord



# Duty

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid.fing) '1'-over 5th fret '2'-ov. sound hole	Real sounds
1. Rhythm (Acoustic Guitar)	 (2-3) 5 I 6 7 R P picking evenly M. R. P. (6, 5, 4)	(in tempo  3-2 = 3-3) pick and strum T. (6, 5, 4 - D, D) thorough, even	(1-7)  (3-2, 3-2, 3, 2, 1) steady melodic, r. even	(1-1, 2-1; 2) t.h. t.h. v. steady distinct	Natural forest fire
2. Bass	same as 1a (on 4, 3, 2)	same as 1b	 13 15 16	same as 1d	Human (Animal) human heartbeat
3. Lead (Piano)	 (B, D, A) (E, R, D - EIRLO, EIRID)	 (E, R, D - EIRLO, EIRID)	 3 = Db 2 = F 1 = G# (+ - 3 - 4 - +, 4)	(+ - 3 - 4 - +, 4)	Machine pajhorn
4. Drum (Standing Tom)	on muffer (t, 2, 1)	edge of center (2, 2, 1 - t, t)	edge of drum (t, 2, t, 2, t, 2, 1)	center of drum same as 1d	Slice of Life restaurant

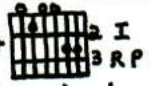





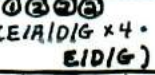
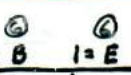
Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
-----------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of 1c parallels 1a. Fingers Remain Positioned As In Graphs.)

- |                      |                        |                      |
|----------------------|------------------------|----------------------|
| 1. 5 4 5<br>6 5<br>5 | 4. 7 6<br>7 6<br>8 7 6 | 8. 5 4 5<br>6 5<br>5 |
| 2. 5 4 5<br>6 5<br>5 | 5. 4 5<br>4 5          | 9. 5 4 5<br>6 5<br>5 |
| 3. 4 5<br>6 5        | 6. 8 7<br>8 7<br>6 5   | 10. 4 5<br>6 5       |
|                      | 7. 3 3<br>4 3<br>2 5   |                      |

Note: #s refer to position of top finger of chord

# Nothing You Can Buy The Spirit Is

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing) '1'- over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	(1-6)  strong chords T.+I. sets of 5 (D,U,D,U,D)	(same tempo)  chords, w/multipick T. + T./M.R. (D,U,D,U.6/4/3) steady, distinct	(3-8)  (3,3-1;3,1,3,1;3) rel. cont. -enj. full, steady	(1,2; 3,4,5) th. circular steady cont.	Natural forest fire
2. Bass	diag. capo:  11 on 1+2, 12 on 4.	same as  b	Capo  9 (par 1)	same as  d	Human (Animal) human heartbeat
3. Lead (Piano)	 (E B D G E D G) D = → U = ←	 (E A D G x 4. E D G)	 3 = B 1 = E	(5,4); t,t,t	Machine foghorn
4. Drum (Standing Tom)	on muffler (t,a,t,a,t)	edge of center (t,a,t,a.1)	edge of drum (t,t.1;t,t,1;t)	center of drum same as  d	Slice of Life restaurant

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
-----------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

Re |a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of |c parallels |a. Fingers Remain Positioned As In Graphs.)

Intro:  $\begin{matrix} 2 & 1 \\ 2 & 1 \\ 2 & 1 \\ 2 & 1 \end{matrix}$       3.  $\begin{matrix} 4 & 3 \\ 4 & 3 \\ 5 & 4 \\ 2 & 1 \end{matrix}$       4.  $\begin{matrix} 3 & 2 \\ 3 & 2 \\ 4 & 3 \\ 2 & 1 \end{matrix}$

1.  $\begin{matrix} 3 & 2 \\ 2 & 1 \\ 2 & 1 \\ 2 & 1 \end{matrix}$       •Break•      Coda:  $\begin{matrix} 1 \\ 2 \\ 2 \end{matrix}$


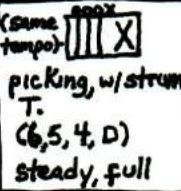
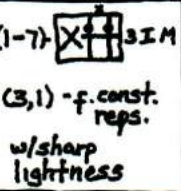
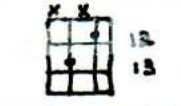

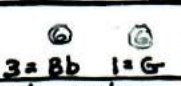
2.  $\begin{matrix} 4 & 3 \\ 4 & 3 \\ 4 & 3 \\ 4 & 3 \end{matrix}$       Music: 5,4,5,4  
6,5,4  
Lyric: 5 4  
5 4

Note: #s refer to position of top finger of chord

## 4 CLEANSING HUMAN FRAILTY



# Addictions What Do You Say

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing) '1'- over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	 (4-10) 6 I 7 M quick strumming • w/ softness. T.+I. sets of four	 (same tempo) 6,5,4,3 picking, w/ strum T. (6,5,4,D) steady, full	 (1-7) 3 I M (3,1) - f. const. reps. w/ sharp lightness	(1,2 - 1,2,3,4) f.h. steady, constant • w/ softness.	Natural the sea upon the shore
2. Bass	same as 1a (on 4,3,2,1)	same as 1b	 12 13	same as 1d  (5) (4) - (5) (4), t, t	Human (Animal) human crying
pedals (a) = octave a. sust. 3. Lead b. moff. (Piano) c. none d. soft	 (2) (3) (4) (5) (E/A/R/C#) D = ~	octaves abx same ① ② ③ (E, A, D, E/A/D)	 3 = B <sub>b</sub> 1 = G	10 octave (5) 2 = (4) seven notes sumit. (whole notes only)	Machine washer/ dryer
4. Drum (Standing Tom)	on muffer (t, t, t, t)	edge of center (t, 2, 1, t)	edge of drum (t, 1)	center of drum same as 1d	Slice of Life marathon race

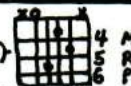





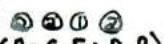

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
--------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

Intro: 6 5 6 5 7 6 5	5. 8 7 6 9 8 7 6	9. 7 6 4 9 8 7 6 5 6
1. 6 5 6 5 7 6 8 7 6 8 7 6	6. 7 6 7 6 8 7 6	10. 8 7 8 7 9 8 9 8
2. 9 8 7 6 5 7 6	7. 10 9 10 9 8 7	11. 6 12. 9 8 7 9 8 8 7
3. 9 8 7 6 5 6 6	8. 10 9 10 9 8 7 (6)	13. 6 6
4. 9 8 7 6 5 6 6		

Note: #s refer to position of top finger of chord

# Frailty Thy Name Is Woman

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing) '1'- over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	(3-9)  4 M 5 R 6 P moderate chords M. + R. sets of 6 (D, U, D, U)	{acc. tempo}  picking (e, s) (u, i) (a) M. R. P. (5, 3, 6; 4, 5) enj. cont. rollick off-beat softness	(1-7)  a MR (2, a, 1 - 2; 3, 2) enj. f. steady, distinct w/ softness	two hands (1, 2 - 1, 2) struck f. melodic steady pace, full	Natural the sea upon the shore
2. Bass	Capo 5 (for 4)  5 9 11	same as 1b	Capo 9 (for 1)  9 11 12	same as 1d	Human (Animal) human crying
3. Lead (Piano)	 (A/G# B E) D = → U = ←	 (A, G, E; D, A)	 3 = A 2 = C# 1 = E	(+, + - +, +)	Machine washer/dryer
4. Drum (Standing Tom)	on muffler (a, 1, 2, 1, 2, 1)	edge of center (2, 1, +; 1, 2)	edge of drum (+, 2, 1, 2; +, 2)	center of drum same as 1d	Slice of Life marathon race










Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
--------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard (Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

Chorus:	4 3 4	2.	4 5	Chorus:	4 3 4	6.	7 6 5	
	3 4		4 3		3 4		6 7	
	5 4 5		6 5		5 4 5		6 5	
	4 3		4 3		4 3		4	
	5 4				5 4		3	
	4	3.	7 6 7 6		4		7.	4 3
	4		5 4		4		4 3	4 3
			7 6				4 3	4 3
1.	4 5		5 4		5 4			
	4 3				5 4			
	6 5 3		7 6		6 5 4 5	Chorus:	4 3 4	
	4 3		7 6		4 3		5 4 5	
			8 7		4 3		4 3	
			9 8 7				4 3	
							4	
							4	

Note: #s refer to position of top finger of chord

# Fatherless Children

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing.) '1'- over 5th fret '2'-ov. sound hole	Real sounds
1. Rhythm (Acoustic Guitar)	(5-10)  strum/picking variously T./M.(a) sets of 5 (5,4,2,4,3,2,5,4)	(same tempo)  strum/picking T./I.M.(3-att.) sets of 5 (0,0,0,4,0) somewhat various	(4-9)  (3,2,1-2,1-1) f. thorough, -rel. cont. quick	one hand (a) (1-1,2,3- 1,2,3-1,2,3) mostly steady w/ off-beat pause	Natural the sea upon the shore
2. Bass	Capo 5 (over 4)  (4/3, 1, 3/2, 1, 4/3)	same as 1b	 15 16	same as 1d	Human (Animal) human crying
3. Lead (Piano)	 A A C# G 5 4 3 2	 B A D U G	 3 = C 2 = F 1 = B	 (6, 5, 4, 3, 2, 1)	Machine washer/ dryer
4. Drum (Standing Tom)	on muffler (t, 1, 2, 1, t)	edge of center (t, 1, t, 1, t)	edge of drum (t, 2, 1-2, 1-1)	center of drum same as 1d	slice of Life marathon race




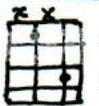
Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronuncat.
-----------------	--------------------------------	-------------------------------	-----------------------------------	---------------------------------

Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

1.	6 5	3.	7	6.	8
	7 6		6 7 (6)		9 8
	6 7		5		7
	6 5				
	5 7	4.	7 8	7.	6
2.	8 7		7 8		6
	8 9				6
	8 8	5.	10		6
	7 9		9 10		6
	8 8		10 9		
	8 9		9		

Note: #s refer to position of top finger of chord

# Confused Kid

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing.) '1' - over 5th fret '2' - ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	(1-7)  I inward picking T./P. (5, 3) - ax	(in tempo)  inward picking T./P. (6, 5, 6, 5, 6, 5) steady, rel. quick	(4-10)  I P (3, 1-3, 1, 3; 1) exj. rel. quick constant	(a, a - 1, a, a, 1, a) f. distinct & irregular rhythm	Natural the sea upon the shore
2. Bass	Same as 1a (on 3, 1)	same as 1b	 4 6	same as 1d	Human (Animal) human crying
3. Lead (Piano)	③ ④ (C, C) x 3	① ② (E/G, E/G, E/G, E/G)	⑥ ⑦ 3 = Db 1 = C#	(④, ③ - ⑤, ④, ⑤, ④, ⑤)	Machine washer/ dryer
4. Drum (Standing Tom)	on muffler (t, 1)	edge of center (a, a, a, a)	edge of drum (t, 1, t, 1, t; 1)	center of drum same as 1d	Slice of Life marathon race






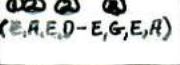

Vocal Tracks	R gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunc.
--------------	--------------------------------	-------------------------------	-----------------------------------	-------------------------------

Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard (Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

1. 3 2 3 2 3 3 2 3	5. 3 2 3 4 3 3 2 3 4 3	9. 3 2 3 3 4 3 3 2 3 3 4 3 3 2 3 4 5 4	13. 3 2 3 3 2 3 2 3 2 3 4 3 3 2 3 1 2 2 2 2 2 2 2 2 2
2. 3 2 3 2 3 2 3 2 3 3 2 1 3 2 3 2	6. 3 2 3 2 3	10. 3 2 3 2 3 2 3 2 3 3 2 1 3 2 3 2	14. 2 3 2 3 2 3 2 3 2 3
3. 3 2 3 4 3 3 2 3 5 4 3 5 4 3	7. 3 2 3 3 4 3 2 3 3 4 3 2 3 4 3 4	11. 3 2 3 3 4 3 2 3 2 3 4 3 2 3 2 4 5 4 5 6 5 4 6 7 6 5	15. 4 3 4 3 4 3 4 3 2 3 5 4 3 2 3
4. 3 2 3 2 3 2	8. 3 2 3 3 2 3 3 2 3 4 3 5 4 3	12. 3 2 3 2	16. 4 3 2 4 3 2 4 3 2 4 3 2

Note: #s refer to position of top finger of chord

# False Love

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing.) '1'-over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	(5-9)  I M R strum/picking T./R. sets of 4 (D,U,D,U) melodic	(gen. tempo  4-4 = 4+4) inward picking T./M.R.P. 6/5 4 3 (6,5,6,4 - 6,3,6,5) lyrical, cont. enj.	(2-6)  M R (3,2,1; 2,1; 3) enj. f. cont, steady w/ lightness	(2) (1,2,3 - 1,2,3) fh. fh. rises, and falls in waves	Natural the sea upon the shore
2. Bass	same as 1a (on 4,3,2,1)	same as 1b	Capo  9 (para) 12 14	same as 1d	Human (Animal) human crying
3. Lead (Piano)	 ② ③ ③ ④ D = E/E/G# U = D#	 ① ② ② ③ (E, A, E, D - E, G, E, A)	 ⑤ ⑥ ⑥ B = B 2 = B 1 = G	(t, t, ⑤ - ⑤, ⑤, t)	Machine washer/ dryer
4. Drum (Standing Tom)	on muffler (t, 1, t, 1)	edge of center (t, 2, t, 1 - t, 1, t, 2)	edge of drum (t, 2, 1; 2, 1; t)	center of drum same as 1d	slice of Life marathon race

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronouncat.
--------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------






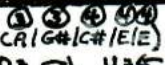

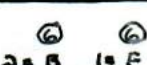
Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of 1c parallels 1a. Fingers Remain Positioned As In Graphs.)

1.	6 5 6 5 8 7 (6)	3.	6 5 6 5 8 7 8 7 9 8 7 6
2.	7 6 5 6 8 7 8 7 9 8 9 8 7 6	4.	8 7 8 7 9 8 8 7 7 6 (5)
		5.	8 7 6

Note: #s refer to position of top finger of chord



# Stumblebum

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing.) '1'-over 5th fret '2'-ov. sound hole	Real sounds
1. Rhythm (Acoustic guitar)	(4-7)  5 M 6 R P soothing chords I. two sets of 5 (U,U,U,D-U,U,U,U)	(same tempo)  upstrum, w/chord sets of 5 (U,U,U,D,U) x 2 steady M.+R.	(0-3)  1 P (a,a,1,a-2,a,1) - susp rather steady	two hands (1,2,3,4-1,2,3,4) - cont. light, sharp, quick	Natural the sea upon the shore
2. Bass	Capo 5 (for 4)  5 9 11	same as 1b	Capo 9 (for 2)  9 10	same as 1d	Human (Animal) human crying
3. Lead (Piano)	 C#(G#)C#(E)E D = → U = ←	 E I R / D I G U = ← D = →	 a = B i = F	(+,+,+,+ - +,+,+,+)	Machine washer/ dryer
4. Drum (Standing Tom)	on muffler (a,1,a,1,a- 1,a,1,a,1)	edge of center (1,1,1,2,1)	edge of drum (a,a,1,a-2,a,1)	center of drum same as 1d	slice of Life marathon race

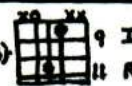



Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
--------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

- |    |  |          |                |
|----|--|----------|----------------|
| 1. | 5 6 5<br>4<br>5                          | 4.       | 7 6            |
| 2. | 6 5<br>6 5<br>6 5<br>6 5<br>7 6 5<br>6 5 | 5.       | 5 6 5<br>5 4 5 |
| 3. | 4<br>5                                   | Musical: | 6,5,6,5        |
|    |  | Coda:    | 4,5            |

Note: #s refer to position of top finger of chord

# T V Why Can't It Be Like That

	a. rhythm (see #'s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing) '1'- over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	(7-13)  9 I 11 R steady strumming - w/ softness. T. sets of 3	(in tempo 4=3)  inward picking (6,5,4,3) T.I.I. (6/4. 6,3,5) wick	(2-8)  4 I 7 F (2,1,2,1,2,1,2) thorough - susp. p. r. steady	(2) (2) (2) (1,2-1,2-1,2,3,4,5) th th th steady rhythmic beat	Natural the sea upon the shore
2. Bass	same as la (on 3,2,1)	same as lb	 13 16	same as ld	Human (Animal) human crying
3. Lead (Piano)	① ④ ⑤ A/C# / E D →	① ② ③ ④ (E/D · E, G, A)	⑥ ⑦ a = Eb l = B	④, t - ④, t - ④, t, t, t, t	Machine washer/ dryer
4. Drum (Standing Tom)	on muffler (t, t, t)	edge of center (t · a, 1, a)	edge of drum (a, 1, a, 1, a, 1, a)	center of drum same as ld	slice of Life marathon race


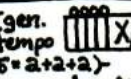
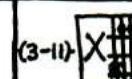



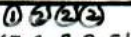
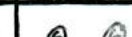

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronuncat.
--------------	--------------------------------	-------------------------------	-----------------------------------	---------------------------------

Re la - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of lc Parallels la. Fingers Remain Positioned As In Graphs.)

Intro:	1. 9 8 9 8	5. 11 10 11 10 9 8 11 10 11 10	9. 8 7 8 7
a. 9 8 9 9 10 9 8 7	2. 9 8 7 8 7	6. 9 8 9 8	10. 10 9 10 9 11 10 9
b. 10 9 10 9 9 10 9 9 8 7	3. 10 9 10 9	7. 12 11 12 11 12 11 10 9	11. 9 8 9
	4. 9 8 9 8	8. 13 12 13 12 10 9	

Note: #'s refer to position of top finger of chord

# Poor Girl

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing) '1'- over 5th fret '2'-ov. sound hole	Real Sounds	
1. Rhythm (Acoustic Guitar)	(7-15)  Strum/picking T./P sets of 2 (D,U) fairly light	(gen. tempo 5 = 2+2+2)  inward picking (6,5)(4,3) T./R.P. (6,3,5,4,6/4) steady, thorough	(3-11)  (2,1,3) steady reps fairly lyrical	(1,2-1,2-1,2,3-1,2) slow, soft	Natural the sea upon the shore	
2. Bass	Capo 5  open 3+4	same as 1b	 2 5	same as 1d	Human (Animal) human crying	
3. Lead (Piano)	 D = A/D/E U = A	 (E, G, A, D, E/D)	 3 = D 2 = E 1 = A			Machine washer/dryer
4. Drum (Standing Tom)	on muffler (t, 1)	edge of center (t, 1, 2, 1, t)	edge of drum (2, 1, t)	center of drum same as 1d	slice of life marathon race	

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
--------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

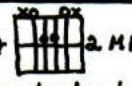


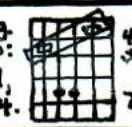




Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard (Finger Movement of 1c Parallels (a. Fingers Remain Positioned As In Graphs.)

Intro: Music. 9, 8, 10, 9 Lyrics. 9 7 (10) 9 7 8 7	4. 11 10 11 12 11 10 11 10	Musical: 9, 8, 9, 8 Break: 10, 9, 10, 9 12, 11, 9
1. 9 11	5. 13 12 13 12 14 13 14 13 12	7. 9 11
2. 9 11	6. 14 13 14 13 15 14 15 14 (13, 12)	8. 9 9
3. 13 9		

Note: #s refer to position of top finger of chord

# Don't Shoot Up Or You'll Shoot Down

4. B.I.

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing) '1'- over 5th fret '2'-ov. sound hole	Real sounds
1. Rhythm (Acoustic Guitar)	(1-6)  2. M R moderate chords M+R. sets of 9 (D,U,D,U,D,U,D,U,D)	(same tempo)  chords, w/ mu. pick T. ; w/ T./P. C,D,U,D,U,D,U,D,U,6/3 steady, full	(14-19)  15 R (2,3) fairly steady, reps. somewhat soft	two hands (1,2-1,2,3;4) soft, slowish beats	Natural the sea upon the shore
2. Bass	diag.  capo: 4 on 1, 5 on 4.	same as 1b	Capo  (1,3)	same as 1d	Human (Animal) human crying
3. Lead (Piano)	 (A)E(A)B D-> U=<	 E(A)B/G... E/G D-> U=<	 3=G 2=D	(t+t-t;t;t;t)	Machine washer/ dryer
4. Drum (Standing Tom)	on muffer (t,t,t,t,t,t,t,t)	edge of center (t,t,t,t,t,t,t,t)	edge of drum (1,t)	center of drum same as 1d	Slice of Life marathon race

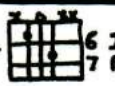

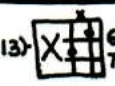
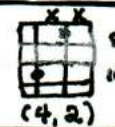
Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronuncat.
-----------------	--------------------------------	-------------------------------	-----------------------------------	---------------------------------

Re 1a - Line By Line Breakdown Of Fingers' Movement Up And Down Fretboard  
(Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

R.	2 1	3. 4 3	5. 5 4	7. 4 3 2	9. 3 2
	2 1		R. 2 1		R. 2 2
1.	3 2	R. 2 1	6. 5 4	R. 2 1	10. 3 2 1
	3 2		5 4		
R.	3 1	4. 4 3	6 5 4	8. 4 3	
	3 1	4 3			
2.	3 2	R. 2 1	R. 2 1	R. 2 1	
	3 2	2 1	2 1	2 1	
R.	3 1	2 1	2 1	2 1	
	3 1	2 1	2 1	2 1	

Note: #s refer to position of top finger of chord

The Chicken Or The Egg  
The Devil's Riddle

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing.) '1'- over 5th fret '2'-ov. sound hole	Real sounds
1. Rhythm (Acoustic Guitar)	(0-13)  6 I 7 R steady picking M.R.P. (5, 4, 3)	{acc. tempo}  inward picking T.(I.) <sup>(3)</sup> 6,3,4,3,5,3,4,3, 6,3 quick, cont: 5,3=6	(0-13)  6 I 7 M (3,1) circular reps. thorough distinct, f. cont.	(1,2,1,2,1,2, pause)	Natural the sea upon the shore
2. Bass	same as 1a (on 3,2,1)	same as 1b	 8 10 (4, 2)	same as 1d	Human (Animal) human crying
3. Lead (Piano)	③ ③ ④ (E <sub>b</sub> , D, D)	② ② ② (A, G, D, G, A, G, D, G, A, G, E)	② ⑦ 3 = D 1 = A#	⑤ ④ ③ ④ ⑤ ④ - pause	Machine washer/dryer
4. Drum (Standing Tom)	on muffler (2, 2, 1)	edge of center (2, 1, 2, 1, 2, 1, 2, 1, 2)	edge of drum (1, 1)	center of drum same as 1d	Slice of Life marathon race

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
--------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

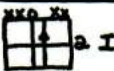
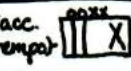
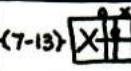
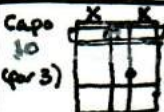
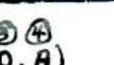

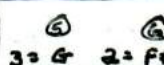
Re 1a - Line By Line Breakdown Of Fingers' Movement Up And Down Fretboard  
(Finger Movement Of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

1. 6 7 6 7 6 5 7 6	5. 10 9 10 9 9 8	Coda: 0
2. 8 7 8 7 9 7 7 6 9 8	6. 9 8 9 8 7 8 6	
3. 10 9 10 9 11 10 11 10 12 11	7. 7 6 7 6 6 5 5 4 3	
4. 13 12 13 12 13 12	8. 3 2 1 0	

Note: #s refer to position of top finger of chord

# This World Of Sin

4. B.2.

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid.fing) '1'- over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	(2-8)  a I inward picking T./P. (4,3) continuous	(acc. tempo)  strum T. sets of 2, 4 etc x fairly slow steady	(7-13)  7 R (3,3-2,3,2,3,2,3) -enj. steady	two hands (1,2,3-1-1,2) rather quick, continuous	Natural the sea upon the shore
2. Bass	same as 1a con 2,1)	same as 1b	Capo 3rd fret  10 (for 3)	same as 1d	Human (Animal) human crying
3. Lead (Piano)	 (C, A)	 G/A x 2	 3 = G 2 = F#	(t,t,t-t-t,t)	Machine washer/ dryer
4. Drum (Standing Tom)	on muffer (2,1)	edge of center (t,t)	edge of drum (t,t-a,t,a,t,a,t)	center of drum same as 1d	Slice of Life marathon race

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
--------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------






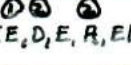


Re 1a - Line By Line Breakdown Of Fingers' Movement Up And Down Fretboard  
(Finger Movement Of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

- |   |       |
|---|-------|
| 2 |       |
| 3 | 2     |
| 4 | 3     |
| 4 | 3 (a) |

4	
3	3 2
3	2
- |   |     |
|---|-----|
| 5 | 4   |
| 5 | 4   |
| 6 | 5 4 |
| 3 | (a) |
- |   |     |
|---|-----|
| 7 | 6   |
| 7 | 6   |
| 8 | 7 6 |
| 6 | 5   |
| 4 | 3 2 |

Note: #s refer to position of top finger of chord

# It Takes One To Know One

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing) '1'- over 5th fret '2'-ov. sound hole	Real sounds
1. Rhythm (Acoustic Guitar)	(1-7)  Strumming T. sets of 5 variable int.	(same tempo)  Inward picking (6/4) (5/4) T./M.R. (4) (6,4,6,5,6/4) fluid, full	(0-6)  (3,1,3,1,3,1,3,1) thorough - rel. pause f. light, rel. quick	(a-2,1,2,1-2,2) -circular enj. rather regular cont.	Natural the sea upon the shore
2. Bass	same as 1a (on 4,3,2)	same as 1b	diag. capo:  9 on 1, 10 on 3.	same as 1d	Human (Animal) human crying
3. Lead (Piano)	 R 1 C # 1 G # D →	 E, D, E, R, E, D	 3 = G 1 = G	 4, 5, 4, 5, 4, 5	Machine washer/dryer
4. Drum (Standing Tom)	on muffler (t, t, t, t, t)	edge of center (t, 1, t, 2, t)	edge of drum (t, 1, t, 1, t, 1, t, 1)	center of drum same as 1d	slice of life marathon race



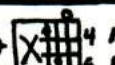

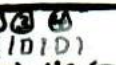


Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
--------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard (Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

1. 4 3	5. 6 5	9. 6 5	12. 7 6
4 3	6 5	6 5	7 6
4 3	5 4	7 6 5 4	6 5
2. 6 5	6. 2 1	10. 6 5	13. 5 4 3 2 1
6 5	2 1	7 6 5	4 3 2 1
6 5	7. 4 3	11. 3 2	14. 4 5 4
6 5	4 3	3 2	5 4 3
3. 5 4 3	8. 2 1	4 3	15. 4 3
5 4 3	2 1	5 4 3	4 3
4. 2 1		6 5	4 3
2 1			4 3

Note: #s refer to position of top finger of chord

# Save The Children

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing) '1'- over 5th fret '2'-ov. sound hole	Real sounds
1. Rhythm (Acoustic Guitar)	(3-11)  7 P chords I. sets of 4 (D,U,D,U) A. r. weak B. strong c. even	(same tempo)  strum/picking T./R. P (3-10) sets of 4 (D,U,D,U) vary speed	(0-8)  4 M 2nd (3,2,1; 2,1,2,3,2) -f. cont. r. steady, thorough • adj. speed.	two hands (1,2,3,4 - 1,2,3,4) quicker slower 1,2,3,4 • cont. even f. light, sharp, quick • adj. speed.	Natural the sea upon the shore
2. Bass	same as 1a (on 3,2,1)	same as 1b	Capo 9 (par 1)  9 14 15	same as 1d	Human (Animal) human crying
3. Lead (Piano)	 (A I D I D) D → U ←	 D = A I D U = G	 3 = B 2 = F 1 = E	(t,t,t,t-t,t,t,t) (t,t,t,t)	Machine washer/ dryer
4. Drum (Standing Tom)	on muffler (2,1,2,1)	edge of center (t,2,t,2)	edge of drum (t,2,1; 2,1,2,t,2)	center of drum same as 1d	Slice of Life marathon race

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
--------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

## Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard (Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

A.	1. 7 8 7 6	2. 8 7 8 7	3. 8 7 8 7	4. 7 8 7 6	5. 9 8 9 8	6. 7 6 7 6	7. 9 6 5	B.	1. 7 6 7 6	2. 8 7 8 7 7 8 7	3. 7 6 7 6 7	4. 9 8 8 9 9 8 8	5. 7 6 7 6	C.	1. 7 6 7 6 8 7 8 7	2. 7 7 6 8 7 6	3. 8 7 8 7 9 8 9 8	4. 7 8 7 6	5. 10 9 10 9 10 9 10 11	Coda:	a. 7 6 7 9 8 7 8 7 6 5 6 5 4 7 6	b. 7 7 6 8 7 6	c. 7
----	---------------	---------------	---------------	---------------	---------------	------------------	-------------	----	------------------	---------------------	-----------------	---------------------	---------------	----	-----------------------------	-------------------	-----------------------------	---------------	----------------------------------	-------	--	-------------------	------

Note: #s refer to position of top finger of chord



# Don't Be Afraid of The Dark

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing) '1'- over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	(1-7)  constant strum T. sets of 3	(in tempo a=3)  strum T. sets of 2 full, constant	(1-7)  (3;3) -enj. constant in tempo w/ la.	two hands (1-1,2) constant distinct in tempo w/ la.	Natural the sea upon the shore
2. Bass	same as  a  (on 4,3,2)	same as  b	3	same as  d	Human (Animal) human crying
3. Lead (Piano)	EIC# 1F D →	(EIRIDIG) x 2	A#	(+ - +, +)	Machine washer/dryer
4. Drum (Standing Tom)	on muffer (+, +, +)	edge of center (+, +)	edge of drum (+, +)	center of drum same as  d	Slice of Life marathon race

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunc.
--------------	--------------------------------	-------------------------------	-----------------------------------	-------------------------------

Re |a| - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard (Finger Movement of |c| Parallels |a|. Fingers Remain Positioned As In Graphs.)

1.	5.	9.	14.
2.	6.	10.	15.
3.	7.	11.	
4.	8.	12.	Coda:
		13.	

Note: #s refer to position of top finger of chord

# How Many Mistakes Can We Make

	a. rhythm (see #'s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid-fing) '1'-over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	(1-6)  inward picking T./R. (5,2,5,2,5,2,5,2) 3/4 sim. 1st 4-2's, w/ pause betw. ea.	(see tempo 4+4=8)  inward picking (4) (3) T./M.R. (6/4/3, 6,3,4) steady reps.	(0-5) 1 M (1,2)-r. cont. steady f.even	(1,2)  7th. unsim. rather plodding	Natural the sea upon the shore
2. Bass	 (4,1...)	same as 1b	Capo 9 (port) 10	same as 1d	Human (Animal) human crying
3. Lead (Piano)	③ ④ 5 = Db 2 = C#	① ② ③ (E, D, G, E, G, D)	⑥ ⑦ 2 = C 1 = E	(5 - +)	Machine washer/dryer
4. Drum (Standing Tom)	on muffler (+, 1, +, 1, +, 1, +, 1)	edge of center (+, 2, 1, 2)	edge of drum (1, 2)	center of drum same as 1d	slice of life marathon race
Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.	

Re 1a - Line By Line Breakdown Of Fingers' Movement Up And Down Fretboard (Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

Intro:

Music. 2, 2, 2, 2  
4, 5, 4, 5  
2  
Lytic. 2 4 5 4 5

5. 5 4  
5 4  
6 5  
4 3




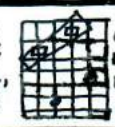

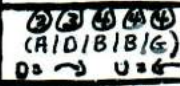


8. 2 1 2 1  
2 3 2 3  
9. 2 1  
2

1. 2 1 2 1  
2 3 2 1  
2. 2 3  
2 1  
3. 2 3 2  
4. 3 2  
1 2

6. 6 5 4  
5 6  
5 4 3  
7. 5 6 5  
4 3 2

Note: #'s refer to position of top finger of chord

# Going Home

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid.fing) '1'- over 5th fret '2'-ov. sound hole	Real sounds
1. Rhythm (Acoustic Guitar)	(1-7)  3 R 4 P strong chords M. sets of 6 (D,U,D,U,D,U)	(in tempo 4=6)  Chords, w/strum T. (D-D,U,D) - r. cont. full, thorough	(3-9)  5 I 4 P (2,1,2,1,2-2;1) <sup>sup</sup> reuck dest. enj rel. cont., f. sharp	(2)(1)(2)(3)(4)(5)(6) f.h. f. steady, cont. w/ brightness.	Natural the sea upon the shore
2. Bass	diag.  capo: 9 on 2, 10 on 4	same as  b	 2 6	same as  d	Human (Animal) human crying
3. Lead (Piano)	 (A D B B G) x D= → U= ←	 (C E A D G) D= → U= ←	 2 = E 1 = C#	(t,t, ⊕ ⊕ ⊕ ⊕)	Machine washer/dryer
4. Drum (Standing Tom)	on muffler (t, 2, t, 2, t, 2)	edge of center (t · t, 2, t)	edge of drum (2, 1, 2, 1, 2 · 2; 1)	center of drum same as  d	slice of life marathon race

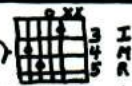



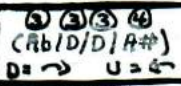

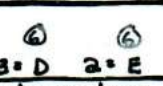
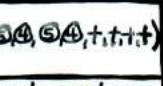
Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
--------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

Re |a - Line By Line Breakdown Of Fingers' Movement Up And Down Fretboard (Finger Movement of |c Parallels |a. Fingers Remain Positioned As In Graphs.)

Intro:	1. 3 2 3 3 2 3	5. 5 4 5 4
a. 3 5 4 3 5 4 3 5 4 3 5 4 3	2. 5 3 6 3 5 3	6. 3 4 3 3 4 3
b. 5 4 3 5 4 3 5 4 3 5 4 3	3. 7 5 7 5	7. 7 6 7 6
	4. 3 2 1 3 2 1	8. 3 3

Note: #s refer to position of top finger of chord

# Please Even Me Out

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid.fing) '1'- over 5th fret '2'-ov. sound hole	Real sounds
1. Rhythm (Acoustic Guitar)	(1-6)  I M R constant chords T. and I. sets of 4 (D,U,D,U)	(gen. tempo)  2-4 = 4+4 upstrum + inu pick I. M. R. + T. I. R. (U, U - 6, 4, 6, 4) constant	(3-8)  5 I 7 P (3,3,2 - 3,2; 3,2) r. constant - susp. enj. distinct	(1,2,3,4,5,6,7,8) two hands steady, quick, and continuous in gen. tempo w/ 1a-8 = 4+4.	Natural the sea upon the shore
2. Bass	same as 1a (on 4,3,2,1)	same as 1b	 14 17	same as 1d	Human (Animal) human crying
3. Lead (Piano)	 (Rb/D/D/A#) D = → U = ←	 (E, A, D, E, I, R, D - E, D, E, D)	 3 = D 2 = E	(  t, t, t, t)	Machine washer/dryer
4. Drum (Standing Tom)	on muffler (t, 2, t, 2)	edge of center (t, t - 2, 1, 2, 1)	edge of drum (t, t, 2, t, 2; t, 2)	center of drum same as 1d	Slice of Life marathon race



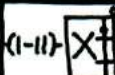


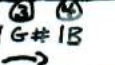
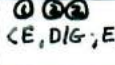

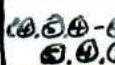
Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunc.
--------------	--------------------------------	-------------------------------	-----------------------------------	-------------------------------

Re 1a - Line By Line Breakdown Of Fingers' Movement Up And Down Fretboard (Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

Intro: 3 2 3 2 4 3 3 2 4 3 5 4 4 3 3	R. 3 4 3 3 4 3 2. 4 5 4 3 2 R. 3 4 3 3 4 3 3a. 5 4 5 4 4 3 b. 3 2 3 2 3 2	R. 3 4 3 3 4 3 3 4 3 3 4 3 4. 6 5 6 5 4 3 2 1 R. 3 4 3 3 4 3	5. 4 2 3 4 R. 3 4 3 3 4 3 6. 4 3 3 2 R. 3 4 3 3 4 3 7. 4 3 3 2 R. 3 3 3
--	--	---	---

Note: #s refer to position of top finger of chord

# I Used To Be So Weak

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing) '1'- over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	(1-11)  continuous strumming M.R.+P. sets of 5	(in tempo 4+p=5)  inward picking (4) (5) (3) T./R.P. (6,4/3; 6,4/3) shp. steady rep. release	(1-11)  (2,1,2,3) rel. cont. f. steady thorough	(2,1,2-2,1,2-1,2,1) steady f. quick st. somewhat uneven	Natural the sea upon the shore
2. Bass	diag. capo:  4 on 1, 5 on 3	same as 1b	Capo 9 (for 2)  9 on 1, 11 on 3	same as 1d	Human (Animal) human crying
3. Lead (Piano)	 D G#1B D →	 C E D G#	 A B C	 C D E F G A B C	Machine washer/dryer
4. Drum (Standing Tom)	on muffler (1,1,1,1,1)	edge of center (2,1;2,1)	edge of drum (2,1,2,1)	center of drum same as 1d	Slice of Life marathon race




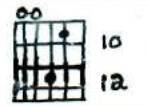


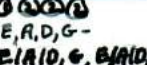

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunc.
--------------	--------------------------------	-------------------------------	-----------------------------------	-------------------------------

Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard (Finger Movement of 1c Parallels (a. Fingers Remain Positioned As In Graphs.)

Intro:	1 2	3. 6 7	6. 5 4	11. 3 2
	1 2	7 6	5 4	3 2 3
	2	7 6	5 4	2 3
1.	1	4. 8 9	7. 7 6	3 2 4 3
	2	8 9	7 6	3 2 3
	2	10 9	7 6	2 4 3
	2	8 9	8	3 2
	1	9 8	7 6	12. 3 2 3
2.	3 4 3	5. 11 10 9	9. 4 3	3 2 3
	4 3 4 4	10 9 8	4 3	3 2 3
	4 4	10 9 8	4 3	2 3 2 3
	3	7 6	5 4	3 2 3
		7 6	5 4	2 3
		6	5 4	13. 1

Note: #s refer to position of top finger of chord

# No Paranoia

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing) '1'- over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	(1-11)  6 I 7 M inward strumming T./I. sets of 2 (D,U) thorough	(gen. tempo 8 = 2+2+2+2)  u.w. pick + strum/ T./I (3) pick (6,5,4,3 - D,U,D,U) thorough	(4-14)  9 P (1,1,1,1) u. steady distinct	(1,2,3-1,2,3,4) f.h. constant thorough	Natural the sea upon the shore
2. Bass	 10 12	same as 1b	 6	same as 1d	Human (Animal) human crying
3. Lead (Piano)	 D = E I A D U = D I F I E	 E I A D, G - E I A D, G	 C #	(+ +, + - 3, 3, 3, 3)	Machine washer dryer
4. Drum (Standing Tom)	on muffler (+, 2)	edge of center (2, 2, 1, 1 - +, 1, +, 1)	edge of drum (1, 1, 1, 1)	center of drum same as 1d	Slice of Life marathon race



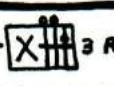






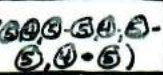
Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronuncat.
--------------	--------------------------------	-------------------------------	-----------------------------------	---------------------------------

Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

1.	6 6 7 7 5	5 5 6 6 4	4 4 2 2 3 1	3 3 1 1 2	7. 7 5 3	6 4 2 (1)	11. 9 8 8 7 7 7 7 8	8 8 7 7 7
2.	6 7 6 4	7 5 3	5. 6 7 7 5	5 5 6 6 4	9. 7 6 7 6	5 5 5	12. 11 11 11 9 8	10 10 11 10
3.	6 5 6 4	3	6. 6 6 4 4	5 5 5 3	10. 8 7 7 8	7 8 6 7	13. 7 6	

Note: #s refer to position of top finger of chord

# Where's My Brother

	a. rhythm (see #'s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid.fing) '1'-over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	(5-12)  7 M 8 R 9 P mw. strum. / picking T./P./a) sets of 5 (5/4, 2/3, 2/3, 5/4) light, various	(in tempo 4=5)  inward picking a, 1 on a) T./R.P. (5/3-6,4,5) full light, mel., even	(1-8)  3 R (3;2,1-2,1,2) soft -f. cont. r. thorough	(1,2,3-1,2;3-1,2-1) soft fairly steady	Natural the sea upon the shore
2. Bass	Capo 5  5 (for 3)  12 13 (4/3, 1, 2, 1, 4/3)	same as 1b	diag.  9 Capo: 9 on 2, 10 on 3	same as 1d	Human (Animal) human crying
3. Lead (Piano)	 E D D# G# 5 4 3 2	 (A G-E, D, A)	 3=G 2=B 1=G	 (3,2,3-3,4;3- 3,4=3)	Machine washer/ dryer
4. Drum (Standing Tom)	on muffler (t, 1, 2, 1, t)	edge of center (t+t, 1, 2)	edge of drum (t; 2, 1-2, 1, 2)	center of drum same as 1d	slice of Life marathon race

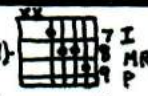








Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
--------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

Re 1a - Line By Line Breakdown Of Fingers' Movement Up And Down Fretboard  
(Finger Movement Of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

Intro:	7 6	3. 7 7 6 8 7 6 5	6. (7) 6 5 7 6	10. 7 7 7 6
1.	8 7 7 9 8 7 8 7 6	4. 6 7 6 5	7. 7 6 5	11. 9 8 9 8
2.	10 9 10 9 10 9 10	5. 10 9 10 9 10 11 10 11 12	8. 8 9 8 7 9 8	12. 7 6 7 6 8 9
			9. 10 9 10 9	13. 8 7 8 7
				Coda: 7 6 6 7

Note: #'s refer to position of top finger of chord

# Wish I'd Never Done It

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing.) '1'- over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	(5-11)  7 I 8 MR 9 P continuous picking I.M.R.P. (4,3,2,1)	(same tempo)  pick + upstrum (5,4) M.R. (5,4, U,U) steady, full	(9-15)  11 I M R (3,2,1,2 - 1,2,3,2) f. light, - acc. quick + steady cont.	(2,2,1-2,2,2,1,2) f. light, quick	Natural the sea upon the shore
2. Bass	 5 6	same as 1b	 3 9	same as 1d	Human (Animal) human crying
3. Lead (Piano)	 ④ ④ ④ ⑤ C, D, E, F, G, C#	 ② ② (A, D, A1, D1)	 ⑥ ⑦ ⑧ 3 = G6 2 = A6 1 = B6	 ④ ④ ⑤ - ④ ④ ④ ⑤ ④	Machine washer/ dryer
4. Drum (Standing Tom)	on muffler (2,2,1,1)	edge of center (2,1,t,t)	edge of drum (t,2,1,2 - 1,2,t,2)	center of drum same as 1d	Slice of Life marathon race
Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronuncat.	

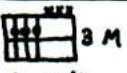


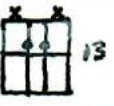
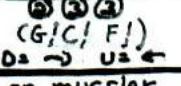
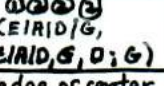
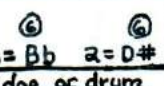
Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

1. $\begin{matrix} 7 \\ 8 \\ 7 \end{matrix}$	4. $\begin{matrix} 6 \\ 5 \\ 7 \end{matrix}$	6. $\begin{matrix} 6 & 5 \\ 6 & 5 \\ 7 & 6 \end{matrix}$	8. $\begin{matrix} 8 & 7 \\ 8 & 7 \\ & 6 \end{matrix}$
2. $\begin{matrix} 8 & 7 \\ 8 & 7 \end{matrix}$	5. $\begin{matrix} 9 & 8 \\ 9 & 8 \\ 10 & 9 \\ 8 & (7) \end{matrix}$	7. $\begin{matrix} 11 \\ 10 \\ 11 \\ 10 \\ 9 & (7) \\ 8 & (7) \end{matrix}$	9. $\begin{matrix} 9 \\ 8 \\ 7 \end{matrix}$
3. $\begin{matrix} 9 \\ 8 \\ 9 \\ 8 \\ 8 & (7) \end{matrix}$			10. $\begin{matrix} 7 \\ 7 \\ 7 \end{matrix}$

Note: #s refer to position of top finger of chord



# Coat Of Warmth

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid.fing) '1'- over 5th fret '2'-ov. sound hole	Real sounds
1. Rhythm (Acoustic Guitar)	(1-6)  3 M 1st part: picking + Coda. (6,5,4) 2nd part: chords. (ov, 0-4, 0, 0) T. steady	1+c.  tempo 2: in tempo 5=6 mw. (strum) picking T./I. (3) (6)5 4 3 6 5 4 3 4 3 1+c. f. sept 2, stronger	(1-6)  3 M 4 R (2,3; 2,3) f. cont. moderate, even stronger 2d part.	two hands (1,2-1,2-1,2-1,2) 1+c.: steady 2: solid	Natural the sea upon the shore
2. Bass	same as 1a (on 4,3,2)	same as 1b	 1 3	same as 1d	Human (Animal) human crying
3. Lead (Piano)	 (G, C, F) D → U ←	 (E, F, D, G, E, F, D, G, D, G)	 3 = Bb 2 = D#	(t, t - t, t - t, t - t, t)	Machine washer/ dryer
4. Drum (Standing Tom)	on muffer 1+c.: (t, t, 2) 2: (t, 2, t - 2, t, 2)	edge of center (t, t, 1, 2; 1)	edge of drum (2, t; 2, t)	center of drum same as 1d	Slice of Life marathon race






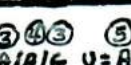
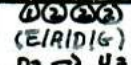
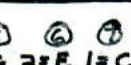
Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
--------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

1. 3 2 3 2 3 2 3 2 1	5. 3 3 4 3	11. 5 4 6 5 4 3	Coda: 3 2 4 3
2. 4 3 4 3 4 3	6. 3 3 4 3	12. 6 5 5 3	
3. 1 3 (2)	8. 3 (5) 4 3	13. 6 5 6 5 7 6 5 4 3	
4. 3 3 3	9. 3 3 2 3		
	10. 3 3 2 3		

Note: #s refer to position of top finger of chord

# Over The Stumbling Block

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing) '1'- over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	(1-11)  5 I 7 R strum/picking T.I. sets of 5 (D,U,D,U,D) sharp	(same tempo)  X strum, w/ chord T. sets of 5 (D; D; D; D; D) steady reps. - enj. w/ quickness	(1-11)  5 I 8 P (3,2,1-2,1-1) enj. fairly sharp and continuous	two hands (1,2,3,4,5,6,7,8,9,10) quickening dist. sharp, quick beats	Natural the sea upon the shore.
2. Bass	Capo 5 (over 2+4)  5 12 14	same as 1b	Capo 3 (over 4)  3 7 10 (4,3,2-3,2-2)	same as 1d	Human (Animal) human crying
3. Lead (Piano)	 ② ④ ③ ⑤ D = A I A I G U = A	 ① ② ③ ④ (E I A I D I G) D = → U = ←	 ⑤ ⑥ ⑦ 3 = G 2 = E 1 = C	(t;t;t;t;t;t;t;t;t;t)	Machine washer/ dryer
4. Drum (Standing Tom)	on muffler (t, 1, t, 1, t)	edge of center (t; t; t; t; a)	edge of drum (t, a, 1-2, 1-1)	center of drum same as 1d	slice of Life marathon race

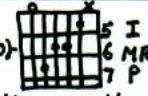

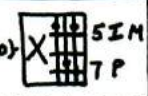





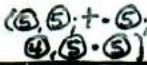
Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
--------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

1. 5 6 5 3 2 1	5. 4 3 2 1 3 2 1	8. 8 7 8 7 11 10 9 8 7 6 5 7 6 5 5
2. 5 6 5 2 1 3 2 1	6. 5 6 5 7 6 7 7 6 7 6 5 5	9. 3 7 8 7 8 8 9 8 9 7 8 7
3. 5 6 5 4 3	7. 5	10. 5

Note: #s refer to position of top finger of chord

# Unbind Yourself

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing.) '1'- over 5th fret '2'-ov. sound hole	Real sounds
1. Rhythm (Acoustic guitar)	(2-10)  picking softly T.I.M.R.P. (6,5,4,3,2)	(in tempo)  inward picking L/R.P. (6,4,5,3) - <i>sup. exp.</i> soft, rel. quick	(2-10)  (3,2,1-2,1-2,3,2) r. soft, gradual	(1,2) (3,4) (5,6) (7) Fh. soft, gradual, melodic	Natural the sea upon the shore
2. Bass	 (4,3,2,1)	same as 1b		same as 1d	Human (Anima) human crying
3. Lead (Piano)	 (E, E, G#, C#, E)	 (E, D; A, G)	 3=C 2=F# 1=A	 (C, E, +, C), (D, E, C)	Machine washer/dryer
4. Drum (Standing Tom)	on muffler (t,2,2,1,1)	edge of center (t,2; t,1)	edge of drum (t,2,1-2,1-2,t,2)	center of drum same as 1d	slice of life marathon race

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
--------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of 1c parallels 1a. Fingers Remain Positioned As In Graphs.)

Intro:	5 4 5 4 5 4 5 4 4 5	2.	7 6 7 6 8 7 6 5 7 6 5	4.	8 7 9 8 10 9 8 7 8 7 10 9 8 8 7	7.	6 5 6 5 7 6 5 6 5 6 5 8 7 6 5 6 5 6 5
1.	6 5 6 5 7 6 5 6 5 6 5 8 7 6 5 6 5 6 5	3.	4 3 5 4 5 4 5 4 3 2 6 5 6 5	5.	7 5 8 6 8 6 9 7 5 9 7 5		
				6.	7 5 8 6 9 7 5		

Note: #s refer to position of top finger of chord

# Cleansing

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid.fing) '1'- over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	(5,A) on 3 inward picking T I R T I R T I M T I I I. (3/1, 4/2, 5/3, 6/4) II. (6/4, 5/3, 4/2, 3/1)	(Same tempo, A' gets 4+2, pick + strum (5+4) T. (6,5,D,D) fluid • adjust speed.	(10,11) X ca,1) - rep. f. light, thorough rel. quick, ringing.	(1,2,3,4) f.h. v. steady, even, gentle	Natural the sea upon the shore
2. Bass	(ignotted on 4) (1, 2, 1, 3, 1, 4, 2)	same as 1b	XX 7 9	same as 1d	Human (Animal) human crying
3. Lead (Piano)	E D F# G B G 6 5 4 3 2 1	(E, A, R/G, A/G)	(B, D)	(5,4) - t, t	Machine washer/dryer
4. Drum (Standing Tom)	on muffler I. (1, 2, 2, t) II. (t, 2, 2, 1)	edge of center (2, 1, t, t)	edge of drum (2, 1)	center of drum same as 1d	Slice of Life marathon race

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
--------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

Re 1a - Line By Line Breakdown Of Fingers' Movement Up And Down Fretboard (Finger Movement Of 1c Parallels (a. Fingers Remain Positioned As In Graphs.)

I. (45, 2A)

- 45  
45  
45 (2A)
- 35  
35  
35 (2A)
- 2A 2A 2A  
2A 2A (45)
- 25  
25  
25 (1A)
- 1A 1A 1A  
1A 1A (25)

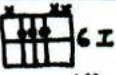




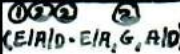
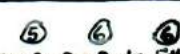
II. (2A, 45)

- 1A 1A 1A  
1A 1A (25)
- 25  
25  
25 (1A)
- 2A 2A 2A  
2A 2A (45)
- 35  
35  
35 (2A)
- 45  
45  
45

'S' - pluck string pairs simultaneously (1x each)  
'A' - alternately (2x each)  
#s indicate how many times the set of 4 is played

• | upstrum of all strings •      • | downstrum all strings •  
Note: #s refer to position of top finger of chord

# Be Well

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing.) '1'-over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	(4-9)  6 I picking quickly M.R.P. (5, 4, 3) cont.	acc. tempo  strum/picking T.I.M. (6/5/4-6/5, 3, 5/4) fluid, cont.	(0-5)  2 M 3 P (3,2,1-2,1) susp. rel. quick, pause resonant	two hands (1,2-1,2-1,2) st-ecker steady, full	Natural the sea upon the shore
2. Bass	same as 1a Con 3,2,1)	same as 1b	diag. capo:  9 on 1, 10 on 3	same as 1d	Human (Animal) human crying
3. Lead (Piano)	 (E♭, G#, C#)	 (E1R/D-E1R, G, A/D)	 3 = G 2 = D 1 = F#	(t,t-t,t-t,t)	Machine washer/ dryer
4. Drum (Standing Tom)	on muffler (t, 2, 1)	edge of center (t-t, 1, 2)	edge of drum (t, 2, 1-2, 1)	center of drum same as 1d	Slice of Life marathon race

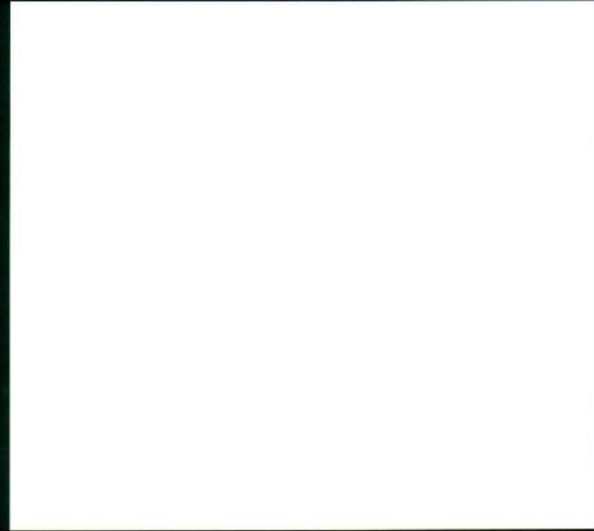
Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
--------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)



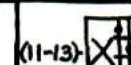
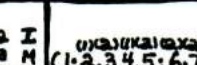


Intro:	6 7 6 7 6 5 7 6 5	3. 8 7 8 7 6 5 5 6 6	7. 5 4 5 4 5 6
1.	5 4 5 4 5 6	4. 6 8 9 8	8. 6
2.	6 7 6 6 7 6	5. 6 8 9 8	
		6. 7 6	

Note: #s refer to position of top finger of chord

## **5 BREATH, THE APPLE RISES**

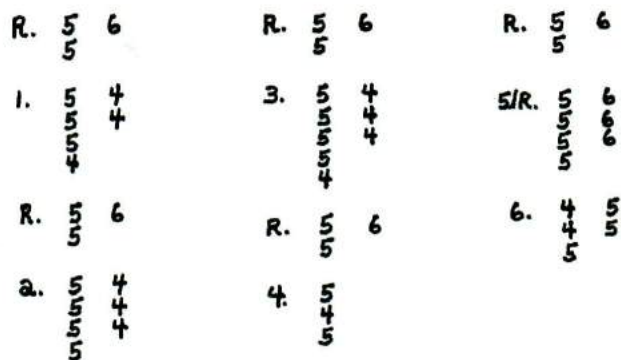


# The Narrow Gate

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid.fing) '1'- over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	(4-6)  5 R unal. strum./picking T./M.R.P. <sup>(1)</sup> sets of 5 (5,4,3,1,2,1,4,3) r. lightly, variously	(in tempo @.25)  picking T. (6,5) - r. slow, soft w/resonance	(11-13)  I M R (3,2,1; 2; 1,2) enj. f. light rel. distinct rel. cont.	(1,2,3,4,5; 6,7)  rel. soft steady	Natural rustling leaves
2. Bass	Capo 10 (for 4)  (4,3,1,2,1,4,3)	same as 1b	 same as 1d	same as 1d	Human (Animal) birds singing
3. Lead (Piano)	pedals a. sust. 3 b. muffle c. reverb d. soft ④ = octave A D C E A 5 4 3 2 1	octaves and same. ① ② (E, A)	⑥ ⑦ ⑦ 3 = G 2 = C 1 = F#	1 = octave ⑤ 2 = ④ seven notes smooth whole notes only	Machine helicopter
4. Drum (Standing Tom)	on muffler (t, 1, 2, 1, t)	edge of center (2, 1)	edge of drum (t, 2, 1; 2; 1, 2)	center of drum same as 1d	Slice of Life Easter Mass

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
--------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

Re 1a - Line By Line Breakdown Of Fingers' Movement Up And Down Fretboard (Finger Movement Of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)



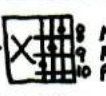



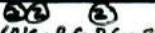
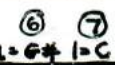
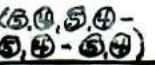


|| there is a moment of silence after 3.

Note: #s refer to position of top finger of chord

Breath The Apple Rises I  
Be A Human Being

5.A.1a.

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid.fing.) '1'- over 5th fret '2'-ov. sound hole	Real sounds
1. Rhythm (Acoustic Guitar)	(5-10)  7 I strum/picking T./I. sets of 4 (D, U, D, U) w/ quickness	{ gen. tempo 6 = 4+4 }  inward picking T./M.R.(a) (5,3; 5,3,4,3; 5,3) enj; melodic, rel. quick	(6-11)  M R P (3,2,1,2) r. quick and continuous	(1,2,3,4-1,2-1,2) - cont. enj. r. steady quickness	Natural rustling leaves
2. Bass	Capo 10 10 16 17 	same as 1b		same as 1d	Human (Animal) birds singing
3. Lead (Piano)	 D = D/D/F# U = G	 (A1G; A, G, D, G; A1G)	 3 = F 2 = G* 1 = C	 (G, A, B, C) - (G, A) - (G, A)	Machine helicopter
4. Drum (Standing Tom)	on muffler (2, 1, 2, 1)	edge of center (+; 2, 1, 2, 1; +)	edge of drum (+; 2, 1, 2)	center of drum same as 1d	Slice of Life Easter Mass

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
-----------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------






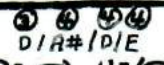

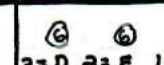
Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

- |   |   |
|---|---|
| 7 | 6 |
| 7 | 6 |
| 8 | 7 |
| 6 | 5 |
- |    |   |   |
|----|---|---|
| 9  | 8 |   |
| 10 | 9 |   |
| 9  | 8 |   |
| 10 | 9 | 8 |
| 10 | 9 | 8 |
- |   |   |
|---|---|
| 7 | 6 |
| 8 | 7 |
| 9 |   |
| 7 | 6 |
| 8 | 7 |

Note: #s refer to position of top finger of chord



# Breathing For A Living

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing) '1'- over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	(1-6)  3 R P Continuous chords M. + R. two sets of 2 (D, U, D-U, D, U) even	(gen. tempo 12=12)  strum/picking (U, D) P T. I. I. sets of 4 (D, U, D, U) thorough, rel. quick	(3-8)  5 I 7 P (3,2,1,2,1) pause f. thorough, steady, even, + rel. sharp	two hands (1,2,3 - pause) • 3 beats.  steady regular	Natural rustling leaves
2. Bass	diag.  9 10 12 13 capo: 9 on 1 10 on 4	same as 1b	Capo 9  9 14 17 (for 1)	same as 1d	Human (Animal) birds singing
3. Lead (Piano)	 D/A# / D/E D=U	 D=E/A U=G	 a=D a=E i=E	(t, t, t - pause)	Machine helicopter
4. Drum (Standing Tom)	on muffler (2, 1, 2 - 1, 2, 1)	edge of center (t, 1, t, 1)	edge of drum (t, 2, 1, 2, 1)	center of drum same as 1d	Slice of Life Easter Mass




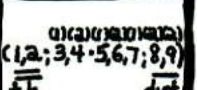





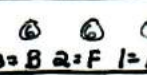

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunc.
--------------	--------------------------------	-------------------------------	-----------------------------------	-------------------------------

Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

Intro: 3 2 3 2 4 3 4 3 (2) 5 4 3 (2)	5. 5 4 5 4	8. 6 5 6 5 3 2 4 3 5 4
1. 3 2 2 3 2 4 3 2	6. 3 2 3 2 4 3 5 4	9. 3
2. 3 2 2 3 2 4 3 2	7. 2 1 2 1 2 1 2 1 5 4 5 4	
3. 3 2 3 2 4 3		
4. 3 2 4 3 2		

Note: #s refer to position of top finger of chord

# The Spirit Rules The Body

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing) '1'- over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	(6-8)  TIM steady strumming T.+I. sets of 3	(exact tempo)  strumming T.+I. sets of 3 Steady	(3-5)  (2,1,2,1,2,3) f. cont. steady f. melodic	 (1,2; 3,4; 5,6,7; 8,9) f.h. dist. rel. steady cont. • sl. bouncy.	Natural rustling leaves
2. Bass	Capo 5  5 Capo (3+4)  11 12	same as 1b	 14 15	same as 1d	Human (Animal) birds singing
3. Lead (Piano)	 A   D   D   F# D →	 E   A   D   G x3 D →	 B   A   F 3=B 2=F 1=A	(t, t; 5, 4)  5, 4, 5, 4	Machine helicopter
4. Drum (Standing Tom)	on muffer (2,2,2)	edge of center (2,2,2)	edge of drum (2,1,2,1,2,t)	center of drum same as 1d	slice of Life Easter Mass



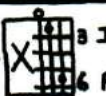


Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronuncat.
-----------------	--------------------------------	-------------------------------	-----------------------------------	---------------------------------

Re 1a - Line By Line Breakdown Of Fingers' Movement Up And Down Fretboard  
(Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

1. $\begin{matrix} 7 & 8 / & 7 \\ 7 & 8 / & 7 \end{matrix}$	5. $\begin{matrix} 7 & 6 \\ 7 & 6 \\ 7 & 6 \end{matrix}$	Coda: $\begin{matrix} 8 & 7 \\ 8 & 7 \\ 6 & 7 \\ 8 & 7 \\ 7 & 7 \end{matrix}$
2. $\begin{matrix} 7 & 8 / & 7 \\ 7 & 8 / & 7 \end{matrix}$	6. $\begin{matrix} 8 & 7 \\ 8 & 7 \\ 8 & 7 \\ 8 & 7 \end{matrix}$	
3. $\begin{matrix} 8 & 7 \\ 7 & 8 & 7 \end{matrix}$	7. $\begin{matrix} 7 & 8 / & 7 \\ 7 & 8 / & 7 \\ 8 & 7 & 7 \end{matrix}$	"/" - denotes pause in singing
4. $\begin{matrix} 8 & 7 \\ 7 & 8 & 7 \end{matrix}$		

Note: #s refer to position of top finger of chord

Wh

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid.fing) '1'- over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	(3-13)  3 P inward picking T./P(1) (3,1,2,1) continuous	{acc. tempo}  X inward picking T./P(3) (5,3,4; 3,5) enj. fairly continuous	(3-13)  I (2,1,3) repeated f. light, steady	(1-1,2-1,2,3) t.h. light, effortless - bright.	Natural rustling leaves
2. Bass	diag. capo:  9 10 12 9 on 1, 10 on 3	same as 1b	Capo  3 5 8 (3,2,4)	same as 1d	Human (Animal) birds singing
3. Lead (Piano)	③ ④ ④ 3=G 2=D 1=E	② ② ② (A-G, D; G, A)	⑤ ⑥ ⑦ 3=G 2=D 1=A#	(+ ⑤, ④ -) ④, ④, ④	Machine helicopter
4. Drum (Standing Tom)	on muffler (t, 1, 2, 1)	edge of center (t, 1, 2; 1, t)	edge of drum (2, 1, t)	center of drum same as 1d	Slice of Life Easter Mass

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
--------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of 1c Parallels (a. Fingers Remain Positioned As In Graphs.)

- |    |   |   |   |    |    |    |    |
|----|---|---|---|----|----|----|----|
| 1. | 3 | 6 | 4 | 4. | 9  | 12 | 11 |
|    |   |   |   |    | 8  | 5  | 4  |
|    |   |   |   |    | 3  |    |    |
| 2. | 7 | 5 |   | 5. | 10 | 13 |    |
|    | 7 | 5 |   |    | 6  | 7  | 3  |
|    | 3 |   |   |    |    |    |    |
| 3. | 8 |   |   |    |    |    |    |
|    | 6 |   |   |    |    |    |    |
|    | 3 |   |   |    |    |    |    |

Note: #s refer to position of top finger of chord

# There Are No Words

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing.) '1'-over 5th fret '2'-ov. sound hole	Real sounds
1. Rhythm (Acoustic Guitar)	(0-13) fret 4th string steady strumming T. sets of 5	(same tempo) inward picking 1. M.R.P. (6,4/3,6,4/3,6/4/3) s. soft	(0-13) fret 2+3 (3,2) corr. reps. f. even, rel. light ov/s. quickness.	(1-2) pause v. simple	Natural rustling leaves
2. Bass	same as 1a (on 3,2)	same as 1b	diag. capo: 4 on 1, 5 on 2. stagger (2,1) pretty...	same as 1d	Human (Animal) birds singing
3. Lead (Piano)	① ② A/D x 5 0 →	① ② ③ (E, D/G, E, D/G, E/D/G)	⑤ ⑥ 3 = G 2 = B	(5 . 4)	Machine helicopter
4. Drum (Standing Tom)	on muffler (t,t,t,t,t)	edge of center (a,l,a,l,t)	edge of drum (t,a)	center of drum same as 1d	slice of life Easter Mass


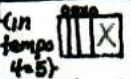
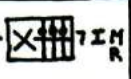

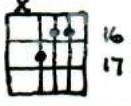
Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunc.
--------------	--------------------------------	-------------------------------	-----------------------------------	-------------------------------

Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

1. 0 2 0 (3,2)0	5. 0 3 0 2 0 0 4 0 0 3 (0)	8. 0 0 0 0	13. 0 8 (0) 6 (0) 7 (0) 9 (0) 0 10 (0) 8 (0) 9 (0) 7 (0) 0 5 (0) 7 (0) 7 (0) 5 (0) 8 9 8 9 7
2. 6 5 6 5 (0) 56789810987	6. 5 3 5 2 4 3 0	9. 3 2 4 3 2 1 0	14. 0 2 3 0 0 2 3 4 3 2 4 3 2
3. 0 (12,13,12,11,12,11,9) 0	(4,3,2,1,0)	10. 5 6 5 6 5 6 5 6	15. 0 2 0 3 0 0 0 0 4 0 0 0 0 5
4. 0 3 2 0 5 6 0 (2,0)	7. 0 6 (5) 0 2 (0) 8 (0) 4 (0) 3 (0) 9 (8,7,6,5,4,3,4,3)	11. 0 2 0 0 3 2 0 0 4 3 0 4 5	16. 0 2 0 3 0 0 0 0 4 0 0 0 0 5
		12. 4 3 4 3 0 4 5	17. 0 3 2 0 0 0 0 2 0 0 0 0 6

Note: #s refer to position of top finger of chord

# White Soul

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid.fing) '1'- over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	(6-11)  7 M R 8 P even strumming M.+R. sets of 5	(in tempo 4=5)  inward picking T./R(A) (6/3-6,2,5) f. cont. steady, resonant	(6-11)  7 I M R (3,2-3,2,1,2,3) sh. lyrical flow r. light + sharp	(1-1-1,2,3-1,2) dist. f. quick even - steady reps f. bright distinct	Natural rustling leaves
2. Bass	Capo 5 (per 4)  5 11 12 13	same as 1b	 16 17	same as 1d	Human (Animal) birds singing
3. Lead (Piano)	③ ④ ④ ④ R/R, D#1/F# D →	① ② ② (E/G = E, G, R)	⑥ ⑥ ⑦ 3=D 2=F# 1=B	⑤-⑤-⑤, ③, ⑤- ⑤, ④	Machine helicopter
4. Drum (Standing Tom)	on muffer (2,2,2,2,2)	edge of center (t, t, 1, 2)	edge of drum (t, 2, t, 2, 1, 2, t)	center of drum same as 1d	Slice of Life Easter Mass

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
-----------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

Re 1a - Line By Line Breakdown Of Fingers' Movement Up And Down Fretboard  
(Finger Movement Of 1c Parallels (a. Fingers Remain Positioned As In Graphs.)






1. $\begin{matrix} 7 & 6 & 7 \\ 7 & 6 & 7 \\ 8 & 7 & \\ 8 & 7 & \\ 9 & (8) & 7 \end{matrix}$	3. $\begin{matrix} 9 & 8 \\ 9 & 8 \\ 7 & 6 & 8 \\ 7 & & \end{matrix}$	5. $\begin{matrix} 8 \\ 8 \\ 8 \\ 7 & 8 \\ 7 & \end{matrix}$
2. $\begin{matrix} 7 & & \\ 8 & 7 & \\ 7 & & \\ 8 & 7 & \\ 8 & 7 & \end{matrix}$	4. $\begin{matrix} 10 & 9 \\ 10 & 9 & 8 \\ 11 & 10 \\ 11 & 10 \\ 10 & 9 \end{matrix}$	6. $\begin{matrix} 7 & 6 \\ 7 & 6 \\ 8 & & \\ 7 & 8 & 9 \\ 7 & & \end{matrix}$

Note: #s refer to position of top finger of chord

# Breath The Apple Rises II

5. B. 1a.

Prayer He Asks  
I Am Not My Body

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing.) '1'- over 5th fret '2'-ov. sound hole	Real sounds
1. Rhythm (Acoustic Guitar)	(1-8)  I I 2 M strum/picking T./I. sets up 5 (D,4,D,U,D) r. light + even • eucker ad part.	(in tempo 3=5)  strum/pick + pick T./M.(3) (6/8/4,3,5) thorough l.r. sept a. r. euck	(0-7)  M fret on 2 (3,3,2) f. cont. steady, moderate • eucker ad part.	(1,2,3 - 1,2,3) <sup>(1,2,3)</sup> two hands - f. regular cont. • eucker ad part.	Natural rustling leaves
2. Bass	Capo 5 (for 4)  5 7	same as 1b	diag.  9 10 on 3	same as 1d	Human (Animal) birds singing
3. Lead (Piano)	③③ ④ D=AIE U=C	①②②② CEIAD, G, A	⑤ ⑥ 3=G 2=B	(t,t,t-t, ⑤, ④)	Machine helicopter
4. Drum (Standing Tom)	on muffler (t, l, t, l, t)	edge of center (t, l, 2)	edge of drum (t, t, l)	center of drum same as 1d	Slice of Life Easter Mass

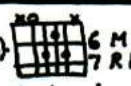
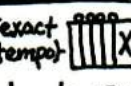
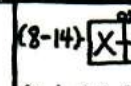

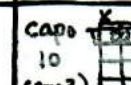

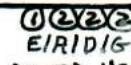
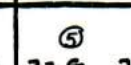

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronuncat.
-----------------	--------------------------------	-------------------------------	-----------------------------------	---------------------------------

Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

1. 1 2 	6. 5 6 5	9. 1 2 	1. 3 2 3 2 4 2 1	5. 3 2   
2. 1 2 	7. 7 6 7 6 8 7 6	10. 1 2 	2. 1   	6. 5 4 6 5 4
3. 1 2 3 	8. 6 7 5 6 5	11. 4 1	3. 3 4 2 3 4 3 5	7. 3 2   
4. 4 3 4 3 			4. 6 5	8. 3 2 3 2 4 2 2 1
5. 1 				9. 1 

Note: #s refer to position of top finger of chord

# We Are God's Breath

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing.) '1'- over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	(4-10)  quiet chords R + P. sets of 4 (0,0,0,0)	(exact tempo)  chords T+I. sets of 4 (0,0,0,0) full waves	(8-14)  (3,1-3,1-3,1) cont ste. slow e. f. resonant	set (1,2,3-1,2,3-1,2,3) s. solid fairly continuous waves	Natural rustling leaves
2. Bass	Capo 5 (for 4) 	same as 1b	Capo 10 (for 3) 	same as 1d	Human (Animal) birds singing
3. Lead (Piano)	 A1 A1 C#1 F#1 D = → U = ←	 E1 R1 D1 G1 D = → U = ←	 3 = 2 = D	 " " " "	Machine helicopter
4. Drum (Standing Tom)	on muffler (2,1,2,1)	edge of center (1,2,1,2)	edge of drum (t,1-t,1-t,1)	center of drum same as 1d	Slice of Life Easter Mass

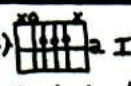
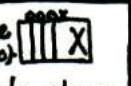
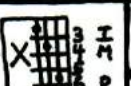
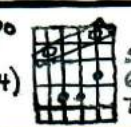
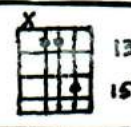
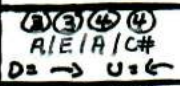
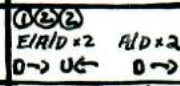
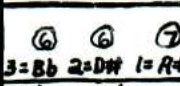
Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
--------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard (Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

1. $\begin{matrix} 6 & 5 \\ 8 & 7 & 8 & 7 \\ 6 & 5 \end{matrix}$	5. $\begin{matrix} 8 \\ 10 & 9 \\ 10 & 9 \\ 8 \end{matrix}$	8. $\begin{matrix} 5 \\ 7 & 6 \\ 9 & 8 & 9 & 8 \\ 7 & 6 \end{matrix}$	12. $\begin{matrix} 9 & 8 & 7 \\ 6 & 5 & 4 \\ 8 & 7 & 6 & 5 \end{matrix}$
2. $\begin{matrix} 10 & 9 & 10 & 9 \\ 10 & 9 & 8 & 7 \end{matrix}$	6. $\begin{matrix} 10 & 9 \\ 10 & 9 \\ 8 \end{matrix}$	9. $\begin{matrix} 10 & 9 & 10 & 9 \\ 10 & 9 & 8 & 7 \end{matrix}$	13. $\begin{matrix} 10 & 9 & 10 & 9 \\ 8 & 7 & 8 & 7 \\ 9 & 8 & 7 & 6 \end{matrix}$
3. $\begin{matrix} 6 & 5 \\ 8 & 7 & 8 & 7 \\ 6 & 5 \end{matrix}$	7. $\begin{matrix} 7 & 6 \\ 8 & 7 \\ 6 & 5 & 5 \\ 8 & 7 \\ 7 & 6 \end{matrix}$	10. $\begin{matrix} 6 \\ 5 & 4 \\ 5 & 4 \\ 6 \end{matrix}$	
4. $\begin{matrix} 7 & 6 & 7 & 6 \\ 8 & 7 & 8 & 7 & 6 \\ 7 & 6 & 5 \\ 6 & 5 \end{matrix}$		11. $\begin{matrix} 7 & 6 \\ 9 & 8 & 9 & 8 \\ 7 & 6 \end{matrix}$	

Note: #s refer to position of top finger of chord

# Universal Language

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid.fing) '1'- over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	(1-4)  2 I full, steady chords T. sets of 4 (D,U,U,U)	(same tempo)  chords, strum T. (6,5,4,3,4) sets of 4 (D,U,U,D) rel. steady	(2-5)  3 I 4 M 6 P (3,3,2,2- 2,3,2,2-3,1) pause f. full + steady	two hands (1,2-1,2-1,2- 1,2-1,2) full waves steady, strong	Natural rustling leaves
2. Bass	Capo 5 (over 4)  5 6 7	same as 1b	 13 15	same as 1d	Human (Animal) birds singing
3. Lead (Piano)	 A1 E1 A1 C#1 D2 → U2 ←	 E1 A1 D2 A2 A2 D2 D2 → U2 ←	 G2 G2 A2 3 = Bb 2 = D# 1 = A#	(t,t-t,t-t,t-t- t,t-t,t)	Machine helicopter
4. Drum (Standing Tom)	on muffler (t,2,t,2)	edge of center (t,t,2,2)	edge of drum (t,t,2,2- t,t,2,2-t,1)	center of drum same as 1d	Slice of Life Easter Mass

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
--------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------



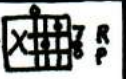

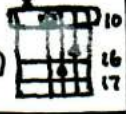
Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

1.	2 3 2 3 2 2	4.	2 3 2 3 2 3 2	Coda:	2 3 2 3 2
2.	4 3 2 4 3 2 4 1	5.	4 3 4 3 4 3 4 3		
3.	4 3 2 4 3 2	6.	4 3 2 4 3 2 4 3 2		

Note: #s refer to position of top finger of chord



# Light Infuses My Flesh



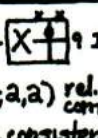
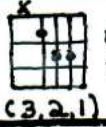


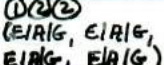

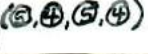
	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing) '1'- over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	(6-11)  7 R 8 P inw. strum./pick soft, various T./P. (5,4,2,3- 2,2,3,2) (2,5,4,3,2)	(in tempo 5=6)  inw. pick, w/strum T./R.P. (5)-1-2-3 (6,5,3,4,3,5) f. cont. thorough	(6-11)  7 R 8 P (3-2,1,2,3; 2,1,2) f. thorough - susp. rall. back - r. clear + bright	(1-2,3,4) pause + h. method (2) regular tempo	Natural rustling leaves
2. Bass	Capo 5  5 (for 3+4) (4,3,1,2-1,4,3,2,1)	same as 1b	Capo 10  10 (for 3)	same as 1d	Human (Animal) birds singing
3. Lead (Piano)	③ ③ ④ ④ R D D# F# 5 4 3 2	① ② ② ② (E, A, G, D, G, A)	⑤ ⑥ ⑦ 3=G 2=G 1=B	(4-④, ④, ④)	Machine helicopter
4. Drum (Standing Tom)	on muffler (+, 1, 2 - 1, +, 1)	edge of center (+, 1, 2, 1, 2)	edge of drum (+, 2, 1, 2, +; 2, 1, 2)	center of drum same as 1d	Slice of Life Easter Mass
Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronuncat.	

Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard (Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

- |                        |                             |                      |
|------------------------|-----------------------------|----------------------|
| 1. 7 6<br>7 6<br>(7,6) | 4. 9 8<br>9 8<br>7 6<br>(7) | 6. 7 6<br>7<br>(7)   |
| 2. 7 6<br>7 6<br>(7,6) | 5. 10 9<br>10 9<br>11 10    | 7. 8 7<br>7 6<br>(7) |
| 3. 8 7<br>7 6<br>(7,6) | (9,8,7)                     |                      |

Note: #s refer to position of top finger of chord

# Rapture

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid.fing) '1'- over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	(5-12)  light picking I. M. R. (4,3,2)	(acc. tempo)  strum/picking P./R. (6/5/3, 6/5/3, 6/5/3) r. steady	(7-14)  (2,2;2,2) rel. cont. steady, consistent r. quick, f. sharp	(1,2,3,4) -continuous quick, sharp, regular	Natural rustling leaves
2. Bass	 (3,2,1)	same as 1b	 6	same as 1d	Human (Animal) birds singing
3. Lead (Piano)	 (A, D#, G#)	 (E, A, B, G, E, A, B, G, E, A, B, G)	 2 = G#	 (G, A, B, C)	Machine helicopter
4. Drum (Standing Tom)	on muffler (2,1,1)	edge of center (t,t,t,t)	edge of drum (2,2;2,2)	center of drum same as 1d	Slice of Life Easter Mass

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
--------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of 1c Parallels (a. Fingers Remain Positioned As In Graphs.)


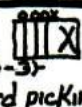



- 7 (10) 9 (8) 7 (6)  
8 (11) 10 (11,10) 9  
7 (6)
- 5  
8 (7)  
(9) 8 7 12 10  
7  
9 6
- (9) 8 7  
9 8 11 (10)  
8  
7

Note: #s refer to position of top finger of chord

**6 ALL ONE**



# The Humbled And The Exalted

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid.fing) '1'- over 5th fret '2'-ov. sound hole	Real sounds
1. Rhythm (Acoustic Guitar)	(1-7)  moderate chords M+R. two sets of 3 (D, U, D - U, D, U)	(in tempo 1-3-3-3)  inward picking T./M(U) (6-4,5,4) - pause rather soft	(6-1a)  (3,2) - repeated steady, resonant	two hands (1,2 - 1,2; 3,4) f. soft + steady low.	Natural Volcano
2. Bass		same as 1b		same as 1d (+ , + - + , + ; + , +)	Human (Animal) couple making love
3. Lead (Piano)	pedals @ = octave a. soft b. muff. c. hard d. soft ② ③ ④ ⑤ D#/G#/B/E D → U ←	-octaves all same. ① ② ③ (E - D, A, D)	⑥ ⑦ B = E 2 = C#	1 = octave ⑤ 2 = ④ seven notes simult. whole notes only	Machine blender
4. Drum (Standing Tom)	on muffler (+ , 2, + - 2, + , 2)	edge of center (+ - 1, 2, 1)	edge of drum (+ , 1)	center of drum same as 1d	Slice of Life seaside amusement pier



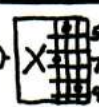


Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
--------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard (Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

Musical Intro: 4, 6, 4, 2, 4	3. 4 3 4 5 4	6. 4 4 4 4	9. 4 4 2 1 4 4
1. 6 4 4	4. 7 4 1 4	7. 4 3 2 2 1 4 4	(3, 5, 4)
2. 2 4 2 4	5. 7 5 4 1 3 4	8. 4 5 6 6 7 4 4	10. 4 4 7 5 4 1 3 4 4

Note: #s refer to position of top finger of chord

# Every Day Is Christmas

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing) '1'- over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	(4-8)  5 I 6 M 7 R P continuous chords T.+I. sets of 4 (D,U,D,U)	(same tempo)  inward strumming (5,5)(4,3) 1.I. sets of 4 (D,U,D,U) continuous, r. full	(4-8)  5 I 6 M 7 P (3,2,1,2,1,2,1) pause continuous f. quick, r. smooth	(1,2,3,4-1,2,3,4,5) sl. quarter r. quick, cont. + sharp	Natural volcano
2. Bass	 2 4 5	same as  b	 14 17 18	same as  d	Human (Animal) couple making love
3. Lead (Piano)	④ ④ ④ ⑤ A/C#   E/B D → U ←	① ② ③ ② E/A   D/G D → U ←	⑥ ⑥ ⑦ 3=D 2=E 1=C#	② ③ ④ ⑤ ② ③ ④ ⑤	Machine blender
4. Drum (Standing Tom)	on muffler (2,1,2,1)	edge of center (2,1,2,1)	edge of drum (1,2,1,2,1,2,1)	center of drum same as  d	Slice of Life seaside amusement pier




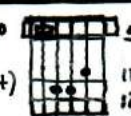

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronuncat.
--------------	--------------------------------	-------------------------------	-----------------------------------	---------------------------------

Re |a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of |c Parallels |a. Fingers Remain Positioned As In Graphs.)

Intro: 5	3. 6 5 7 8 7 6 5 (6)
1. 5 6 6 5 7 6 6 5 (4)	4. 5 6 6 5 7 6 7 6 5
2. 7 6 7 6 8 7 (5)	

Note: #s refer to position of top finger of chord

# The Numeric Truth

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing) '1'- over 5th fret '2'-ov. sound hole	Real sounds
1. Rhythm (Acoustic Guitar)	(7-11)  7 I quick strumming steady T.+I. sets of 5	(same tempo)  Inw. pick, w/strum T./R.Pcs (6,3,5,3,6/5/3) rel. quick, rounded	(5-9)  5 I (2-1,2; 1,3) enj. f. even, steady	(1-2,3-4,5) susp. enj. f.h. steady, solid, regular	Natural volcano
2. Bass	Capo  5 (for 4)	same as 1b	Capo  9 (para 2)	same as 1d	Human (Animal) couple making love
3. Lead (Piano)	(3) (4) (4) (4) A/A/D/F# D →	(1) (2) (2) (E, G, A, G, E/A/G)	(6) (6) (7) 3=D 2=B 1=A	(+ +, + - (5, 4))	Machine blender
4. Drum (Standing Tom)	on muffler (2, 2, 2, 2, 2)	edge of center (2, 1, 2, 1, +)	edge of drum (2-1, 2; 1, +)	center of drum same as 1d	Slice of Life seaside amusement pier




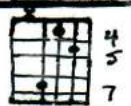

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunc.
--------------	--------------------------------	-------------------------------	-----------------------------------	-------------------------------

Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

1. 7 7	5. 9 10 9 9 10 9 9 10 9	7. 10 9 10 9 8 7
2. 9 8 7	9 10 10 9	8. 9 9 8 8 7 7
3. 8 7 8 7 8 7 9 8 7	6. 11 10 10 9 8 7	10. 9 8 7
4. 10 9 9 8 7		

Note: #s refer to position of top finger of chord

# Garden State

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing) '1'- over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	(4-11)  7 I 8 M 9 R mw. strum/picking VARIOUS T./R.P (1) sets of 5 (4,3,1,2,1,4,3)	(acc. tempo)  inward picking T./M (3) (6,3,5,3,4,3,5,3) cont.: v. quick	(2-9)  5 M 6 R 7 P (3,2,3,2-1,2,1,2) steady, rel. sharp r. cont. + rollicking.	two hands .ex. (1,2-3,4-1,2-3,4) 8. 8.	Natural Volcano
2. Bass	 4 5 7 (3,1,2,1,3)	same as 1b	 14 16	same as 1d	Human (Animal) couple making love
3. Lead (Piano)	① ② ③ ④ D E F# C 4 3 2 1	① ② ③ ④ (E, G, A, G, D, G, A, G)	⑥ ⑦ 3 = Db 2 = F# 1 = A	(+, +, +, +, - +, +, +, +)	Machine blender
4. Drum (Standing Tom)	on muffler (2, 1, 2, 1, 2)	edge of center (+, 1, +, 1, 2, 1, +, 1)	edge of drum (+, 2, +, 2, 1, 2, 1, 2)	center of drum same as 1d	Slice of Life seaside amusement pier

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
--------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard (Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

1. 7 6 9 8 6 5 7 6	5. 7 6 7 6 9 8 5 6	9. 7 6 9 8 6 5
2. 8 7 8 7 6 7	6. 8 7 8 7 6 5 4 5	10. 11 10 11 10 9 8 11 10 8 7
3. 7 6 9 8 6 5	7. 10 7 10 7 9 8 7 6 7 6 5 6	11. 8 7 6 5 7 6 5 4
4. 8 7 8 7 6 5	8. 8 7 8 7 9 8 7 6 8 7 6 5	12. 9 8 8 7 6 7 6 8 7

Note: #s refer to position of top finger of chord

# Everyone's A Baby Everyone's A Child

6. A. 4.

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid-fing) '1' - over 5th fret '2' - ov. sound hole	Real sounds
1. Rhythm (Acoustic Guitar)	<p>strum/picking w/ quickness T/P sets of 4 (D, U, D, U) ch. after</p>	<p>diag. capo: 4 on 1, 5 on 3+4.</p>	<p>same as  b</p>	<p>same as  d</p>	Natural volcano
2. Bass					Human (Animal) couple making love
3. Lead (Piano)	<p>D = A/D/G/R# U = D</p>	<p>(E R, G, D, G- D, G, E R, G)</p>	<p>3=B 2=E 1=G#</p>	<p>(t, t - t, t; t - 3, 4, 5, 4, 5)</p>	Machine blender
4. Drum (Standing Tom)	<p>on muffler (t, 1, t, 1)</p>	<p>edge of center (t, 1, 2, 1 - 2, 1, t, 1)</p>	<p>edge of drum (1, 2 - 1, t, 1, t)</p>	<p>center of drum same as  d</p>	Slice of Life seaside amusement pier

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronounciat.

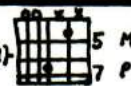





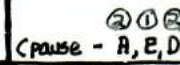
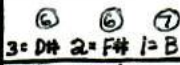
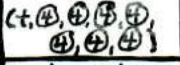
Re |a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of |c Parallels |a. Fingers Remain Positioned As In Graphs.)

- |    |    |    |   |
|----|----|----|---|
| 10 | 9  | 10 | 9 |
| 11 | 10 |    |   |
| 11 | 10 |    |   |
| 11 | 10 |    |   |
| 11 | 10 |    |   |
- |    |    |    |   |
|----|----|----|---|
| 12 | 11 |    |   |
| 12 | 11 |    |   |
| 10 | 9  | 10 | 9 |
| 13 | 12 |    |   |
| 11 | 10 |    |   |
- |   |   |   |  |
|---|---|---|--|
| 8 |   |   |  |
| 7 | 8 | 7 |  |
| 9 |   |   |  |
| 7 |   |   |  |
| 9 |   |   |  |
| 7 |   |   |  |
- |    |    |    |   |
|----|----|----|---|
| 10 | 9  | 10 | 9 |
| 12 | 11 |    |   |
| 12 | 11 |    |   |
| 9  | 8  |    |   |
| 9  | 8  |    |   |
- |    |    |    |   |
|----|----|----|---|
| 11 | 10 |    |   |
| 11 | 10 |    |   |
| 12 | 11 |    |   |
| 10 | 9  | 10 | 9 |
| 13 | 12 |    |   |
| 11 | 10 |    |   |
- |   |   |   |  |
|---|---|---|--|
| 8 |   |   |  |
| 7 | 8 | 7 |  |
| 9 |   |   |  |
| 7 |   |   |  |
| 9 |   |   |  |
| 7 |   |   |  |
| 7 |   |   |  |

Note: #s refer to position of top finger of chord



Symbiosis  
State of Living Together

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid.fing) '1'- over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	(3-11)  5 M 7 P strum/picking T.I.R. two sets of 3 (D,U,P-U,D,U) steady, moderate	(in tempo)  X P-3-3-3 picking T. (pause - 5,4,4) rather soft	(5-13)  7 I M 8 R (3,2,1-2,1,2-3,2) gradual, thorough f. continuous	(1,2,3,4,5,6,7,8) f.h. one hand (a) quickening •acc. la.	Natural volcano
2. Bass	Capo 5  5 9 (capo 4)	same as  b	 4 6	same as  d	Human (Animal) couple making love
3. Lead (Piano)	 2 3 4 5 D = E   R   R U = E	 2 1 2 (pause - A, E, D)	 3 = D# 2 = F# 1 = B	(1,2,3,4,5,6,7,8) 	Machine blender
4. Drum (Standing Tom)	on muffler (+1, +1, +1)	edge of center (pause - 2, +1)	edge of drum (+2, 1, 2, 1, 2, +2)	center of drum same as  d	Slice of Life seaside amusement pier

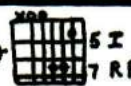




Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronuncat.
--------------	--------------------------------	-------------------------------	-----------------------------------	---------------------------------

Re |a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of |c Parallels |a. Fingers Remain Positioned As In Graphs.)

1. $\begin{matrix} 5 & 4 & 3 \\ 5 & 4 & 3 \\ 5 & 4 & 3 \end{matrix}$	4. $\begin{matrix} 5 & 4 & 3 \\ 5 & 4 & 3 \\ 5 & 4 & 3 \end{matrix}$	7. $\begin{matrix} 5 & 4 & 3 \\ 5 & 4 & 3 \end{matrix}$	10. $\begin{matrix} 8 & 7 \\ 8 & 7 \\ 8 & 7 \\ 8 & 7 \\ 9 & 8 \\ 9 & 8 \\ 7 & 6 & 5 \end{matrix}$
2. $\begin{matrix} 7 & 5 \\ 6 & 6 \\ 7 & 6 \\ 8 & 7 & 6 & (5) \\ 8 & 6 \\ 5 & 5 \end{matrix}$	5. $\begin{matrix} 7 & 5 \\ 6 & 5 \\ 7 & 6 & 5 \end{matrix}$	8. $\begin{matrix} 11 & 10 \\ 11 & 10 \\ 8 & 7 \\ 6 & 5 \\ 6 & 5 \end{matrix}$	11. $\begin{matrix} 9 & 8 & 7 \\ 9 & 8 & 7 \\ 10 & 9 & 8 & 7 \\ 10 & 9 & 8 & 7 \end{matrix}$
3. $\begin{matrix} 8 & 7 \\ 8 & 5 \\ 8 & 7 \\ 6 & 5 \\ 8 & 7 \\ 6 & 5 \end{matrix}$	6. $\begin{matrix} 9 & 8 & 7 \\ 9 & 8 & 7 \\ 10 & 9 & 8 & 7 \\ 10 & 9 & 8 & 7 \end{matrix}$	9. $\begin{matrix} 5 & 4 & 3 \end{matrix}$	12. $\begin{matrix} 6 & 5 \end{matrix}$

Note: #s refer to position of top finger of chord

# Souls At A Carnival






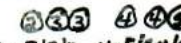
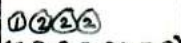
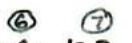

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing.) '1'- over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	(3-8)  5 I 7 R P strum/picking T./M. (D,U,D,U,D,U,D,U) steady, thorough	(gen. tempo 5=8)  chords T. sets of 5 (U,D,U,D,U) steady, r. full thorough	(7-12)  9 I 11 P (3,2,1-3,1-3,2,1) f. cont., r. sharp f. steady.	two hands (1,2,3-1,2,3) steady, solid w/ 1a, 6=8	Natural volcano
2. Bass	 2 4 5	same as  b	Capo  2 (par 3) 12 13 (4,3,2-4,2-4,3,2)	same as  d	Human (Animal) couple making love
3. Lead (Piano)	③ ③ ④ ④ ⑤ D = A   D   D# U = R	① ② ② ② E   A   D   G D = → U = ←	⑥ ⑥ ⑦ 3 = E 2 = B 1 = D#	(t, t, t - t, t, t)	Machine blender
4. Drum (Standing Tom)	on muffler (2,1,2,1,2,1,2,1)	edge of center (1,2,1,2,1)	edge of drum (t,2,1+t,1+t,2,1)	center of drum same as  d	Slice of Life seaside amusement pier
Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronuncat.	

Re |a - Line By Line Breakdown Of Fingers' Movement Up And Down Fretboard  
(Finger Movement Of |c Parallels |a. Fingers Remain Positioned As In Graphs.)

1.	5	4	5.	7	8
	5	4		6	4
	6	4		8	7
	5			5	
2.	4	3	6.	3	4
	7	6		6	7
	4	3		3	4
3.	8	7	7.	5	4
	8	7		5	4
				6	4
				5	
4.	4	3	8.	5	
	5	4			
	3	4			
	5	4			

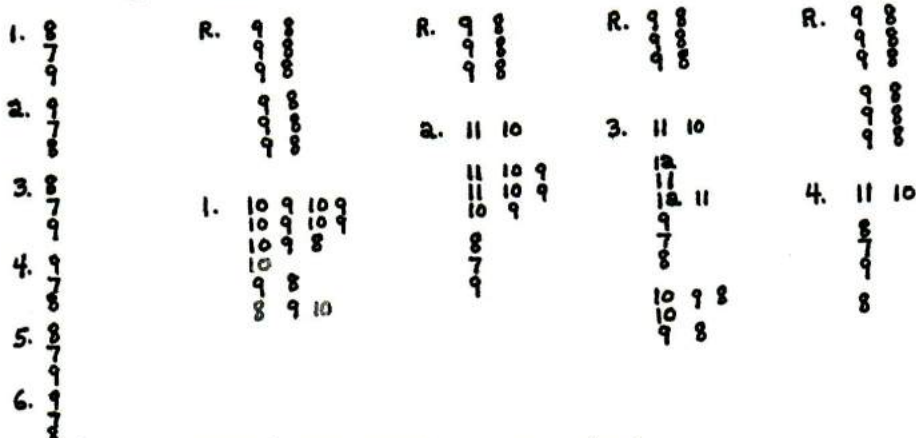
Note: #s refer to position of top finger of chord

# One Day Gradual Heaven

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing) '1'- over 5th fret '2'-ov. sound hole	Real sounds
1. Rhythm (Acoustic Guitar)	(7-12)  M R P inward strumming T./I. even sets of 6 (D, U, D, U, D, U)	{acc. tempo}  inward picking (6,5) (4,3) T./R.P. (6,4,5,3,5,4,6,4) steady, cont., quick	(6-11)  M R (1,2,1,2-1,2,1,2) f. dist. f. quick cont. waves	(1,2,1,2,1,2,1,2,1,2) eucker continual alternation	Natural volcano
2. Bass		same as 1b		same as 1d	Human (Animal) couple making love
3. Lead (Piano)	 D = E I A D U = F I G A C	 (E, D, A, G, A, D, E, D)	 2 = G 1 = B	 (5, 4, 5, 4, 5, 4)	Machine blender
4. Drum (Standing Tom)	on muffler (t, l, t, l, t, l)	edge of center (t, a, t, l, t, a, t, a)	edge of drum (1, a, l, a - 1, a, l, a)	center of drum same as 1d	Slice of Life seaside amusement pier

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
-----------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)



Note: #s refer to position of top finger of chord

# What Do You Think Open No Horizon

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing) '1'-over 5th fret '2'-ov. sound hole	Real sounds
1. Rhythm (Acoustic Guitar)	(2-12)  3 I 5 R I.M.R.P. 1. picking (5,4,2,2) 2. chords (D,4,D,U) • steady.	(acc. tempo) inward strumming (6,4,5,4,3) T-I sets of 2 (D,U) cont. thoroughness	(5-15)  6 M 8 P (2; 1, 2, 1) s.enj. rel. sharp, arcing 2. sharper	(1; 2-1, 2) susp. enj. v. steady 2. stronger	Natural Volcano
2. Bass	Capo  5 5 (for 2+3) 7 10	same as 1b	3 5	same as 1d	Human (Animal) couple making love
3. Lead (Piano)	 D   D   G     D D - 3 U 4	 D = E   A   D U = A   G   G	 2 = G != A#	 (5; 4 - 5, 4)	Machine blender
4. Drum (Standing Tom)	on muffler 1. (2, 2, 1, 1) 2. (1, 2, 1, 2)	edge of center (1, 2)	edge of drum (2; 1, 1, 2, 1)	center of drum same as 1d	Slice of Life seaside amusement pier

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
--------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

## Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard (Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)



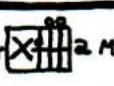





1.	1.	4.	5.
2.	2.		6.
3.	3.		7.
4.			

Note: #s refer to position of top finger of chord

## **7 THOROUGHFARE**



# A Guitar

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid-fing) '1'-over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	(1-5)  strum / picking T./I. sets of 5 (D,U,D,U,D) steady	(same tempo)  inward picking (5,4,3,2) (6,4; 6,2,5,3) ani. cont. Steady	(1-5)  (3,2,1-2,1,2-3,2) steady, rel. light f. continuous	(1,2,3,4,5,6) f. even f. continuous	Natural avalanche
2. Bass	Capo 5  (for 3+4) pedals @ octave	same as 1b	Capo 9  (for +2)	same as 1d (5,4,3,2,1) (4,3,2,1)	Human (Animal) footsteps
3. Lead (Piano)	 D = A10/A U = D	 (E10; E, G, A, G)	 3 = A 2 = B 1 = E	is active (6 2 = 4) seven notes simult. (whole notes only)	Machine train
4. Drum (Standing Tom)	on muffler (t, l, t, l, t)	edge of center (t; t, l, 2, l)	edge of drum (t, 2, l-2, l, 2-t, 2)	center of drum same as 1d	Slice of Life transport-center





Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
--------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

- |    |                                     |  |
|----|-------------------------------------|--|
| 1. | 2 1<br>2 2<br>3 2<br>2 1            | Musical : 4, 3, 4, 3<br>Coda : 5, 4, 5, 4, 3, 2<br>5, 4, 5, 4<br>3, 2, 3, 2 (coda) |
| 2. | 3 2 3 2<br>2 1<br>2 1<br>2 1<br>3 2 |  |
| 3. | 4 3 2<br>4 3<br>4 3<br>2 1<br>3 2   |  |

Note: #s refer to position of top finger of chord

# Train Of Memory

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing) '1'- over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	(1-11)  I M R Intro: picking (6,5,4) 1-14: strumming (sets of 3) T. steady	(in tempo 2=3)  X strum/picking T./I. sets of 2 (D,U) steady, f. thorough	(1-11)  I R P (3,2,1-3,2,1) steady, f. cont.	(1,2,3,4) steady, solid • s. softer for Intro+Coda.	Natural avalanche
2. Bass	same as la (on 4,3,2)	same as lb	 3 6 (4,3,2 - 4,3,2)	same as ld	Human (Animal) footsteps
3. Lead (Piano)	② ③ ③ (E♭/C / D#)	① ② ③ (E/A/D, E/A/D) → ←	⑥ ⑥ ⑥ 3 = B♭ 2 = D# 1 = F	⑤ ④ ⑤ ④	Machine train
4. Drum (Standing Tom)	on muffler (+, 2, 2)	edge of center (+, 2)	edge of drum (+, 2, 1 - +, 2, 1)	center of drum same as ld	Slice of Life transportation center

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronuncat.
--------------	--------------------------------	-------------------------------	-----------------------------------	---------------------------------

Re la - Line By Line Breakdown Of Fingers' Movement Up And Down Fretboard  
(Finger Movement Of lc Parallels la. Fingers Remain Positioned As In Graphs.)

Intro: a.	1 3 4 5	2	3.	5 (7)	7 5 6 4 (3) 7 5 6 4 3 7 5 (6) 4 3	11.	5 3 (4) 2 1 3 2 4 5 3 (4) 2 1
b.	1 3 2 4 5	4.	4 6 5 7 8 4 6	8.	7 5 6 4 (3) 7 5 6 4 3 7 5 6 4 3	12.	1 3 2 4 5 3 4 2 1
1.	1 2 3 4 5	5.	7 9 8 10 11 7 9 8 10 11 7	9.	5 4 2 1 5 3 4 2 1 5 3 4 2 (1)	13.	1 3 2 4 5 3 4 2 1
2.	3 4 6 7 3 4 6 7 4 6 7 5 4 6 7	6.	7 9 8 10 11	10.	5 3 4 2 1	14.	3 2 4 5 3 4 2 1

Coda: |

Note: #s refer to position of top finger of chord

# Listen Through The Music

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid-fing) '1'- over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	(4-9)  chords M.+R. sets of 4 (D, U, D, U) steady, f. sharp w/ quickness.	(same tempo)  min. pick, w/ strum (S) (S) 1./I. (4,3,5/4,3) rather quick	(8-13)  (3,2,1,2; 3; 2,1) - susp. enj. r. soft, thorough	(1,2,3,4,5) - susp. enj. soft quickness steady, full	Natural avalanche
2. Bass	same as la (on 3,2,1)	same as lb	same as ld		Human (Animal) footsteps
3. Lead (Piano)	③ ③ ④ Eb / G / D D → U →	③ ③ ③ (D, G, A / D, G)	⑥ ⑥ ⑦ 3 = F 2 = G 1 = D#	(⑤, ④, ⑤, ④, ⑤)	Machine train
4. Drum (Standing Tom)	on muffler (2,1,2,1)	edge of center (2,1,t,1)	edge of drum (t,2,1,2;t;2,1)	center of drum same as ld	Slice of Life transportation center

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
--------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

Re la - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard (Finger Movement of lc Parallels la. Fingers Remain Positioned As In Graphs.)

1. 5 4 5 4 6 5	6. 5 4 5 4 6 5	Coda: 5 4 5 4 6 5
* 2. 7 6 7 6 6 5	7. 7 6 7 6 8 7	
* 3. 8 7 8 7 8 5 4 8 7	8. 9 8 9 8 9 6 5 7 6	
4. 9 8 9 8 7 6 5	9. 5	
5. 7 6 7 6 6 5		




\* for revised version:

2. 7 6 7 6 5
3. 8 7 6 7 7 6
3+ 8 7 6 5 4 8 7

Note: #s refer to position of top finger of chord



# Go Through The World

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing.) '1'- over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	(1-11)  lyrical picking I.M.R.P. (6,5,4,3)	(gen. tempo 4-4=4+4) inward picking I.M.R.P. -cont. (6,5,6,3-6,3,5,4) melodic, f. soft	(1-11)  (2,1,2,1-2,3,2,3- 2,1,2,3-2,1,2,3) r. quick, cont. s. sharp.	(1,2-1,2,3,4,5) steady picker -w/ lightness.	Natural avalanche
2. Bass	same as 1a Con 4,3,2,1	same as 1b	 5 6	same as 1d	Human (Anima.) footsteps
3. Lead (Piano)	② ③ ④ ⑤ (E, E, B, D#)	① ② ③ ④ (E, A, E, G- E, G, A, D)	③ = D ② = G# ① = C	⑥ ④ - ③ ⑤ ⑤ ④ ⑤	Machine fruit
4. Drum (Standing Tom)	on muffler (1, 2, 1, 1)	edge of center (1, 2, 1, 1, 1, 2)	edge of drum (2, 1, 2, 1-2, 1, 2, 1- 2, 1, 2, 1-2, 1, 2, 1)	center of drum same as 1d	slice of Life transportation center





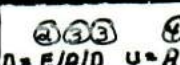
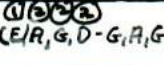

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
--------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

1. 7 5 4 5 4 7	5. 9 6 8 11 5 8	10. 9 3 4 6 3 6 7 8 7 9	13. 5 8 9 7 4 7 8
2. 10 8 10 6 7	6. 11 6 7 4	11. 6 3 2 5 2 4	14. 5 4 11 4 7
3. 4 3 5 5 3 2 6 7 1 2 3 4 5 6 7	7. 10 7 10 5 6 5 6 5 4 3 2 1	12. 2 4 1 6 6 4 1 8 8 9 5 7 6 8 7	15. 10 8 10 6 4 6 7
4. 5 4 7	8. 10 8 6 7 4 5		
	9. 10 8 4 5 7		

Note: #s refer to position of top finger of chord

# Through The Heart Of Time Unscathed

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing.) '1'- over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	(2-1a)  a p strum/picking fluid T/R+P. a a p 3 a a 1 0 - 4, 0, 0	(same tempo)  11w. pick, w/strum T/R.P.(3)-top. (6,5,3,4-3,5,3) fluid	(1-11)  I M R (3-2,1,2,1,2) enj. f. light, fluid r. cont., circular.	(1,2) continuous metronomic regularity	Natural avalanche
2. Bass	same as 1a con 4,3,2,1)	same as 1b	 10 12	same as 1d	Human (Animal) footsteps
3. Lead (Piano)	 D = E I A I D U = R	 (E, R, G, D - G, A, G)	 3 = R 2 = D 1 = F	(E, 4)	Machine traut
4. Drum (Standing Tom)	on muffler (t, 1, t-1, t, 1)	edge of center (t, 1, 2-1, 2, 1)	edge of drum (t-2, 1, 2, 1, 2)	center of drum same as 1d	Slice of Life transportation center

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
--------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

Re 1a - Line By Line Breakdown Of Fingers' Movement Up And Down Fretboard  
(Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

1. $\begin{matrix} 2 \\ 5 \\ 4 \\ 2 \end{matrix}$ 4 $\begin{matrix} 5 \\ 4 \\ 2 \end{matrix}$ 5 (7,4)	5. $\begin{matrix} 5 \\ 4 \\ 3 \\ 2 \end{matrix}$ 3 6 $\begin{matrix} 9 \\ 8 \\ 7 \\ 6 \end{matrix}$ 7 9 6 12	9. $\begin{matrix} 2 \\ 1 \end{matrix}$ 6 2 2
2. $\begin{matrix} 2 \\ 3 \end{matrix}$ 6 2 $\begin{matrix} 3 \\ 2 \end{matrix}$ 2	6. $\begin{matrix} 6 \\ 7 \end{matrix}$ 4 9 3	
3. $\begin{matrix} 2 \\ 3 \\ 4 \\ 5 \end{matrix}$ 5 11 $\begin{matrix} 9 \\ 7 \\ 3 \end{matrix}$ 2	7. $\begin{matrix} 2 \\ 3 \\ 4 \end{matrix}$ 4 $\begin{matrix} 9 \\ 8 \\ 6 \end{matrix}$ 10 4	
4. $\begin{matrix} 2 \\ 1 \end{matrix}$ 6 2 2	8. $\begin{matrix} 7 \\ 7 \end{matrix}$ 6 2 7	

Note: #s refer to position of top finger of chord

# Asylum Paradox

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid.fing) '1'- over 5th fret '2'-ov. sound hole	Real sounds
1. Rhythm (Acoustic Guitar)	(3-13)  strum / picking T./I. sets of 5 (D,U,D,U,D) rather sharp	(same tempo)  inward picking (6,5) (4,3) T./M. (5,4,6,3,5/4) cont. rel. quick, thorough	(4-14)  (1,2) continuous quickly betf.	(1,2,3) (1,2,3) (1,2,3) f. steady + cont. s. bouncy.	Natural avalanche
2. Bass	Capo 5  (over 4)	same as  b	same as  d		Human (Animal) footsteps
3. Lead (Piano)	D = R/R/C U = F	(A, D, E, G, A, D)	2 = G 1 = A#	(C, D, E, F)	Machine train
4. Drum (Standing Tom)	on muffler (2,1,2,1,2)	edge of center (2,1,t,1,t)	edge of drum (1,2)	center of drum same as  d	Slice of Life transportation center

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunc.
--------------	--------------------------------	-------------------------------	-----------------------------------	-------------------------------

Re |a - Line By Line Breakdown Of Fingers' Movement Up And Down Fretboard (Finger Movement Of |c Parallels |a. Fingers Remain Positioned As In Graphs.)

Intro: 5 4 5      2. 7 6      5. 10 9 10      8. 8 7

6 5      7 6      11 10      9 7

4 3 5      8 7      9 10      8 7

7 5      7 6      10 9      7 6

1. 4 3      3. 8 7 8      6. 12 13      9. 5 5

4 4 5      8 7 8      12 11      5 6

4 4 3 4      8 7 6      12 11      5 4

5 5      8      12      5 5

4 3 5      4. 9 8      7. 10 9 8      5 3

4 3 5      9 8      9 8 7      5 5










6 (5)

Coda: 5 4  
4 4  
4 (5)

Note: #s refer to position of top finger of chord

# To Eternal Life

7. B. 1.

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing.) '1'- over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	(2-10)  5 P strum/picking T./R.P. sets of 4 (D,U,D,U) softly	(same tempo)  strum/picking (6,5,4,3) T./R.P. (6/5, 4, 6/5, 3) r. soft, thorough	(1-9)  4 M 5 R (1,2,3,2)-r. cont. fluid moderate	(1,2,3,4 - 1,2,3,4) fairly cont. reps. soft thorough	Natural avalanche
2. Bass	Capo 5 for 2,3,4)  5 P 9	same as 1b	Capo 9 for 1)  9 M 14 R	same as 1d	Human (Animal) footsteps
3. Lead (Piano)	 ③ ② ③ ④ 0 = A/D/G U = E	 ① ② ② ④ (E/R, D, E/R, G)	 ③ ② ③ 3 = B 2 = E 1 = E	 ⑥ ④ ⑤ ④ - ③ ④ ⑤ ④	Machine train
4. Drum (Standing Tom)	on muffler (t, 1, 2, 1)	edge of center (t, 2, t, 1)	edge of drum (1, 2, t, 2)	center of drum same as 1d	Slice of Life transportation center



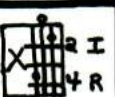


Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronuncat.
--------------	--------------------------------	-------------------------------	-----------------------------------	---------------------------------

Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard (Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

1.	$\begin{matrix} 5 & 3 \\ 5 & 3 \\ 5 & 3 \\ 5 & 9 \\ 5 & 10 \\ 5 & 9 \end{matrix}$	2.	$\begin{matrix} 6 & 5 \\ 6 & 5 \\ 6 & 7 \\ 7 & 9 \\ 7 & 8 \\ 7 & 6 \\ 7 & 5 \end{matrix}$	5.	$\begin{matrix} 5 & 3 & 2 \\ 5 & 3 \\ 5 & 3 \end{matrix}$
		3.	$\begin{matrix} 7 & 9 & 8 & 6 & 5 \\ 7 & 9 & 8 & 6 & 5 \end{matrix}$	6.	$\begin{matrix} 10 & 9 \\ 10 & 9 \end{matrix}$
		4.	$\begin{matrix} 6 & 5 \\ 6 & 5 \\ 6 & 10 \end{matrix}$	7.	$\begin{matrix} 7 & 8 & 9 & 5 & 3 \\ 7 & 8 & 9 & 5 & 3 \end{matrix}$
				8.	$\begin{matrix} 9 & 5 \end{matrix}$

Note: #s refer to position of top finger of chord

# Open Air

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid.fing.) '1'- over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	(5-12)  7 I 8 M 9 R strum/picking T.I.M. sets of 4 (D, U, D, U) thorough	{acc. tempo}  strumming T.+I. sets of 4 (D, D, D, D) regular w/ lightness	(0-7)  2 I 3 4 R (3,2,1) steady r. dist. steady, resonant	two hands (1,2,1,2,1,2,1,2) steady, solid distinct beats	Natural avalanche
2. Bass	Capo 5  5 (for 4) 11 13 14	same as 1b	Capo 9  9 (for 2) 11 14	same as 1d	Human (Animal) footsteps
3. Lead (Piano)	② ③ ④ ④ ④ D = E/R/R#/E U/F#	② ② ② R/D/G x 4 D →	⑥ ⑥ ⑥ 3=B 2=B 1=F#	(t,t,t,t,t,t,t,t)	Machine train
4. Drum (Standing Tom)	on muffler (t, 1, t, 1)	edge of center (2,2,2,2)	edge of drum (t, 2, 1)	center of drum same as 1d	Slice of Life transportation center

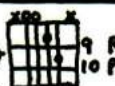


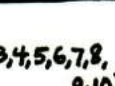



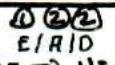
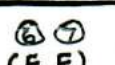
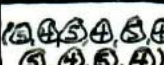
Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronuncat.
--------------	--------------------------------	-------------------------------	-----------------------------------	---------------------------------

Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

1. $\begin{matrix} 7 & 6 & 7 \\ 7 & 6 & 7 \\ 8 & 7 & \end{matrix}$ (6,8,7)	4. $\begin{matrix} 10 & 9 \\ 10 & 11 \\ 9 & 8 \\ 9 & 10 \end{matrix}$ (8,7)	6. $\begin{matrix} 7 & 6 & 8 \\ 7 & 6 & 8 \\ 7 & 6 & 8 \end{matrix}$	10. $\begin{matrix} 7 & 6 \\ 7 & 8 & 7 \end{matrix}$
2. $\begin{matrix} 7 & 8 \\ 7 & 6 \\ 9 & 8 \\ 9 & 7 \end{matrix}$ (6,8,7)	5. $\begin{matrix} 7 \\ 6 \\ 7 \\ 6 & 7 \end{matrix}$	7. $\begin{matrix} 7 & 6 \\ 7 & 6 \\ 7 & 6 \end{matrix}$	11. $\begin{matrix} 9 & 8 & 7 \\ 10 & 9 & 6 & 5 \\ 8 & 7 & \end{matrix}$
3. $\begin{matrix} 7 & 8 \\ 9 & 8 \end{matrix}$ (7)		8. $\begin{matrix} 7 \\ 6 \\ 7 \end{matrix}$	
		9. $\begin{matrix} 7 & 5 \\ 7 & 12 \end{matrix}$	

Note: #s refer to position of top finger of chord

# There Is No End To Life

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing) '1'- over 5th fret '2'-ov. sound hole	Real sounds
1. Rhythm (Acoustic Guitar)	(7,9,11)  steady strumming T. sets of 3	(gen. tempo 3-3=3+3)  chords T. two sets of 3(C,D,4,D-4,0) steady	(8,10,12)  (3,1) cont. reps. sharp, distinct	(1,2,3,4,5,6,7,8,9,10)  steady roll cont.; quick	Natural avalanche
2. Bass	Capo 5  Cpoor 3+4	same as lb	 3 10	same as ld	Human (Anima.) footsteps
3. Lead (Piano)	 R I D I E I R D →	 E I R I D D → U ←	 (F, F)	 (1, 2, 3, 4, 5, 4, 3, 2, 1)	Machine train
4. Drum (Standing Tom)	on muffler (t, t, t)	edge of center (t, 2, t - 2, t, 2)	edge of drum (t, 1)	center of drum same as ld	Slice of Life transportation center

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunc.
--------------	--------------------------------	-------------------------------	-----------------------------------	-------------------------------

## Re la - Line By Line Breakdown Of Fingers' Movement Up And Down Fretboard (Finger Movement of lc Parallels (a. Fingers Remain Positioned As In Graphs.)

1. 9 11 (9,7) 9 11 (9,7) 9 11 9 7 (9,11,7)	6. 9 11 9 7 9 11 9 7 9 11 9 7	Musical Break 11, 9, 11, 9, 11, 9, 7 9, 11, 9, 11, 9, 11, 7 9, 11, 9, 7, 9, 11, 9, 7 11, 9, 7, 11, 9, 7	12. 9 11 9 11 7	16. 7 11 9 9 11 9 7 11 9 7 11 9 9 11 9
2. 9 11 9 7 (7,11,9,7,11)	8. 9 11 9 (7) 9 11 9 (7)		13. 9 7 11 7 11 9 (7,11,9,7,11)	17. 11 9 7 11 9 7
3. 9 7 (11) 9 7 (11,7)	9. 9 11 9 (7) 9 11 9 (7)		14. 9 (7,11,9,7,9,7)	18. 11 7 11 7
4. 9 11 9 (7,9,11) 9 11 (7,9,11,9)	10. 11 9 7 11 9 7		15. 9 7 11 9 7 9 (7) 11 9 7 11 9	19. 9 7 7 11 9 7 11 (9,11,9,11,9,7,9,7)
5. 11 (7)	11. 9 7 11 7			20. 11 9 7 11 9 7 11 9 7 11 9 7

Note: #s refer to position of top finger of chord

## 8. THE WHOLE WHALE



# The World Is A Work Of Art Made By The Hand Of God

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing) '1'- over 5th fret '2'-ov. sound hole	Real sounds
1. Rhythm (Acoustic Guitar)	(2-11)  6 IM strumming gliding T. sets of 5	(same tempo)  chords T. sets of 5 (D,D,U,U,D) even, gliding	(2-11)  6 M (3,2,1) steady rep. rather full	two hands (1,2,3,4,5,6) x 4 modulated	Natural waterfall
2. Bass	Same as 1a (on 4,3,2,1)	same as 1b	Capo 9 capo (1+2)  16	same as 1d  (t,t,t,t,t,t) x 4	Human (Animal) whales singing
3. Lead (Piano)	pedals @ 1 octave a. soft b. muff c. noise d. soft E   R   G#   A# D →	E   R   D D → U ←	(C#, B, E)	1st octave (5) 2 = (4) seven notes simult. whale notes only	Machine hammering nails
4. Drum (Standing Tom)	on muffler  (t,t,t,t,t)	edge of center  (t,t,2,2,t)	edge of drum  (2,2,1)	center of drum  same as 1d	Slice of Life I football game
Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	c speaking: light, sharp pron.	D singing: strong pronounc.	

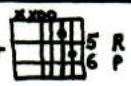

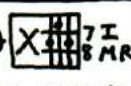

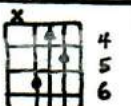
## Re 1a - Line By Line Breakdown Of Fingers' Movement Up And Down Fretboard (Finger Movement of 1c parallels 1a. Fingers Remain Positioned As In Graphs.)

1. 6 5 7 6 5 7 6 6 5 7 6 5 7 6	5. 4 3 4 3 4 3	9. 8 7 8 7 9 8 7 6 5 7 6 5 7 6	13. 8 7 8 7 9 8 7 6 5 7 6 5 7 6	17. 3 4 3 4 3 3 4 3 4 3
2. 3 4 4 3 (a)	6. 4 3 4 3 4 3	10. 7 6 7 6 7 6 7 6	14. 3 2 3 2 3 2 3 2	18. 8 7 9 8 6 5 7 6 7 6
3. 3 4 4 3 (a)	7. 10 8 7 9 8 10 8 7 9 8 11 9 8 10 9	11. 5 4 3 2 5 4 3 2 5 4 3 2	15. 3 2 3 2 3 2	19. 8 7 8 7 9 8 7 6 5 7 6 5 7 6 5 7 6
4. 8 7 8 7 9 8 7 6 5 7 6 5 7 6	8. 4 3 4 3 5 4 3	12. 7 6 7 6 5 6	16. 7 6 7 8 7 6	20. 6

Note: #s refer to position of top finger of chord



# We Have Bodies

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing) '1'- over 5th fret '2'-ov. sound hole	Real sounds
1. Rhythm (Acoustic Guitar)	(1-10)  5 R 6 P chords R+P. sets of 4 (D,U,D,U) w/ quickness	(gen. tempo  4-4=4+4) inward picking (6) (5)(4)(3) T./M.+R. (6,3,5,4-5,4,6,3) rel-quick, w/softness	(3-1a)  7 I 8 M R (3,1,2,3-1,2,3) del. pause f. steady thorough, sharp	c) 1,2,3,4- steady 5,6,7,8-9,10,11,12 quick slow continuous	Natural waterfall
2. Bass	Capo 10  10 (for 3+4) 14 15	same as 1b	 4 5 6	same as 1d	Human (Animal) whales singing
3. Lead (Piano)	① ③ ④ ⑤ DIGIEIRA# D= → U= ←	① ② ② ② (E, G, A, D- A, D, E, G)	⑥ ⑥ ⑦ 3=Eb 2=F# i=C	⑤ ④ ⑤ ④ x 3	Machine hammering nails
4. Drum (Standing Tom)	on muffer (a,1,2,1)	edge of center (t,1,2,1-2,1,t,1)	edge of drum (t,1,2,t-1,2,t)	center of drum same as 1d	Slice of Life football game

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronounc.
--------------	--------------------------------	-------------------------------	-----------------------------------	--------------------------------

Re 1a - Line By Line Breakdown Of Fingers' Movement Up And Down Fretboard  
(Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

1. 5 4 8 6 5 7 5 5 6 5	4. 8 7 6 5 4 3 2 1 4 2 2 2 4 2 2 5 1	6. 5 4 8 6 5 7 5 5 6 5	8. 9 8 9 8 9 8 7 10 9 10 9 8 7 6 5
2. 8 7 6 9 8 7 7 5 5 8 6 5	5. 3 2 3 2 1 3 2 1	7. 8 7 6 5 7 6 5 5 7 7 6 7 7 6 6 5	9. 9 7 5 8 9 7 8 6
3. 9 8 9 8 7 8 7 8 9 7 5			10. 5

Note: #s refer to position of top finger of chord

# Artists

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing.) '1'- over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	(1-7)  3 I M strum/picking T./I. sets of 5 (0,4,0,4,0) expressive	(in tempo 3=5) inward picking T./I.P. (6,3-6/5) arcing exp., f. sharp	(0-6)  I R P (1,3-1,3-1,3,2) power rel. quick, soaring	(1;2-1;2-1,2,3,4;5) muffler -sust. enj.	Natural waterfall
2. Bass	Capo 5 (for 2+4)  5 7 8	same as  b	11 14	same as  d	Human (Animal) whales singing
3. Lead (Piano)	① ③ ③ ④ D=A/F/G U=D	① ② ② (F, G-E/A)	⑥ ⑥ ⑥ 3=B 2=E 1=F# ⑤, ④, ③, ②, ①, ⑤		Machine hammering nails
4. Drum (Standing Tom)	on muffler (+, l, +, l, +)	edge of center (+, l, +)	edge of drum (l, +, l, +, l, +, 2)	center of drum same as  d	slice of life football game





Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronuncat.
--------------	--------------------------------	-------------------------------	-----------------------------------	---------------------------------

Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard (Finger Movement of 1c Parallels (a. Fingers Remain Positioned As In Graphs.)

1.	5.	7.	11.	14.
2.	6.	8.	12.	15.
3.		9.	13.	17.
4.		10.		18.
				19.
				20.
				21.

Note: #s refer to position of top finger of chord

# Speaking Of God

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing) '1'- over 5th fret '2'-ov. sound hole	Real sounds
1. Rhythm (Acoustic Guitar)	(1-11)  I M R Strum/picking T./M. sets of 4 (D,U,D,U) melodic	(gen. tempo 12=12) chords M.+R. sets of 6 (D,U,D,U,D,U) steady, melodic	(1-11)  5 I 3,2,1-3,2,1-3,2,1 r. continuous f. even	two hands (1,2,3,4,5,6,7,8,9,10) constant even	Natural waterfall
2. Bass	Capo 10  10 14 16 Qpr 4)	same as 1b	Capo 2  2 7 11 (4,3,2-4,3,2-4,3,2)	same as 1d	Human (Animal) whales singing
3. Lead (Piano)	③ ④ ⑤ ⑥ D=D/C# / F# U=A	② ② ② A I D I G D= ~ U=←	⑥ ⑦ ⑧ 3=D# 2=B 1=A	③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩ ⑪ ⑫	Machine hammering nails
4. Drum (Standing Tom)	on muffler (2,1,2,1)	edge of center (2,1,2,1,2,1)	edge of drum (+2,1,-2,1,-2,1)	center of drum same as 1d	Slice of Life football game





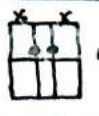


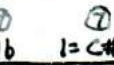

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunc.
--------------	--------------------------------	-------------------------------	-----------------------------------	-------------------------------

Re 1a - Line By Line Breakdown Of Fingers' Movement Up And Down Fretboard  
(Finger Movement Of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

1. 5	5	6. 5	10. 5	13. 5
2. 4	5	7. 7	11. 9	14. 7
3. 4	6	8. 6	12. 4	15. 7
4. 3	5	9. 5	10	5
5. 6	4	7	3	11
6. 4	3	6	5	3
7. 3	2	5	7	6
8. 2	1	4	5	5
9. 1	0	3	4	4
10. 0	0	2	3	3
11. 0	0	1	2	2
12. 0	0	0	1	1
13. 0	0	0	0	0
14. 0	0	0	0	0
15. 0	0	0	0	0

Note: #s refer to position of top finger of chord

# Weightless Crucifixion

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid.fing.) '1'-over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	(1-13)  picking I. M. R. (3, 2, 1) rather sharp	(acc. tempo)  inward picking T./P. (5,5,3,3-3,3,5,5) moderate - env. arcing	(1-13)  (1,2,1,2,1) pause rather sharp steady	(1;2-1,2,3) enj. dist. s. quicker steady • w/ 1a 2-3=3+3	Natural waterfall
2. Bass	Capo 2  (4,3,2)	same as 1b		same as 1d	Human (Animal) whales singing
3. Lead (Piano)	 (E, B, E)	 (A, A, G, G - G, G, A, A)	 2 = Ab 1 = C#	 (G, B, E)	Machine hammering nails
4. Drum (Standing Tom)	on muffler (2, 1, 1)	edge of center (2,2,1 - 1,1,2,2)	edge of drum (1,2,1,2,1)	center of drum same as 1d	slice of Life football game




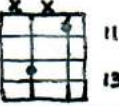

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
--------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

- |   |   |   |
|---|---|---|
| 1. 9 11 12 11 (9)<br>9 11 12 11 (9)<br>11 12 11 9                     | 5. 9 11 12 11 (9)<br>9 11 12 11 (9)<br>11 12 11 9 | 9. 9 11 12 11 (9)<br>9 11 12 11 (9)<br>11 12 11 9<br>11 12 11 9 |
| 2. 9 11 12 11 (9)<br>9 11 12<br>11 9<br>9                             | 6. 7 9 8 7<br>9 8 7<br>8 9 8<br>9 8               | Coda. 11 13 12 11<br>13 12 11<br>12 11 (9)                      |
| 3. 12 11 9<br>(7,5)   | 7. 4 6 5 4<br>6 5 4                               |   |
| 4. 4 6 5 4<br>6 7 6 (5,4)<br>2 1<br>4 6 5 (4)<br>2 1<br>4 6 7 6 5 (4) | 8. 12 11 9  |   |

Note: #s refer to position of top finger of chord

Dust

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing) '1'- over 5th fret '2'-ov. sound hole	Real sounds
1. Rhythm (Acoustic Guitar)	(2-10)  R P inward picking T./P. (3,1,3,1) lightly	(in tempo)  X inward picking T./M. (6,1,5,4-4,3,4,3) rel. steady, -cont. thorough	 X see below. (2,1,2,1-2,1-1) cont. light, clear, fluid, + r. quick	(1,2) continuous steady quickness	Natural waterfall
2. Bass	 11 13	same as 1b	 8 9 11	same as 1d	Human (Animal) whales singing
3. Lead (Piano)	④ ④ 3 = Bb 1 = F#	① ② (E, D, R, D - ②) D, G, D, G	⑦ ⑦ ⑦ 3 = Ab 2 = B 1 = D#	⑤ ④	Machine hammering nails
4. Drum (Standing Tom)	on muffler (t, 1, t, 1)	edge of center (t, a, t, a - a, 1, a, 1)	edge of drum (t, a, 1 - a, 1 - 1)	center of drum same as 1d	slice of Life football game








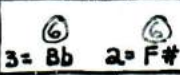
Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
-----------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of 1c parallels 1a. Fingers Remain Positioned As In Graphs.)

1.  $\frac{1c}{1a}$  ⑬  
 ⑪ 2 6 7  
 ⑪ 2  
 ⑬ 10 8
2. ⑪ 2  
 ⑪ 4 3  
 ⑫ 7
3. ⑬ 10  
 ⑬ 10  
 ⑫ 5 4  
 ⑬ 10  
 ⑪ 2

Note: #s refer to position of top finger of chord

# Body of Christ

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing) '1'- over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	(1-10)  I R R F strumming thorough T. sets of 3	(same tempo)  inw. strum/picking (6,5) (4,3) l./r. (6/5, 3,4) evenly	(1-10)  I P (3,2-3,2-2,2) 5. 6. 7. rel. soft thorough	two hands (1,2; 3,4,5) s. quicker w/ sharpness	Natural waterfall
2. Bass	Capo 5  5 8 10 (par 4)	same as 1b	 2 1 2 1 1 1 (2,1-2,1-1,1)	same as 1d	Human (Animal) whales singing
3. Lead (Piano)	 A1 F1 C1 D#1 D →	 E1 A1 G1 D1 (E1A, G, D)	 Bb2 F#2 3 = Bb 2 = F#	(t,t; t,t,t)	Machine hammering nails
4. Drum (Standing Tom)	on muffer (t,t,t)	edge of center (t, 1, 2)	edge of drum (t, 2-t, 2-2, 2)	center of drum same as 1d	slice of life football game





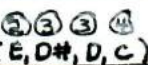
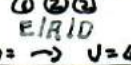

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronuncat.
-----------------	--------------------------------	-------------------------------	-----------------------------------	---------------------------------

Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

1. $\begin{matrix} 3 & 2 & 4 \\ 3 & 2 & 4 \end{matrix}$	4. $\begin{matrix} 9 & 8 \\ 9 & 8 \\ 10 & 8 \end{matrix}$	6. $\begin{matrix} 7 & 6 & 8 \\ 7 & 6 & 8 \\ 3 & 6 & 8 \end{matrix}$
2. $\begin{matrix} 5 & 4 & 6 \\ 5 & 4 & 6 \\ 5 & 4 & 6 \end{matrix}$	5. $\begin{matrix} 9 & 8 & 8 \\ 9 & 8 & 8 \\ 10 & 8 & 8 \end{matrix}$	7. $\begin{matrix} 5 & 4 & 6 \\ 5 & 4 & 6 \\ 3 & 4 & 6 \end{matrix}$
3. $\begin{matrix} 7 & 6 & 8 \\ 7 & 6 & 8 \\ 3 & 6 & 8 \end{matrix}$		8. $\begin{matrix} 3 & 2 & 3 \\ 4 & 2 & 3 \\ 4 & 2 & 3 \\ 2 & 2 & 1 \end{matrix}$
		9. 5 4 3

Note: #s refer to position of top finger of chord

# The Whole Whale

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid.fing) '1'-over 5th fret '2'-ov. sound hole	Real sounds
1. Rhythm (Acoustic guitar)	(4-11)  5 M 6 R gradual picking Full I.M.R.P. (6,5,4,3)	(gen. tempo  2-2=4+4) chords T. two sets of 2 (D,U,U,D) steady	(0-7)  1 M (2,3,1) reg. reps. lyrical, gliding	(1,2,3-1,2,3 1,2,3-1,2,3) steady, full r. cont.	Natural waterfall
2. Bass	Same as 1a (on 4,3,2,1)	same as 1b	diag. capo:  9 10 9 on 1 +2, 10 on 2.	same as 1d	Human (Animal) whales singing
3. Lead (Piano)	 (E, D#, D, C)	 E, R, I, D D → U → G	 (G, A, C, I, E) x 4		Machine hammering nails
4. Drum (Standing Tom)	on muffler (t, 2, 2, 1)	edge of center (t, 1, 1, t)	edge of drum (2, t, 1)	center of drum same as 1d	slice of life + football game

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
--------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of 1c parallels 1a. Fingers Remain Positioned As In Graphs.)

Intro: 5 4 5 4 6 5 4 5	3. 7 6 7 6 5 4 6 7 6 5 6 7 6 7 6	6. 8 7 8 8 7 9 8 8 7	9. 7 6 5 5
1. 6 5 6 5 4 6 5 4 5 4	4. 5 4 5 6 5 6 5 4 6 5	7. 10 9 8 10 9 8 10 9 8 11 10 9 8	
2. 6 5 6 5 4 6 5 7 6 7 5 6 5 6 5 4 5 6 5 6 5	5. 8 7 8 7 6 8 7 8 7 9 8 9 8 7 6 7 8 7 6	8. 7 6 7 6 5 7 6 7 6 5 7 6 7 6 5 7 6 7 6 5 4 5	

Note: #s refer to position of top finger of chord

**9 LISTENING TO THE LAMP**





# Heaven

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing.) '1'-over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	<p>light picking r. quick M.R.P. (3,2,1)</p>	<p>inward picking T./R.P. (6,4,5-3,4,3) cont. r. quick+even</p>	<p>(2,1) cont. rps. rel. quick, sharp</p>	<p>(1,2-1,2-1,2,3,4) cont. quickness f. steady, sharp, tight</p>	Natural desert sandstorm
2. Bass	<p>8 9</p>	same as  b	<p>9 11</p>	same as  d	Human (Animal) crickets
3. Lead (Piano)	<p>(F, B, D#)</p>	<p>(E, D, F-G, A, G) octaves alw. same</p>	<p>(B, F#)</p>	<p>1=octave (5) 2=4 seven notes similar (whole notes only)</p>	Machine television
4. Drum (Standing Tom)	on muffler (2, 1, 1)	edge of center (1, 1, 2-1, 2, 1)	edge of drum (2, 1)	center of drum same as  d	Slice of Life classroom

pedals @ = active  
a. sust.  
b. muff.  
c. none  
d. sept

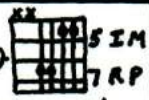
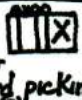
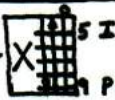




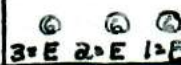
Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
--------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

Re |a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of |c Parallels |a. Fingers Remain Positioned As In Graphs.)

Intro: 10 9 8 8 9 10	4. 10 9 8 10 9 8 8 9 10 10 9 8	coda: a. 10 9 8 7 8 9 10 11 10 9 10
1. 10 9 8 9 10 10 9 8 8 9 10	5. 10 9 10 9 11 10 11 10	b. 11 10 9 10 11 9 10 10 9 10 11 9 10
2. 9 10 9 10 9 10 11 10 9	6. 10 9 8 11 10 9 12 11 10 10	c. 10
3. 11 10 11 10 10	7. 10 10	

Note: #s refer to position of top finger of chord

# Whole Philosophy

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid.fing) '1'-over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	 <p>(3-11) 5 I M 7 R P picking evenly I.M.R.P. (4,3,2,1)</p>	 <p>(in tempo 3=4) upward picking 1. I.M.R. (4,6,3) steady reps r. full</p>	 <p>(3-11) 5 I 3 P (2,1,3-2,1,2) cont. thorough w/ quickness</p>	two hands (1,2,3) steady slowness	Natural desert sandstorm
2. Bass	 <p>2 5</p>	same as 1b	 <p>Capo 2 (for 2) 2 7 12 (3,2,4 - 3,2,3)</p>	same as 1d	Human (Animal) crickets
3. Lead (Piano)	 <p>(4, 4, 4, 5) (R, D, E, A)</p>	 <p>(2, 1, 2) (D, E, G)</p>	 <p>(3, 2, 3) 3=E 2=E 1=E</p>	(+, +, +)	Machine television
4. Drum (Standing Tom)	on muffler (2,2,1,1)	edge of center (2,+,1)	edge of drum (2,1,+2,1,2)	center of drum same as 1d	Slice of Life classroom






Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
--------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

## Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard (Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

1. a. 5 4 5 4 6 5 6 5	4. a. 5 4 5 4 6 5 6 5	6. a. 5 4 5 4 6 5 6 5	8. a. 5 4 5 4 6 5 6 5	1. 8 7 9 7	5. 10 9 10 9
b. 4 3 4 3 4 3	b. 4 3 4 3 4 3	b. 4 3 4 3 4 3	b. 4 3 4 3 4 3	2. 9 8 9 8 7 8	6. 11 10 11 10
c. 7 6 7 6 7 6	c. 7 6 7 6 7 6	c. 7 6 7 6 7 6	c. 7 6 7 6 7 6	3. 8 7 7 6 8 7	7. 11 10 11 10
d. 5 6 6 5	d. 5 6 6 5	d. 5 6 6 5	d. 5 6 6 5	4. 9 8 8 7 9 8	8. 9 8 (7,6,5)
2. 4 3 4 3	5. 6 5 6 5 6 5	7. 6 5 6 5			coda: 6 5 6 5
3. 4 3 4 3					

Note: #s refer to position of top finger of chord

# Beauty Is In The Eye Of The Beholder

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing) '1'- over 5th fret '2'-ov. sound hole	Real sounds
1. Rhythm (Acoustic Guitar)	(1-13)  R P strum/picking T.I. two sets of 3 (0,4,0-4,0,4) - somewhat various.	(same tempo)  strum + chords (554) (543) (0,0,0 - 0,0,0) T. rel. light	(1-13)  M P (1,2,1,2-2,3,2,3) r. quick + sharp	(1,1-2,2-2,2-1,1) relatively steady	Natural desert sandstorm
2. Bass	Capo 2  2 (capo 2) 8 10	same as  b	 8 9 11 (2,3,2,3-2,4,3,4)	same as  d	Human (Animal) crickets
3. Lead (Piano)	③ ④ ④ ④ D = D/D/F U = E	① ② ② ② E   A   D A   D   G D → D → U → U →	③ ④ ⑤ 3 = E♭ 2 = F 1 = B	⑤ ⑥ - ④ ④ - ④ ④ - ⑤ ⑤	Machine television
4. Drum (Standing Tom)	on muffer (2,1,2-1,2,1)	edge of center (t,t,t-2,t,2)	edge of drum (1,2,1,2-2,t,2,t)	center of drum same as  d	Slice of Life classroom



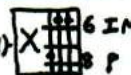

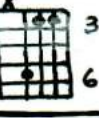


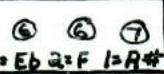
Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
-----------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of 1c Parallels (a. Fingers Remain Positioned As In Graphs.)

Intro:	6	3.	2	5.	7	12	8.	5	4	10.	7	6
	6	3	2	5	7	12	5	4	10	7	6	6
	9	3	2	5	7	12	5	4	10	7	6	6
	10	3	2	5	7	12	5	4	10	7	6	6
1.	9	3	2	5	7	12	5	4	10	7	6	6
	10	3	2	5	7	12	5	4	10	7	6	6
	11	3	2	5	7	12	5	4	10	7	6	6
	10	3	2	5	7	12	5	4	10	7	6	6
	9	3	2	5	7	12	5	4	10	7	6	6
	10	3	2	5	7	12	5	4	10	7	6	6















Note: #s refer to position of top finger of chord

# Miracle

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing) '1'- over 5th fret '2'-ov. sound hole	Real sounds
1. Rhythm (Acoustic Guitar)	(2-10)  5 IM continuous chords T. sets of 4 (D, U, D, U)	(gen. tempo)  3-4=4+4 Strum/picking T./M/A (4,5,6,5,3-5,3,3) rel. cont. 6/4, 3) + a tick - enj.	(2-11)  6 IM P (2,2,3,2-1,2,1,2) thorough, -enj. r. moderate	two hands (1-2,3,4,5,6) enj. dist. <u>enckering</u> f. light touch	Natural desert sandstorm
2. Bass	Capo 10 Capo 3+4  14	same as   b	 3 6	same as   d	Human (Animal) crickets
3. Lead (Piano)	 D1 G1 E1 A1 G1 D2 → U = G	 C1 E1 A1 G1 A1, G1, A1, G1	 E3 F3 A3 3 = Eb 2 = F 1 = A#	(+ . + . + . + . + . + .)	Machine television
4. Drum (Standing Tom)	on muffer (2,1,2,1)	edge of center (+ + , 1 - 2, 1, 2, 1)	edge of drum (2,2,2,2-1,2,1,2)	center of drum same as   d	slice of Life classroom

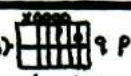
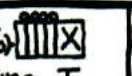
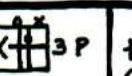

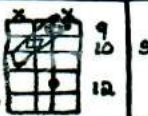
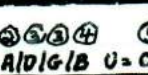
Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
--------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

Re | a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of | c Parallels | a. Fingers Remain Positioned As In Graphs.)

1. 	5. 	9. 	12. 
2. 	6. 	10. 	14. 
3. 	7. 	11. 	15. 
4. 	8. 		

Note: #s refer to position of top finger of chord

# White

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid.fing) '1'-over 5th fret '2'-ov. sound hole	Real sounds
1. Rhythm (Acoustic Guitar)	(6-13)  3 P strum/picking Soft T./R.P. sets of 5 (D,U,D,U,D) • S. various.	(acc. tempo)  picking T. (6-5,4,3- 5,4,3-4,3)enj. soft thoroughness r. cont.	(0-7)  3 P (3,2) r. cont. steady	two hands (1,2,3,4) f. sharp + steady • r. cont. •	Natural desert sandstorms
2. Bass	 no capo 5 6 Capo 2 (3+4) no capo on 1.	same as 1b	diag. capo:  9 on 2, 10 on 3.	same as 1d	Human (Animal) crickets
3. Lead (Piano)	 ③ ④ ⑤ ⑥ ③ ④ ⑤ ⑥ D=A1D1G1B U=C#	① ② ③ ④ (E-A,D,G- A,D,G-D,G)	⑤ ⑥ (G,D)	(t, t, t, t)	Machine television
4. Drum (Standing Tom)	on muffler (t, 1, t, 1, t)	edge of center (t, t, 2, 1- t, 2, 1-2, 1)	edge of drum (t, 2)	center of drum same as 1d	slice of Life classroom

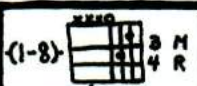
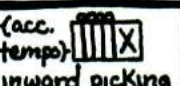

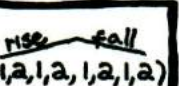

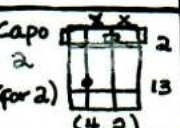
Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunc.
--------------	--------------------------------	-------------------------------	-----------------------------------	-------------------------------

Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

- |                                     |  |                                      |
|-------------------------------------|--|--------------------------------------|
| 1. 9 11<br>8 10 8 10<br>9 11 12 8 9 | 7. 10 9<br>10 9<br>11 10 9               | 10. 9 11<br>8 10 8 10<br>9 11 12 8 9 |
| 2. 11 9 10 9 9                      | 8. 10 9<br>10 9<br>11 10 9<br>10 9<br>9  | 11. 11 9 10 9 9                      |
| 3. 11 10 9<br>10 8<br>7             | 9. 12 11<br>10 9<br>11 10 9<br>10 9<br>9 | 12. 11 10 9<br>10 8<br>7             |
| 4. 11 9 10 9 9                      |  | 13. 11 9 10 9 9                      |
| 5. 7 6 8<br>10 8<br>13 12           |  | 14. 7 6 8<br>10 8<br>13 12           |
| 6. 11 10 11 9 9                     |  | 15. 11 10 11 9 9                     |
|                                     |  | 16. 10 9 9                           |

Note: #s refer to position of top finger of chord

# Mirror Of Knowledge

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid.fing.) '1'-over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	(1-8)  inward picking T./M.O. (3,1,2) moderate	(acc. tempo)  inward picking (3,5) (4) (3) T./R.P. (5,3,4,6) cont. v. steady mod. quickness	(8-15)  (3,1) cont. reps. r. sharp, f. fluid	 (1,2,1,2,1,2,1,2) -cont. circular. steady quickness	Natural desert sandstorm
2. Bass	Capo 10  (for 3)	same as 1b	Capo 2  (for 2) (4,2)	same as 1d	Human (Animal) crickets
3. Lead (Piano)	③ ④ ④ (G, G, Eb)	② ② ② ① (A, G, D, E)	⑥ ⑥ (F, E)	③ ④ ⑤ ④ ⑤ ④ ③ ④ ⑤ ④	Machine television
4. Drum (Standing Tom)	on muffler (t, 1, 2)	edge of center (a, 1, 2, t)	edge of drum (t, 1)	center of drum same as 1d	Slice of Life classroom





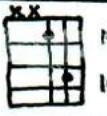

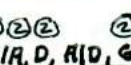
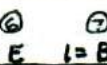
Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
-----------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

Re 1a - Line By Line Breakdown Of Fingers' Movement Up And Down Fretboard  
(Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

Intro:	3 2	1. 5	5. 7	9. 3 2
	3 3	4 4	6 6	5 5
	4 3	3 3	7 6	4 4
	2	2 2	6 3	3 3
		1 1	4 4	2 2
		3 5	3 3	1 3
		6 7	7. 6	4 4
		7 6	5 5	3 3
		5 5	8. 7	2 2
		4 3	6 6	1 1
		3 3	5 5	2 2
		2 2	4 4	3 3
		1 1	3 3	4 4
			2 2	5 5
			1 1	6 6
				7 7

Note: #s refer to position of top finger of chord

### Removing The Log From My Eye

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fmg) '1'- over 5th fret '2'-ov. sound hole	Real sounds
1. Rhythm (Acoustic guitar)	(2-9)  strum/picking T./I. sets of 4 CD,U,D,U) steady	(same tempo)  strum/picking T./I. (6/5, 4/5, 3)	(2-9)  C1,1-1,2,1,2,1,2) s. fast. F. quick • r. even.	two hands (1,2,3,4,5,6- 1,2,3,4,5,6) continuous • solid, steady.	Natural desert sandstorms
2. Bass	Capo 5  (for 4)	same as  b	 14 16	same as  d	Human (Animal) crickets
3. Lead (Piano)	 D=A/Ric# U=E	 (E/A, D, A/D, G)	 a=E i=B	(t,t,t,t,t,t,t- t,t,t,t,t,t)	Machine television
4. Drum (Standing Tom)	on muffler (a,1,2,1)	edge of center (t,2,t,1)	edge of drum (1,1-1,2,1,2,1,2)	center of drum same as  d	slice of life classroom

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciation
--------------	--------------------------------	-------------------------------	-----------------------------------	------------------------------------

Re |a - Line By Line Breakdown of Fingers' Movement Up and Down Fretboard (Finger Movement of |c parallels |a. Fingers Remain Positioned As In Graphs.)

ch.  $\begin{matrix} 5 & 6 & 5 \\ 4 & 5 & 4 \\ 3 & 4 & 3 \\ 2 & 3 & 2 \\ 1 & 2 & 1 \end{matrix}$  2.a.  $\begin{matrix} 4 & 3 \\ 4 & 3 \\ 4 & 3 \\ 4 & 3 \\ 4 & 3 \\ 4 & 3 \\ 4 & 3 \\ 4 & 3 \end{matrix}$  3.a.  $\begin{matrix} 8 & 7 & 8 & 7 \\ 6 & 5 & 6 & 5 \\ 6 & 5 & 6 & 5 \\ 6 & 5 & 6 & 5 \\ 6 & 5 & 6 & 5 \\ 6 & 5 & 6 & 5 \\ 6 & 5 & 6 & 5 \end{matrix}$  4.a.  $\begin{matrix} 8 & 9 & 8 \\ 7 & 8 & 7 \\ 6 & 7 & 6 \\ 6 & 7 & 6 \\ 6 & 7 & 6 \\ 6 & 7 & 6 \\ 6 & 7 & 6 \\ 6 & 7 & 6 \end{matrix}$  ch.  $\begin{matrix} 5 & 6 & 5 \\ 5 & 6 & 5 \\ 5 & 6 & 5 \\ 5 & 6 & 5 \\ 5 & 6 & 5 \\ 5 & 6 & 5 \\ 5 & 6 & 5 \\ 5 & 6 & 5 \end{matrix}$  1.  $\begin{matrix} 9 & 8 & 7 \\ 8 & 7 & 6 \\ 7 & 6 & 5 \\ 6 & 5 & 4 \\ 5 & 4 & 3 \\ 4 & 3 & 2 \\ 3 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \end{matrix}$  5.a.  $\begin{matrix} 7 & 8 \\ 6 & 8 \\ 7 & 6 \\ 7 & 6 \\ 7 & 6 \\ 7 & 6 \\ 7 & 6 \\ 7 & 6 \\ 7 & 6 \\ 7 & 6 \\ 7 & 6 \\ 7 & 6 \\ 7 & 6 \\ 7 & 6 \\ 7 & 6 \\ 7 & 6 \\ 7 & 6 \\ 7 & 6 \\ 7 & 6 \\ 7 & 6 \\ 7 & 6 \end{matrix}$  2.  $\begin{matrix} 9 & 8 & 7 \\ 8 & 7 & 6 \\ 7 & 6 & 5 \\ 6 & 5 & 4 \\ 5 & 4 & 3 \\ 4 & 3 & 2 \\ 3 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \end{matrix}$  3.  $\begin{matrix} 7 & 8 \\ 6 & 8 \\ 7 & 6 \\ 7 & 6 \\ 7 & 6 \\ 7 & 6 \\ 7 & 6 \\ 7 & 6 \\ 7 & 6 \\ 7 & 6 \\ 7 & 6 \\ 7 & 6 \\ 7 & 6 \\ 7 & 6 \\ 7 & 6 \\ 7 & 6 \\ 7 & 6 \\ 7 & 6 \\ 7 & 6 \\ 7 & 6 \\ 7 & 6 \end{matrix}$  4.  $\begin{matrix} 7 & 6 & 5 \\ 6 & 5 & 4 \\ 5 & 4 & 3 \\ 4 & 3 & 2 \\ 3 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \end{matrix}$  5.  $\begin{matrix} 6 & 5 & 4 \\ 5 & 4 & 3 \\ 4 & 3 & 2 \\ 3 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \end{matrix}$  6.  $\begin{matrix} 7 & 6 & 5 \\ 6 & 5 & 4 \\ 5 & 4 & 3 \\ 4 & 3 & 2 \\ 3 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \end{matrix}$  7.  $\begin{matrix} 7 & 6 & 5 \\ 6 & 5 & 4 \\ 5 & 4 & 3 \\ 4 & 3 & 2 \\ 3 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \end{matrix}$  8.  $\begin{matrix} 7 & 6 & 5 \\ 6 & 5 & 4 \\ 5 & 4 & 3 \\ 4 & 3 & 2 \\ 3 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \end{matrix}$  ch.  $\begin{matrix} 5 & 6 & 5 \\ 5 & 6 & 5 \\ 5 & 6 & 5 \\ 5 & 6 & 5 \\ 5 & 6 & 5 \\ 5 & 6 & 5 \\ 5 & 6 & 5 \\ 5 & 6 & 5 \end{matrix}$  9.  $\begin{matrix} 9 & 8 & 7 \\ 8 & 7 & 6 \\ 7 & 6 & 5 \\ 6 & 5 & 4 \\ 5 & 4 & 3 \\ 4 & 3 & 2 \\ 3 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \end{matrix}$  ch.  $\begin{matrix} 5 & 6 & 5 \\ 4 & 5 & 4 \\ 3 & 4 & 3 \\ 2 & 3 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \end{matrix}$  ch.  $\begin{matrix} 7 & 6 & 5 \\ 6 & 5 & 4 \\ 5 & 4 & 3 \\ 4 & 3 & 2 \\ 3 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \end{matrix}$  ch.  $\begin{matrix} 5 & 6 & 5 \\ 4 & 5 & 4 \\ 3 & 4 & 3 \\ 2 & 3 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \end{matrix}$  coda:  $\begin{matrix} 9 & 8 & 7 \\ 8 & 7 & 6 \\ 7 & 6 & 5 \\ 6 & 5 & 4 \\ 5 & 4 & 3 \\ 4 & 3 & 2 \\ 3 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 2 \\ 1 & 2 & 1 \end{matrix}$

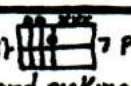
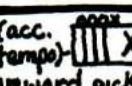

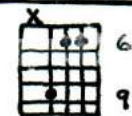
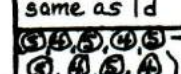
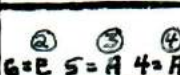
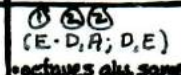
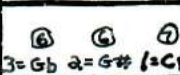
Note: #s refer to position of top finger of chord

## **10 BEARING THE BIRTH PANGS**





# The Sunset Bleeds Me Clean

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing) '1'- over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	(4-11)  7 P inward picking T./R.P.M. (6,4,6,4,5) r.cont. tender, steady	(acc. tempo)  X inward picking T./M.(#) (6-4,5; 4,6) senj. r. steady, soft	(6-13)  9 I M 11 P (3,2-2,1,2,1- 2,2,2,1,2) pause f. continuous, thorough, + light	(1,2,3,4,5-1,2,3,4) steady beat + low.	Natural thunder
2. Bass	same as 1a (on 4,3,2)	same as 1b	 6 9	same as 1d 	Human (Animal) chanting
pedals @ octave a. soft 3. Lead b. muff. (Piano) c. none d. soft	 2 3 4 6 = E 5 = A 4 = A	 1 2 3 (E-D, A; D, E) octaves all same.	 6 7 8 3 = Gb 2 = G# 1 = C#	1 octave 2 = 4 seven notes similit. (whole notes only)	Machine a siren
4. Drum (Standing Tom)	on muffler (t, t, 1, 2)	edge of center (t, 1, 2; 1, t)	edge of drum (t, t-2, 1, 2, 1- 2, t, 2, 1, 2)	center of drum same as 1d	Slice of Life sunset

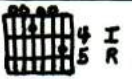


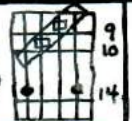
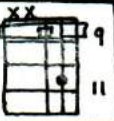

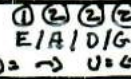

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronuncat.
--------------	--------------------------------	-------------------------------	-----------------------------------	---------------------------------

Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

- |   |   |   |   |
|---|---|---|---|
| 7 | 6 | 7 | 6 |
| 8 | 7 | 6 |   |
| 7 | 6 |   |   |
| 7 |   |   |   |
- |   |   |
|---|---|
| 8 | 7 |
| 8 | 7 |
| 9 | 8 |
| 9 | 8 |
- |    |    |    |
|----|----|----|
| 10 | 9  | 10 |
| 10 | 9  |    |
| 11 | 10 | 9  |
- |    |   |    |
|----|---|----|
| 10 | 9 | 10 |
| 10 | 9 |    |
| 9  | 8 | 7  |
- |   |   |
|---|---|
| 6 | 5 |
| 5 | 6 |
| 4 | 5 |
| 6 | 5 |
- |   |   |   |
|---|---|---|
| 7 | 6 | 7 |
| 7 | 6 |   |
| 8 | 7 |   |
- |    |    |    |
|----|----|----|
| 10 | 9  | 10 |
| 10 | 9  |    |
| 11 | 10 | 9  |
- |    |   |    |
|----|---|----|
| 10 | 9 | 10 |
| 10 | 9 |    |
| 9  | 8 | 7  |
- |   |   |   |
|---|---|---|
| 7 | 6 | 5 |
| 7 | 6 |   |
| 8 | 7 |   |
| 8 | 7 |   |
| 9 | 8 | 7 |

Note: #s refer to position of top finger of chord

# Watching The Sun

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing) '1'-over 5th fret '2'-ov. sound hole	Real sounds
1. Rhythm (Acoustic Guitar)	(2-7)  inward strumming T./I. sets of 5 (D,U,D,U,D) fairly steady	(in tempo 3=5)  chords T.+I. sets of 3 (D,U,U) steady, distinct pace	(0-5)  (1;2,2,2) sh. supe f. sharp, quick • r. even.	two hands (1,2,3,4,5,6,7,8) • r. cont. s. sharp regular • r. metronomic.	Natural thunder
2. Bass	diag.  capo: 9 on 2, 10 on 3	same as  b	Capo  9 (for 2)	same as  d	Human (Animal) chanting
3. Lead (Piano)	 E A F#   G B A D → U ←	 E A D G D → U ←	 2 = B 1 = F#	(t,t,t,t,t,t,t,t)	Machine a siren
4. Drum (Standing Tom)	on muffer (t,2,t,2,t)	edge of center (t,2,2)	edge of drum (1;2,2,2)	center of drum same as  d	Slice of Life sunset





Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
-----------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

Re |a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of |c Parallels |a. Fingers Remain Positioned As In Graphs.)

1. $\begin{matrix} 4 \\ 3 \\ 5 \\ 4 \end{matrix}$	4. $\begin{matrix} 7 \\ 6 \\ 7 \\ 5 \end{matrix}$	8. $\begin{matrix} 5 \\ 4 \\ 5 \\ 6 \end{matrix}$	10. $\begin{matrix} 7 \\ 7 \\ 5 \\ 6 \\ 4 \end{matrix}$
2. $\begin{matrix} 3 \\ 5 \\ 3 \\ 5 \\ 4 \\ 5 \end{matrix}$	5. $\begin{matrix} 4 \\ 3 \\ 5 \\ 4 \end{matrix}$	9. $\begin{matrix} 5 \\ 4 \\ 5 \\ 4 \\ 5 \\ 4 \\ 4 \end{matrix}$	11. $\begin{matrix} 5 \\ 5 \\ 3 \\ 5 \\ 4 \\ 4 \\ 2 \end{matrix}$
3. $\begin{matrix} 4 \\ 5 \\ 4 \\ 3 \\ 5 \\ 4 \\ 3 \end{matrix}$	6. $\begin{matrix} 3 \\ 5 \\ 3 \\ 5 \\ 4 \\ 3 \end{matrix}$		12. $\begin{matrix} 4 \\ 4 \\ 3 \\ 3 \\ 2 \end{matrix}$
	7. $\begin{matrix} 4 \\ 5 \\ 4 \\ 3 \\ 5 \\ 4 \\ 3 \end{matrix}$		13. $\begin{matrix} 6 \\ 5 \\ 4 \\ 3 \\ 2 \end{matrix}$
			14. 4

Note: #s refer to position of top finger of chord

# Artificial Light

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid-fing) '1'- over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	(4-6)  5 M r. cont. picking M.R.P. (6,5,4)	(acc. tempo)  inward picking T./R.P. (4)-alt. (6,4,6,4) steady r. quick + cont.	(2-4)  3 M (3,3;3) r. cont. rather constant	(1,2,3-1,2,3) (1)(2)(2) rather constant •relentless.	Natural thunder
2. Bass	same as 1a con 4,3,2)	same as 1b	 3 (2,2;2)	same as 1d	Human (Animal) chanting
3. Lead (Piano)	③ ③ ③ (A, A, D)	① ② (E, D, E, D)	③ 3 = A#	⑤ ④ ③ - ④ ④ ④	Machine a siren
4. Drum (Standing Tom)	on muffler (t,t,2)	edge of center (t,l,t,1)	edge of drum (t,t;t)	center of drum same as 1d	slice of Life sunset


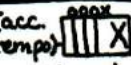
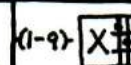

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
-----------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of 1c parallels 1a. Fingers Remain Positioned As In Graphs.)

- |    |   |    |  |
|----|---|----|--|
| 1. | 5 4 5 6 5 4<br>5 4 5 6 5 4<br>6 5 4 5 4 5<br>5 4 5 4 5 4<br>6 5 4 5 4 5 | 3. | 5 4 5 6 5 4<br>5 4 5 6 5 4<br>5 4 5 6 5 4<br>5 4 5 6 5 4<br>5 4 5 6 5 4<br>5 4 5 6 5 4 |
| 2. | 6 5<br>6 5<br>4 5<br>5 4<br>6 5 4 5                                     | 4. | 4 5<br>4 5<br>4 5  |

Note: #s refer to position of top finger of chord

# The End Of The World Courses Through A Day

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing) '1'- over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	(1-9)  picking T. (6,5,4) 1. w/ quickness 2. w/ strength 3. even	(acc. tempo)  inv. strum./pick T. / I. (4) (6,4; 6,5,4-6,5,4,6) rel. cont.; full • adj. acc.:	(1-9)  (3; 2) susp. enj. relatively constant • adj. acc. - part. 2, 3.	(a) (a) (a) (a) (1, 1, 1, 1) rel. steady, full beats • pause betw. ea.	Natural thunder
2. Bass	same as 1a (on 4, 3, 2)	same as 1b	 1 5	same as 1d	Human (Animal) chanting
3. Lead (Piano)	② ③ ③ (E, D#, G)	① ② ② (E/D, E/A, D- E/A, D, E/A)	③ ③ 3 = C 2 = F	④ ④ ④ ④	Machine a siren
4. Drum (Standing Tom)	on muffler (+; 2, 1)	edge of center (+; +, 2-+; 2, +)	edge of drum (+; 2)	center of drum same as 1d	Slice of Life sunset

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunc.
-----------------	--------------------------------	-------------------------------	-----------------------------------	-------------------------------

Re 1a - Line By Line Breakdown Of Fingers' Movement Up And Down Fretboard  
(Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

Intro: a., b., + c.

à capella

(brief pause)

1. a.  $\begin{matrix} 5 & 4 & 7 & 8 \\ 5 & 3 & 1 & (a, 1) \\ 8 & 9 & & \end{matrix}$

2. a.  $\begin{matrix} 5 & 4 & 7 & 8 \\ 5 & 3 & 1 & (a, 1) \\ 8 & 9 & & \end{matrix}$

3. a.  $\begin{matrix} 5 & 4 & 7 & 8 \\ 5 & 3 & 1 & (a, 1) \\ 8 & 9 & & \end{matrix}$

b.  $\begin{matrix} 6 & 5 & (4) \\ 6 & 5 & \\ 3 & 2 & \end{matrix}$

b.  $\begin{matrix} 6 & 5 & (4) \\ 6 & 5 & \\ 3 & 2 & \end{matrix}$

b.  $\begin{matrix} 6 & 5 & (4) \\ 6 & 5 & \\ 3 & 2 & \end{matrix}$

c.  $\begin{matrix} 7 & 6 & 7 & 6 \\ 9 & 8 & 7 & 6 \\ (5) & & & \end{matrix}$

c.  $\begin{matrix} 7 & 6 & 7 & 6 \\ 9 & 8 & 7 & 6 \\ (5) & & & \end{matrix}$

c.  $\begin{matrix} 7 & 6 & 7 & 6 \\ 9 & 8 & 7 & 6 \\ (5) & & & \end{matrix}$






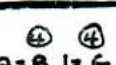

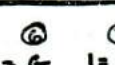
(fade - brief pause)

(fade - brief pause)

(fade)

Note: #s refer to position of top finger of chord

# Warm Forehead

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing.) '1'-over 5th fret '2'-ov. sound hole	Real sounds
1. Rhythm (Acoustic Guitar)	(2-6)  P inward picking T./P. (4) (3,1,2,1) rather light	(acc. tempo)  inward picking T./P. (3) (6,3,6-3,4,3) mod. rollick	(11-15)  12 RP (3,1,3,1,3,1,3,1) moderate waves • f. continuous •	two hands (1,2,3,4-1,2,3) softly played	Natural thunder
2. Bass	diag.  9 capo: 9 on 2, 10 on 3	same as  b	 9 10	same as  d	Human (Animal) chanting
3. Lead (Piano)	 3 = G 2 = B 1 = G	 (E, G, E-G, D, G)	 3 = G 1 = E	(t,t,t,t-t,t,t)	Machine a siren
4. Drum (Standing Tom)	on muffer (t,1,2,1)	edge of center (t,1,t-1,2,1)	edge of drum (t,1,t,1,t,1,t,1)	center of drum same as  d	Slice of Life sunset

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunc.
-----------------	--------------------------------	-------------------------------	-----------------------------------	-------------------------------

Re |a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of |c Parallels |a. Fingers Remain Positioned As In Graphs.)

Musical: 3, 2, 3, 5, 3, 2, 4, 3  
Intro: 6, 4, 5, 3, 2, 3, 5, 3

3.  $\begin{matrix} 3 & 5 \\ 4 & (3,6,3) \\ 5 & 4 & 3 \end{matrix}$

1.  $\begin{matrix} 3 \\ 6 & 5 \\ 4 & (3) \end{matrix}$

4.  $\begin{matrix} 3 \\ 6 & 5 \\ 4 & (3) \end{matrix}$

2.  $\begin{matrix} 6 & 5 \\ 6 & 5 \\ 4 & (3) \end{matrix}$





Musical: 2, 3, 2, 3, 2, 3, 2, 3  
Coda

Musical: 5, 2, 3, 5, 3, 4, 6, 3, 2, 3  
Break

Note: somewhat uneven, unskillful playing

Note: #s refer to position of top finger of chord

# Can We Go Together

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing) '1'- over 5th fret '2'-ov. sound hole	Real sounds
1. Rhythm (Acoustic Guitar)	(4-10)  strum/picking T./M. sets of 5 (0,1,0,0,0) fairly steady	(same tempo)  inward picking T./R.P. (6,4/3, 6,4/3, 6) fairly full	(2-8)  5MR (3,2-3,2-3,2,3) rel. steady, f. subdued	(a,a,a,a,a-1,2;1,2) quickening slow rel. continuous	Natural thunder
2. Bass	same as 1a (on 4,3,2,1)	same as 1b	 14 15	same as 1d	Human (Animal) chanting
3. Lead (Piano)	②③④ ④ D = E   E   R# U = E	①②② C E, D   G, E, D   G, E	⑥ ⑥ 3 = C 2 = E	④④④④④- ⑤④; ⑤④	Machine a siren
4. Drum (Standing Tom)	on muffler (t, 1, t, 1, t)	edge of center (t, 2, t, 2, t)	edge of drum (t, 2, t, 2, t, 2, t)	center of drum same as 1d	slice of life sunset

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
-----------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

Re 1a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

- |            |               |
|------------|---------------|
| 1. 7 6     | 6. 7 6        |
| 2. 7 6     | 7. 7 6 7      |
| 3. 7 6     | 8. 7 6        |
| 4. 7 6 5   | 9. 7 6 7      |
| 5. 7 6 5 7 | Coda: 7 6 5 7 |

Note: #s refer to position of top finger of chord

# Salvation Army

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing) '1'- over 5th fret '2'-ov. sound hole	Real sounds
1. Rhythm (Acoustic Guitar)	(3-8)  picking (4,3,2,1) upstrum (sets of 4) chords (D, U, D, U) gradual I.M.R.P.	(gen. tempo)  inward picking T./M. (3) (6, 3, 5, 3 - 4, 3, 4, 3) - stick to center.	(10-15)  (2,2) cont. alternation f. sharp, distinct - adj. speed.	(2,1) continuous steady, even - adj. pressure.	Natural thunder
2. Bass	 1 2 4 5	same as 1b	 3 10	same as 1d	Human (Animal) chanting
3. Lead (Piano)	 A/C#   E/G# D → U ←	 (E, G, A, G-D, G, D, G)	 (G, A#)	(4, 5)	Machine a siren
4. Drum (Standing Tom)	on muffler (2, 2, 1, 1)	edge of center (1, 1, 1 - 2, 1, 2, 1)	edge of drum (1, 2)	center of drum same as 1d	slice of Life sunset

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
--------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

Re 1a - Line By Line Breakdown Of Fingers' Movement Up And Down Fretboard  
(Finger Movement of 1c Parallels 1a. Fingers Remain Positioned As In Graphs.)

## 1. picking

4, 3, 4, 3  
5, 4, 3  
5, 4, 3  
7, 6, 7, 6, 5, 4

## 3. chords

5, 4, 5, 4  
6, 5, 7, 6, 5, 4, 3  
8, 7, 8, 7, 8, 7, 6, 5, 4  
6, 5, 6, 5, 7, 6, 5, 4

## 4. upstrum

7, 6, 7, 6, 5, 4  
6, 5, 7, 6, 5, 4

## 2. upstrum

8, 7, 8, 7, 6, 5, 4  
6, 5, 7, 6, 5, 4  
8, 7, 8, 7, 8, 7, 6, 5, 4




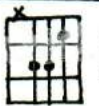
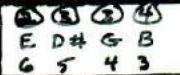
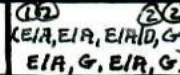

## 5. picking

5, 4, 3  
7, 6, 7, 6, 5, 4, 3  
6, 5, 4  
5, 4, 3  
5, 4

Note re 1a: 4 sets per #

Note: #s refer to position of top finger of chord

# The Readiness Is All

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing.) '1'-over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	(1-8)  4 M R 5 R P 6 P inward picking T./R.(2) (6,5,4,3-4,3,5,3) moderate	(same tempo)  strum/picking T./I.(3) (6,5,6/5,6/5/4,3-5/4,2,5/4,3) f. continuous	(3-10)  6 M R 7 P (1,2,3,2-1,2,3) f. cont. thorough rel. quick	two hands (1,2-1,2,3,4,5,6) fairly steady, simple	Natural thunder
2. Bass	same as (a) con 4,3,2,1)	same as (b)	 3 4	same as (d)	Human (Animal) chanting
3. Lead (Piano)	 E D# G B G 5 4 3	(12)  (E/A, E/A, E/A/D, G- E/A, G, E/A, G)	 3=D6 2=F# 1=A#	(t,t-t,t,t,t,t,t)	Machine a siren
4. Drum (Standing Tom)	on muffler (t,t,2,1-2,1,t,1)	edge of center (t,t,t,1-2,1,2,1)	edge of drum (1,2,t,2-1,2,t)	center of drum same as (d)	slice of Life sunset

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
--------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

Re (a) - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of (c) Parallels (a). Fingers Remain Positioned As In Graphs.)

Intro:	4 4 4 3 3 3 5 4 4	3.	7 7 7 7 8 7 8 6	5.	4 5 4 4 5 4
1.	4 4 5 4	4.	5 4 6 5 4	6.	6 3 2 2 1 3 2
2.	6 4 4 3 3 2 3 4			7.	7 6 6 5
				8.	4 4 3 4

Note: #s refer to position of top finger of chord



# Hold On Here We Go

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing) '1'- over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	(5-9)  T: I, M, R, P A. picking (6,5,4,3,2) B. chords (C, G, D, A, D) steady	(A. acc. B. same tempo)  chords T. sets of 5 (D, D, U, D, D) steady, thorough • softer for A.	(8-12)  (3,2,1) repeated A. steady B. constant	two hands. (1,2,3,4 - 1,2,3,4) sl. quicker	Natural thunder
2. Bass	 (4,3,2,1)	same as  b	 7 9	same as  d	Human (Animal) chanting
3. Lead (Piano)	(2) (3) (4) (5) E, E, A#, E, A D = ~ U = ←	(1) (2) (2) E, A, D D = ~ U = ←	(6) (7) (7) (F#, B, D)	(t, t, t, t - t, t, t, t)	Machine a siren
4. Drum (Standing Tom)	on muffler A. (t, t, 2, 2, 1) B. (t, 2, t, 2, t)	edge of center (t, t, 2, t, t)	edge of drum (t, 2, 1)	center of drum same as  d	Slice of Life sunset

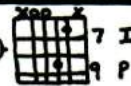



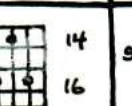
Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunciat.
--------------	--------------------------------	-------------------------------	-----------------------------------	----------------------------------

Re |a - Line By Line Breakdown of Fingers' Movement Up And Down Fretboard  
(Finger Movement of |c Parallels |a. Fingers Remain Positioned As In Graphs.)

1.	7 6 7 6 8 7 9 8 7 6 (5)	1.	8 7 8 7 8 7	4.	8 7 7 6 8 7 7 6 7	Coda:	7 6 8 7
2.	7 6 7 6 8 7 9 8 7 7 7 6 5	2.	8 7 8 7 8 7 8 7	5.	8 7 7 6 7		
3.	7 6	3.	8 7 8 7 8 7	6.	8 7 8 7 8 7		
				7.	9 8 9 8 9 8 7		

Note: #s refer to position of top finger of chord

# Doubt Sort Of Fades Away

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid. fing.) '1'- over 5th fret '2'-ov. sound hole	Real sounds
1. Rhythm (Acoustic Guitar)	(4-9)  strum / picking T.I.M.(a)tg. sets of 5 (D,U,D,U,D) rather soft	(acc. tempo)  picking M.R.P. (5,4,3-5,3,4) cont. regular - circular f. light	(2-7)  (3,2,1,2) steady reps. lyrical, clear	(1,2-2,2-1,2,3,4,5) mod. rollick *medium tone*	Natural thunder
2. Bass	Capo 5 C for 3+4) 	same as  b		same as  d	Human (Animal) chanting
3. Lead (Piano)	③③④ ④ D=AID/E U=F#	②②② (A,D,G,A,G,D)	⑥ ⑥ ⑦ 3=D <sub>b</sub> 2=E 1=B	⑤⑤④-④④- ③③③③③	Machine a siren
4. Drum (Standing Tom)	on muffler (2,1,2,1,2)	edge of center (1,2,1-1,2)	edge of drum (1,2,1,2)	center of drum same as  d	Slice of Life sunset

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronunc.
--------------	--------------------------------	-------------------------------	-----------------------------------	-------------------------------





Re |a - Line By Line Breakdown Of Fingers' Movement Up And Down Fretboard  
(Finger Movement Of |c Parallels |a. Fingers Remain Positioned As In Graphs.)

Intro:	7 6 7	6.	8 7
	8 7 6		8 7
	6 7		9 8
1.	7 6		7 6 5 (4)
	7 6 5		
2.	8 7		
	8 7		
3.	7 6		
	7 6		
4.	9 8		
	9 8		
5.	7 6		
	7 6 5		
			10.
			9 8 7
			7 7

Note: #s refer to position of top finger of chord

My God My God  
Why Hast Thou Forsaken Me

10. B. 4.

	a. rhythm (see #s below)	b. bass (on open 6,5,4,3)	c. lead (on 3,2,1)	d. drum (2 mid-fing) '1'-over 5th fret '2'-ov. sound hole	Real Sounds
1. Rhythm (Acoustic Guitar)	(0)  strumming T. -w/ chords- sets of 3 rel. (0,4,0) constant	(same tempo)  chords T. -w/ strumming- (0,4,0) full sets of 3. opp. la-	(1)  (2,2) cont. reps. fairly constant -adj. intensity-	(1-2,2,2) cont. - constant solid - adj. intensity. (re la)	Natural thunder
2. Bass	same as la (on 4,3)	same as lb	 11 13	same as ld	Human (Animal) chanting
3. Lead (Piano)	(2) (3) E I A D = → U = ←	(1) (2) (2) E I A I D D = → U = ←	(6) (6) (Ab, D#)	(6) - (6) (6) (6)	Machine a siren
4. Drum (Standing Tom)	on muffler (t,t,t)	edge of center (t,2,t)	edge of drum (t,2)	center of drum same as ld	Slice of Life sunset

Vocal Tracks	A gliding: no pronunciation	B waving: rounded pronunc.	C speaking: light, sharp pron.	D singing: strong pronuncat.
--------------	--------------------------------	-------------------------------	-----------------------------------	---------------------------------

Re la - Line By Line Breakdown Of Fingers' Movement Up And Down Fretboard  
(Finger Movement of lc Parallels la. Fingers Remain Positioned As In Graphs.)

strum, chord breakdown (over 0)

1. a. light strum  
l.s. chords

a. a., b., + c.  
chords - steadily

Musical Break: quieting

Coda:

b. strum reps. each  
s.f. rising  
s.f. chords

intensifying  
Ref. chords,  
cut w/ strum

4. a. even strum  
e.s. chords

soft strumming

c. stronger chords

3. a. + b.  
hard strum

b. strum reps. } either  
s.f. rising  
chords

Ref. strum,  
cut w/ chords

Ref. strum,  
cut w/ chords

c. steady ch.  
s.c.  
| s.c. cut w/ strum

Ref. final intense strumming

Note: #s refer to position of top finger of chord