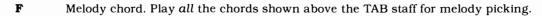
KEY TO THE TAB SYMBOLS

CHORDS AND NOTES:



Rhythm chord. Play only the *circled* chords for rhythm playing. Stay on each chord until the next circled chord appears, then change. When a rhythm chord is followed by an *, change to the circled chord *one note sooner* than indicated.

f Melody note name. Shown below the TAB staff for melody picking symbols only.

O "Open chord" (No chord bar depressed).

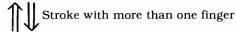
Repeat previous chord (After an "open chord," depress the same chord bar that was released for the "open" note.)

RHYTHM SYMBOLS:

Finger Strokes: (Upward toward the treble end of the harp or downward toward the bass end.)



Upward/Downward stroke with one finger



A

"Scratch" in one *continuous* motion: a *full* upward stroke followed *immediately* by a *short*, *quick* downward stroke. NOTE: The "scratch" is faster than a full upward stroke followed by a full downward stroke. The downward stroke is almost incidental and is not a full stroke.

Slow, long stroke across all octaves (usually covers more than one count).

Thumb Strokes: (Upward strokes with the thumb)

★ Short stroke in low/bass octave

Long stroke across entire low octave

Slow, long thumb stroke across all octaves (usually covers more than one count).

MELODY SYMBOLS:



"Pinch" with the thumb and index or thumb and middle finger simultaneously. Arrows point to the location of the melody note on the staff. Note should be emphasized.



Double top arrow means use two fingers for melody and harmony note.

0

"Pluck" one string only. Position of the circle on the staff indicates the note.

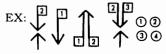
FINGERS TO USE: (Shown inside "flags" attached to arrows or inside "pluck" circles.)

1: Index finger

2: Middle finger

3: Ring finger 4: Litt

4: Little finger



OTHER SYMBOLS:

"Tie" means no action is taken on that count. Previous action continues to sound.



"Stop" symbol means to mute *all* the strings on that count, either by pressing more than one chord simultaneously or by touching the strings with the right hand.

"Rhythm fill" counts as *one* symbol. All actions shown inside must be completed within the time of that count. If the "fill" is empty, fill in any rhythm stroke.