



VULTURES
HEAVY
BASS GUITAR

MEAT
WITH *DAVID ELLEFSON*



HEAVY METAL BASS GUITAR

WITH

DAVID
ELLEFSON

COURSE DESCRIPTION

Join legendary bassist and co-founder of Megadeth David Ellefson as he introduces you to the world of rock and thrash metal. You'll get an in-depth look at David's music approach, and the technical aspects he uses both on-stage and in the studio, including gear, tone, and compositional elements.

David also deconstructs and analyses one of his own songs—"Vultures"—from his album *Sleeping Giants*, giving insight into how the bass line works within the song.

And don't miss the "Vultures" track we've included that you can play along with! (It's in the Course Resources tab.) We've removed the bass part, so YOU get to play the part of David in this killer tune. Follow the notes or tab in the full-song transcription and shred out.

LESSON 1

KNOW YOUR TONE (0:10)

*"There's a whole lot of mechanics that goes into simply performing a riff, but that is ultimately the **personality**. Usually, your signature sound comes from the hand you sign your signature with—so my signature sound comes from my picking hand, not my fretting hand."*

"Vultures" Intro (0:45)

Two musical staves for the "Vultures" Intro. The first staff is in 4/4 time and shows a sequence of chords: E⁵, D^{#5}, D⁵, C^{#5}, E⁵, D^{#5}, D⁵, C^{#5}. The second staff continues the sequence with E⁵, F^{#5}, G⁵, A⁵, E⁵, D^{#5}, D⁵, C^{#5}, E⁵. Fingering numbers are provided for each note.

- On this song, everything is played on the E string for the intentional purpose of the **tone**—*"there's an attitude about it"*. Compare against playing the notes here instead:

Two musical staves showing the same chord sequence as the previous example, but with notes played on different strings. The first staff shows E⁵ (0), D^{#5} (2), D⁵ (3), C^{#5} (4), E⁵ (0), F^{#5} (2). The second staff shows G⁵ (3), A⁵ (5), E⁵ (7), D^{#5} (6), D⁵ (5), C^{#5} (4), E⁵ (0).

- Musically, the notes are the same in both examples. But to achieve a "British sound of the aggressive, punk rock, picked bass playing," David plays it all on one string:

*"It just creates a different **attitude**, which of course contributes to the overall sound—especially when the guitars and bass are playing it in the exact same position."*



LESSON 1 (CON'T)

TAKING CARE OF YOUR POSTURE (2:25)

- Having **comfort** in our playing requires your body to be “fully-engaged” because there’s an *aggression* that comes to it. How you stand—on stage, in the studio, or even if you’re just practicing requires proper mechanics.

“To be able to execute and perform [a] line properly requires the full engagement of the body.”

- Find a **comfortable strap** for your bass!
- Consider the **contours** of your bass where your picking arm will rest.
 - » You may want to wear a wristband to help with unwanted pressure.

*“What’s really important to you is that you get a bass that works well for **you**: one that fits good in your hands; it fits good on your body, and it’s something that you enjoy playing.”*

“Playing a little bit every day is way more effective in the long run... So if [your bass] is something that’s aesthetically pleasing and comfortable to play, and something that’s enjoyable to play ... that’s the art of being a great bass player.”

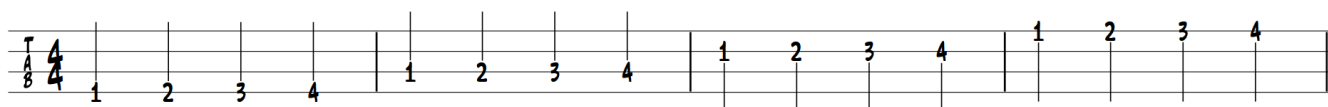


LESSON 1 (CON'T)

FRETTING HAND TECHNIQUE (4:36)

- There's a lot of **discipline** required to develop economy of movement in your fretthand. A great exercise is to simply get your fingers working:

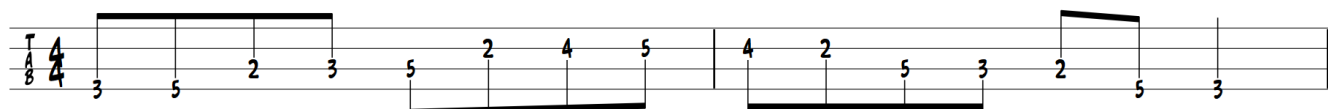
EX. 1



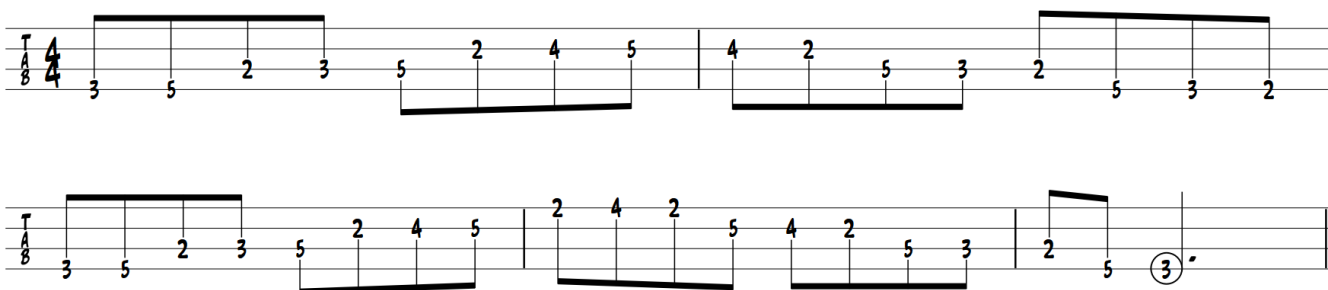
*"One of the real keys to effective bass playing is to be able to utilize **all** the fingers across the neck."*

- We can easily play across the neck, resulting in more economical and efficient use of our hands:

EX. 2



EX. 3



LESSON 1 (CON'T)

PICKING HAND TECHNIQUE (7:21)

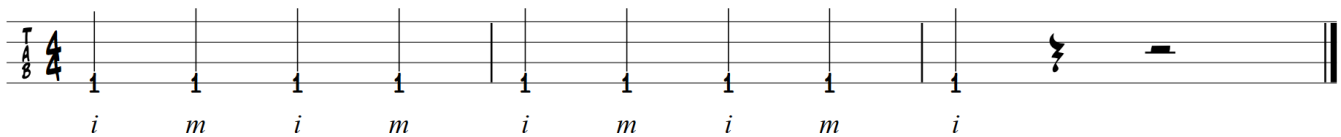
- Don't forget the picking hand!

"In the Megadeth setting in particular, the [picking] hand very much mimics what Dave Mustaine is doing with the rhythm guitar parts, and that's a big part of the effectiveness of the bass guitar role inside of the Megadeth music... [it's] very much a critical part of the sound."

- Using fingers (versus a pick), start by practicing simply going back-and-forth:

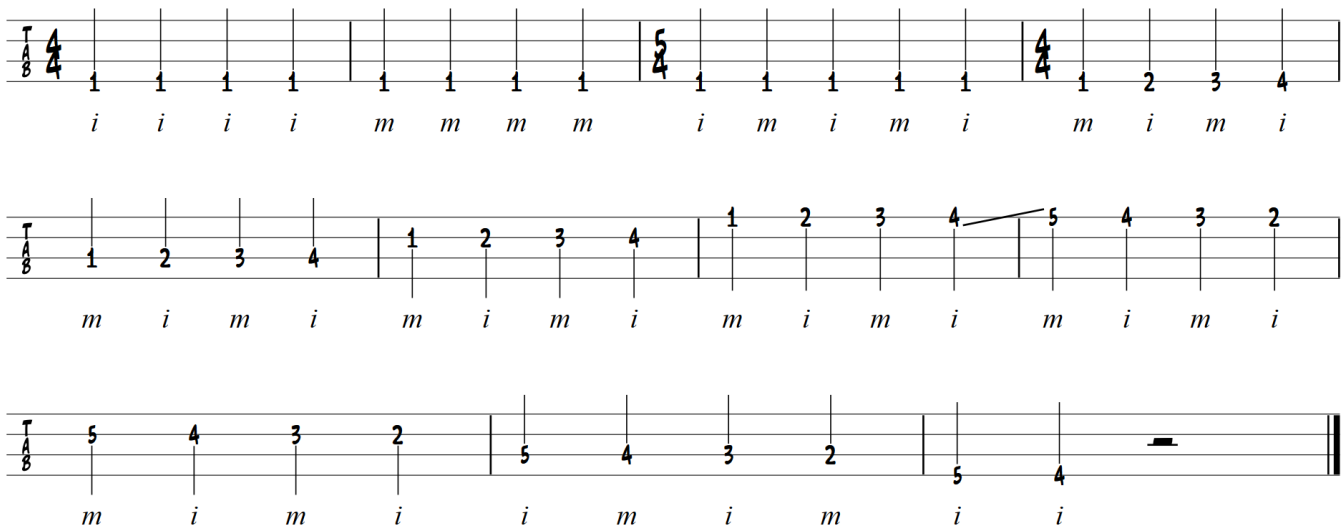
i = index finger
m = middle finger

EX. 4



- Next, play with one finger, then the other, then alternating, then across the neck and back down. Make sure your playing is **consistent**: every single note should sound equal:

EX. 5



"You'll start to see any inconsistencies in your playing ... pretty quickly. And those are the little trouble spots to work on."



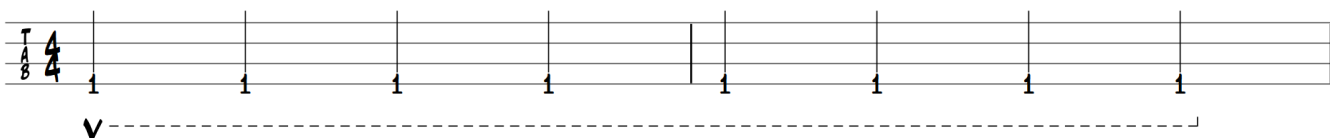
LESSON 1 (CON'T)

- We can use the same concept when using a **pick**. Begin with downstrokes and then upstrokes:

Ex. 6

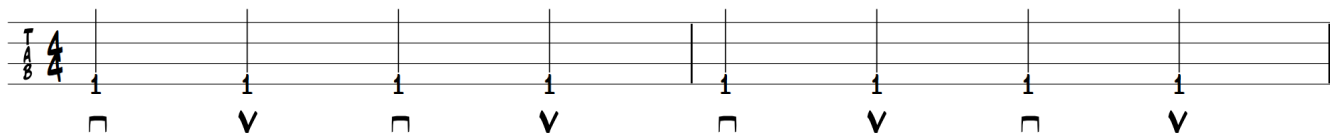


Ex. 7

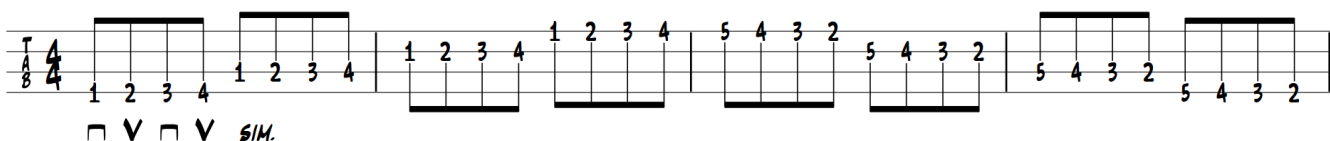


- Next, move to "butterfly picking"—a downstroke followed by an upstroke:

Ex. 8

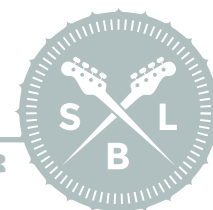
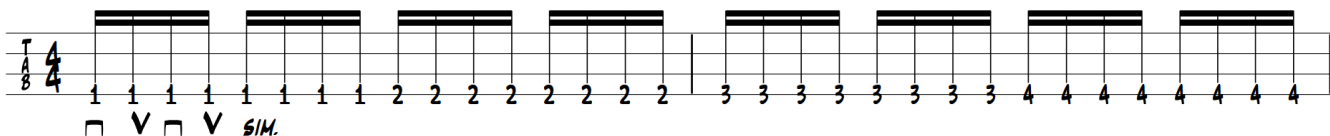


Ex. 9



- As we move from quarter notes to eighth notes to sixteenth notes, **consistency** is still the goal, any inconsistencies should be intentional, not because of lack of technique:

Ex. 10



LESSON 1 (CON'T)

FRET-HAND MUTING TECHNIQUE (9:25)

*"Another benefit of the plectrum [pick], especially in rock and metal music is ... a much more kind of **pointed tone** which ... cuts through loud guitars and big drum sounds much better."*

- One of the techniques available to us when using a pick is **palm-muting**:

EX. 11

Example 11 is a musical exercise in 4/8 time. The first staff contains two measures of music. The first measure has a pick attack (>) over a series of eighth notes (0 0 0 0 0 0 0 0) with a 'P.M.' marking below. The second measure has a pick attack (>) over a series of eighth notes (0 0 0 0 0 0 0 0) with a 'P.M.' marking below. The second staff contains two measures of music. The first measure has a pick attack (>) over a series of eighth notes (5 5 5 5 5 5 5 5) with a 'P.M.' marking below. The second measure has a pick attack (>) over a series of eighth notes (6 6 6 6 5 5 3 2) with a 'P.M.' marking below. The exercise concludes with a final measure containing a quarter rest and a double bar line.

"The muting is just simply using the 'meat' of your hand ... the big kinda heavy part of the palm, and just putting it ... on the string just ever so slightly, onto the actual active part of the string."

- In particular, in "Vultures", palm-muting is still occasionally employed, even though the playing is "wide open" with a "big, loud, rowdy sound."

EX. 12

Example 12 is a musical exercise in 4/8 time. The first staff contains two measures of music. The first measure has a pick attack (>) over a series of eighth notes (0 0 0 0 0 0 0 0) with a 'P.M.' marking below. The second measure has a pick attack (>) over a series of eighth notes (3 3 3 0 0 0 3 3) with a 'P.M.' marking below. The second staff contains two measures of music. The first measure has a pick attack (>) over a series of eighth notes (5 5 5 5 5 5 5 5) with a 'P.M.' marking below. The second measure has a pick attack (>) over a series of eighth notes (6 6 6 5 5 5 3 3) with a 'P.M.' marking below. The exercise concludes with a final measure containing a quarter rest and a double bar line.



LESSON 1 (CON'T)

- Now, let's put everything together:

4/4

E⁵ A⁵ B^{b5}

TAB

0 0 0 0 0 0 0 0 0 0 0 0 0 0 5 5 5 5 6 6 6 6

P.M.

E⁵ B^{b5} A⁵

TAB

0 0 0 0 0 0 0 0 0 0 0 0 0 0 6 6 6 6 5 5 5 5

P.M.

E⁵ D^{#5} D⁵ C^{#5} E⁵ D^{#5} D⁵ C^{#5}

TAB

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

E⁵ G⁵ E⁵ A⁵ B^{b5} A⁵ B^{b5} A⁵

TAB

0 0 0 0 3 3 3 3 0 0 0 0 5 5 5 5 6 6 6 6 5 5 5 5 6 6 6 6 5 5 5 5

E⁵ D^{#5} D⁵ C^{#5} E⁵ D^{#5} D⁵ C^{#5}

TAB

12 0 0 12 0 0 12 0 0 11 0 0 10 0 9 0 12 0 0 12 0 0 12 0 0 11 0 0 10 0 9 0

LESSON 2

PLAYING WITH DYNAMICS (0:27)

"Playing with **dynamics** is a huge part of the human connection of music."

- Dynamics are produced in a variety of ways, including playing aggressively or "pulling things back" a bit; using a pick or using your fingers, etc.
 - » David uses a plectrum (pick) because it give a nice "punk rock stank" to the tone.
 - » The dynamics of the bass in the Intro to "Vultures" is anything but being held back—it's about *letting it all out*:

Bass guitar tablature for the Intro of "Vultures". The key signature is E major (one sharp). The time signature is 4/4. The tablature is written on a standard five-line bass staff with fret numbers 0-12. Above the staff, chords are indicated: E⁵, D⁵, D⁵, C⁵, E⁵, D⁵, D⁵, C⁵. The first two measures show a rhythmic pattern of eighth notes: 12 0 0 12 0 0 12 0. The next two measures show a pattern of eighth notes: 0 11 0 0 10 0 9 0. The fifth measure shows a pattern of eighth notes: 12 0 0 12 0 0 12 0. The sixth measure shows a pattern of eighth notes: 0 11 0 0 10 0 9 0. The seventh measure shows a pattern of eighth notes: 12 12 12 12 11 11 11 11. The eighth measure shows a pattern of eighth notes: 10 10 10 10 9 9 9 9. The final measure shows a whole note: 0, followed by a double bar line.

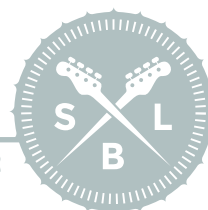
"We're trying to create that emotion. We're trying to make a rowdy sound, something that connects well with the listener. That's a big part of the **musical conversation** that happens."

- Pay attention to how the drums start the song, mimicing the bass line, and how they build up to the main groove itself:

Bass guitar tablature for the main groove of "Vultures". The key signature is E major (one sharp). The time signature is 4/4. The tablature is written on a standard five-line bass staff with fret numbers 0-12. Above the staff, chords are indicated: E⁵, F⁵, G⁵, A⁵, E⁵, D⁵, D⁵, C⁵, E⁵. The first two measures show a rhythmic pattern of eighth notes: 0 0 0 0 2 2 2 2. The next two measures show a pattern of eighth notes: 3 3 3 3 5 5 5 5. The fifth measure shows a pattern of eighth notes: 12 12 12 12 11 11 11 11. The sixth measure shows a pattern of eighth notes: 10 10 10 10 9 9 9 9. The seventh measure shows a pattern of eighth notes: 10 10 10 10 9 9 9 9. The final measure shows a whole note: 0, followed by a double bar line.

- And then ... shhh! The musical conversation continues as we listen to the *vocals*.

"We're **listening** to each other so that we're not stepping over each other's conversation."



LESSON 2 (CON'T)

RIGHT HAND vs. LEFT HAND (2:11)

- Like many aspiring bass players, David spent a lot of time working out the left hand:

*"It wasn't until I got in the studio, especially with Megadeth ... that I realized how important the **right** hand is, especially for timing."*

"The reason I picked up a plectrum ... [is because of] the rhythmic patterns that Dave Mustaine creates on the guitar—there's a special nuance to the muting off of the bridge."

- Replicating that muting technique really "locks in" the guitar and bass.

"The right hand defines the Megadeth sound."

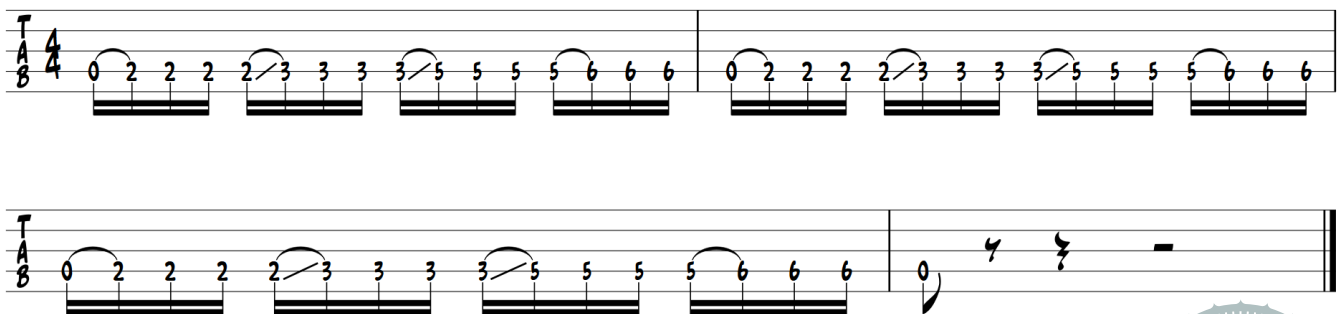
» SPEND TIME PLAYING TO A CLICK TRACK OR WITH A METRONOME!
PRACTICE DIFFERENT PICKING PATTERNS OVER QUARTER-, EIGHTH- AND SIXTEENTH-NOTE RHYTHMS TO REALLY LOCK YOUR HANDS TOGETHER...
YOU'LL BE A BETTER PLAYER FOR IT!

RIFFS & RHYTHM (3:38)

*"When ... we're using a click track, we can place notes ahead, on top of, or behind where actual 'real time' is... and that creates what we call **feel**. When you hear a lot about groove—what is groove? Well, **groove** is just sorta the relation to where 'real time' is."*

Building the Groove

- Note placement can drive a groove. Note how moving things by *one sixteenth note* off the "click" creates an entirely different groove:



LESSON 2 (CON'T)

Building the Groove (con't)

- Where we place the notes is also dependent on how we count:
 - » If we count quarter notes on the beat, we'll likely emphasize the beat.

COUNT: 1 2 3 4 1 2 3 4

P.M.

"[But,] if I count with the eighth notes ... when you hear, that especially in a groove setting, it creates kind of an **urgency**—it sort of puts the notes up on top of the beat, slightly even ahead of it.

COUNT: 1 & 2 & 3 & 4 & 1 & 2 & 3 & 4 &

P.M.

- Another idea is to count in **half-time**:

COUNT: 1 2 1 2 1 2 1

HALF-TIME FEEL

P.M.

"... and you can all of a sudden get this different groove. The bass line hasn't changed; everything is still the same. But where I'm internally 'feeling' the metronome—where I'm feeling the 'time' ... changes what the sound is externally."

"Try counting in half-time. It's a very effective way to to pull your timing back.



LESSON 3

"VULTURES" SONG BREAKDOWN (3:52)

"The composition of the song 'Vultures' is really just a compilation of about three, maybe four riffs."

- The **opening riff**:

INTRO

E⁵ D^{#5} D⁵ C^{#5} E⁵ D^{#5} D⁵ C^{#5}

TAB 4/4

12 0 0 12 0 0 12 0 0 11 0 0 10 0 9 0 12 0 0 12 0 0 12 0 0 11 0 0 10 0 9 0

- After that is the **ascending** riff, and then a **combination** of the two, pulling them together:

HALF-TIME FEEL END HALF-TIME FEEL

E⁵ F^{#5} G⁵ A⁵ E⁵ D^{#5} D⁵ C^{#5}

TAB

0 0 0 2 2 2 2 3 3 3 3 5 5 5 5 12 12 12 12 11 11 11 11 10 10 10 10 9 9 9 9

*"Then, it goes into the **Verse**, where the bass plays a real simple, foundational line. All the guitars go away, and it's just bass and drums to support the vocal."*

VERSE

HALF-TIME FEEL

E⁵ A⁵ B^{b5}

TAB

0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 5 5 5 5 6 6 6 6

P.M. -----

E⁵ B^{b5} A⁵

TAB

0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 6 6 6 6 5 5 5 5

P.M. -----

GUITAR "STABS" create dynamic range



LESSON 3 (CON'T)

"VULTURES" SONG BREAKDOWN (con't)

- The Verse riff is repeated a again, this time with the guitars playing:

E⁵ **A⁵** **B^{b5}**

TAB: 0 0 0 0 0 0 0 | 0 0 0 0 0 0 0 | 0 0 0 0 0 0 0 | 5 5 5 5 6 6 6 6

P.M. -----

E⁵ **B^{b5}** **A⁵** **END HALF-TIME FEEL**

TAB: 0 0 0 0 0 0 0 | 0 0 0 0 0 0 0 | 0 0 0 0 0 0 0 | 6 6 6 6 5 5 5 5

P.M. -----

- Then a "little bit of a modified version" of what was just played to create some "excitement":

E⁵ **D^{#5}** **D⁵** **C^{#5}** **E⁵** **D^{#5}** **D⁵** **C^{#5}**

TAB: 12 12 12 12 11 11 11 11 | 10 10 10 10 9 9 9 9 | 12 12 12 12 11 11 11 11 | 10 10 10 10 9 9 9 9

CHORUS

E⁵ **G⁵** **E⁵** **A⁵** **B^{b5}** **A⁵** **B^{b5}** **A⁵**

TAB: 0 0 0 0 3 3 3 3 | 0 0 0 0 5 5 5 5 | 6 6 6 6 5 5 5 5 | 6 6 6 6 5 5 5 5

- Which setups up a repeat of the opening riff:

E⁵ **D^{#5}** **D⁵** **C^{#5}** **E⁵** **D^{#5}** **D⁵** **C^{#5}**

TAB: 12 0 0 12 0 0 12 0 | 0 11 0 0 10 0 9 0 | 12 0 0 12 0 0 12 0 | 0 11 0 0 10 0 9 0

E⁵ **D^{#5}** **D⁵** **C^{#5}** **E⁵** **D^{#5}** **D⁵** **C^{#5}**

TAB: 12 0 0 12 0 0 12 0 | 0 11 0 0 10 0 9 0 | 12 0 0 12 0 0 12 0 | 0 11 0 0 10 0 9 0

"Then, it just repeats that exact same grouping of riffs again for the second Verse and Chorus."



LESSON 3 (CON'T)

ESSENTIAL ELEMENTS (5:31)

- The riffs contained in "Vultures" all contain some or all of the following elements:
 - » Pull-off riff.
 - » Down-picking and up-picking.
 - » Half-steps.
 - » Palm muting.

*"Putting all of those things together—it's all ... an organic and a very dynamic approach to making all of those different pieces have this ... orchestration to it that creates not just a bunch of riffs together, but actually creates a real **composition**."*

RHYTHM PLAYING TECHNIQUES (6:44)

- Pull-offs are simple, one-string pull-offs.
 - » But both notes of the pull-off are picked, giving better definition to the notes.

MID-SECTION (7:22)

*"This song has a very interesting **"middle 8"** ... It diverts the composition away from what we've been hearing up to this point, which is the Intro, the Verses and the Choruses."*

- The middle section is driven by the bass, and adds something harmonically different, building up to the Guitar Solo.

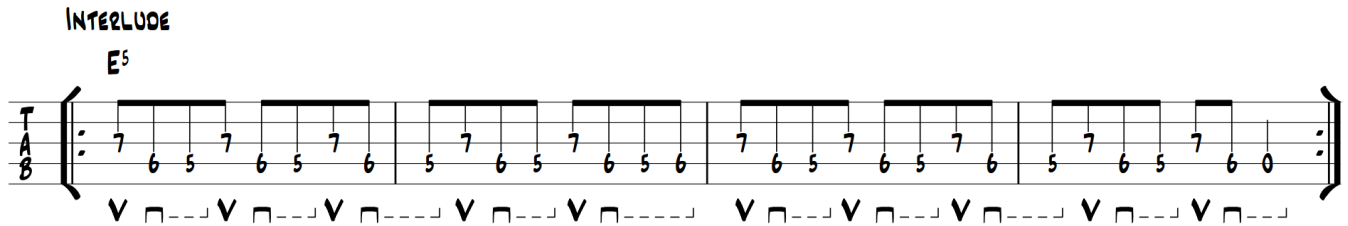
"Compositionally, there's this tension growing with the Chorus, and then this big release ... The drums are now setting up this kind of groundswell ... and then [the bass starts] to set up this additional groundswell by actually putting a melodic component to it."

See next page for Mid-Section tablature →



LESSON 3 (CON'T)

MID-SECTION (con't)



- The up and down picking pattern makes this more difficult to play than it may look!

"[Play] it slowly, which is how things should always be learned—so that we learn it right the first time, and don't have to un-learn them and learn them again!"

LESSON 4

*"I went to the Guitar Center ... and I picked a **Jackson** bass up off of the shelf, and I plugged it into a **Gallien-Kruger** 800RB head and into a pair of **Hartke** aluminum-cone speaker cabinets. And that day, my tone was born."*

THE PLECTRUM (1:36)

- The plectrum (pick) can be a huge part of your tone.
 - » David primarily uses 0.88mm Jim Dunlop **Tortex®** picks.



"When I play the faster stuff that's really thrashing ... I like a heavier pick ... Once in a while, I'll use a 0.60 which is a little bit lighter. And on a slower song, that'll kinda just help me lay back the groove a little bit."

THE BASSES (3:04)

- David's main bass is his **Jackson CBX V Signature 5-String Electric Bass**, → featuring EMG-DC40 dual coil active pickups and EMG-BQS active circuitry.

"The active circuitry with the active pickup is just maximum output. And for me, I turn everything all the way up on '10'."

- This bass has a "neck-through" design that generates a very distinctive tone, because it cuts out a lot of the mid-range.

*"I like to get the bass down 'inside' of the kick drum ... so that when the drummer hits his kick drum, you hear the concussion, and my bass note is like the cannonball that comes through and **punches you in the gut** after that. That's how I think about bass in the sound of the band."*

- David also uses a different version of his Signature bass that has a *bolt-on* neck, which creates a tone that puts all the mid-range "back in" that the neck-through design takes out.
 - » Features passive EMG pickups, but has active electronic setup.
 - » By setting the tone controls to "flat", it has a traditional Fender Precision Bass tone.
 - » Works very well in the studio because of its versatility.



LESSON 4 (CON'T)

"As it's said, 'Don't bring your death-metal, black 5-string to the wedding gig. At the same time, don't bring your conservative bass to the death metal gig.' Sometimes it's important to have a variety of instruments that fit a variety of applications."

- David also uses a **Jackson X Series Signature Concert Bass CBXM IV** model. →
 - » Looks much more traditional, similar to a Fender Precision Bass.
 - » The sound is somewhere between a traditional and a "high octave" bass.
 - » Features a passive Jazz Bass pickup and a "reversed" Precision bass pickup, with active electronics, with a bolt-on neck.

"A bolt-on instrument works fairly well for pretty much every type of application, especially for recording ... In the live setting, I prefer the neck-through."



CHOOSING THE RIGHT BASS (11:29)

- The correct bass to purchase may depend on the level of experience you have.
- Pick up something that feels good to you, not just because someone else plays it—especially if you're a beginner.
- Things to consider:
 - » Does it look "cool"?
 - » Is it something you can see yourself playing?
 - » Does it feel good when you hold it?
 - » Is it comfortable to play?
 - » Do the contours fit your body?
 - » Does it fundamentally sound good?

"If it's comfortable, and you're not really thinking about the bass, but you're just making music with it? That's probably a pretty good consideration for it!"

- Take your new guitar to a professional and have it set up properly!



LESSON 4 (CON'T)

AMPLIFICATION (15:56)

- David uses Hartke amplification: a **Hartke LH1000** and (2) **Hartke HD410** speaker cabinets.
 - » The two stacked HD410 cabinets have 8 10" speakers... That's a lot of speakers moving air.

*"Bass guitar amplification ... isn't just about the actual pointed-ness of the note, it's about creating **ambiance**."*

- Consider placing your cabinet(s) directly on the floor—it can create a resonance that boosts your sound!
- A **direct out** on your amp is critical—it gets the fundamental tone of the instrument, and should be used at any gig, from church gigs to local gigs interfacing into a PA, or heavy-metal gig.
- Putting a microphone on the speaker will also pick up the tone of the speaker.

"The real key to ... amplified instruments is to play what [you] hear, and let the instrument and amplifier augment what [you're] hearing ... The most important thing is to have an amplifier that helps augment and create the tone that you're hearing in your head."

- What about stage volume?
 - » David prefers nothing to be louder on the stage than acoustic drums.
 - » Don't let the instrumentation of the band get louder than the vocals!

"Keep in mind that starting volume low—keep things synonymous with the drums. That's really a great starting point for volume. Then if things need to turn up or alternate from there, you can."

- » Consider using a combo amplifier in front of you, pointing back. It's a great way to control the bass guitar coming back at you so you can hear what you're playing, and let the PA system do the rest of the work through your direct out.



LESSON 5

INSIDE THE SONG (0:40)

"I am a guitar player. I compose rock 'n' roll and heavy metal mostly on the guitar. I find that the sound of it lends better to that than composing with a bass."

"The bass is often the very first thing I create a lot of my songs with. Even though the bass line by itself has this really cool punk rock, kinda Ramones, early-70's kinda punk rock style to it it was created on the guitar."

RECORDING THE ELECTRIC BASS (1:33)

"Once the drums and the guitars [have been recorded], we know how much sonic spectrum is eaten up in the frequency map. From there, I can get the bass down underneath to support it; I can get the bass above it, which is often kind of 'clicky' kind of tone that I have; and also knowing when it can pop in the mid-range."

"The bass assumed the greater role in this particular composition. And the guitars became more selective when to put them in."

"The vocal is ultimately what the audience is going to be listening to ... In this particular song, ... the bass and the drums are really driving the song during the Verse."



LESSON 5 (CON'T)

HEAVY METAL SONGWRITING (4:10)

- David offers a bit of **checklist** to wrote a heavy metal song:

1. Don't limit yourself to just one instrument. Be open to writing on *anything*.
 - » Keep in mind, the rhythm guitar, the riff, and the drums are the building blocks.
 - » Often, the bass is not the foundational instrument to create with.

*"The creation can come from **anywhere**."*

2. Keep in mind the relationship between the drums and the guitar.

"Sometimes recording the drums and the guitars first allows an opportunity to get the bass sound to be much bigger. Plus, you'll also know what to play compositionally with your bass line because you can play off the guitars, and also off the rhythm of the drums."

3. Keep in mind what the vocals are going to be doing.
 - » When the vocals are coming in, clear a path for them—everybody can't be "speaking" at the same time.

*"A composition is a **conversation**. Everybody get to have a say in the conversation, but it's a matter of letting people have their space to say what they're gonna say."*

4. Utilize changes in dynamics.
 - » In the Chorus, usually things get "big".
 - » If playing nice and low in the Verses, when the Chorus comes, a nice dynamics shft would be to move up one octave—it "lifts" the track up.
 - » Follow up big build up with a big *release*.

"Thinking about things in a conversational way allows the musicians to have a conversation between themselves, and it also keeps in mind the listener (what they're listening to), and helps you, as the artist and the composer, to be selective of about what you're letting your audience hear."



FROM DAVE ELLEFSON - *SLEEPING GIANTS*

VULTURES

LYRICS BY THOM HAZAERT

MUSIC BY DAVID ELLEFSON

INTRO

FAST ♩ = 190

E⁵

D^{#5}

D⁵

C^{#5}

E⁵

PLAY 4 TIMES

12 0 0 12 0 0 12 0 0 11 0 0 10 0 9 0

D^{#5}

D⁵

C^{#5}

E⁵

PLAY 3 TIMES

D^{#5}

D⁵

C^{#5}

0 11 0 0 10 0 9 0 12 0 0 12 0 0 12 0

HALF-TIME FEEL

E⁵

F^{#5}

G⁵

A⁵

E⁵

D^{#5}

D⁵

C^{#5}

END HALF-TIME FEEL

0 0 0 2 2 2 2 3 3 3 3 5 5 5 5 12 12 12 12 11 11 11 11

HALF-TIME FEEL

E⁵

F^{#5}

G⁵

A⁵

E⁵

D^{#5}

D⁵

C^{#5}

END HALF-TIME FEEL

0 0 0 2 2 2 2 3 3 3 3 5 5 5 5 12 12 12 12 11 11 11 11

STEADY GLISS.

VERSE
HALF-TIME FEEL
E⁵

A⁵ **B^{b5}**

E⁵ **B^{b5}** **A⁵**

E⁵ **A⁵** **B^{b5}**

E⁵ **B^{b5}** **A⁵** **END HALF-TIME FEEL**

E⁵ **A⁵** **B^{b5}**

E⁵ **B^{b5}** **A⁵**

TAB: 0 0 0 0 0 0 0 0 | 0 0 0 0 0 0 0 0 | 0 0 0 0 0 0 0 0 | 6 6 6 6 5 5 5 5

E⁵ **D^{#5}** **D⁵** **C^{#5}** **E⁵** **D^{#5}** **D⁵** **C^{#5}**

TAB: 12 12 12 12 11 11 11 11 | 10 10 10 10 9 9 9 9 | 12 12 12 12 11 11 11 11 | 10 10 10 10 9 9 9 9

2ND TIME, W/ FILL 1
E⁵ **D^{#5}** **D⁵** **C^{#5}** **E⁵** **D^{#5}** **D⁵** **C^{#5}**

STEADY GLISS.

TAB: 12 12 12 12 11 11 11 11 | 10 10 10 10 9 9 9 4 | 5 5 5 5 4 4 4 4 | 3 3 3 3 2 2 2 2

CHORUS

E⁵ **G⁵** **E⁵** **A⁵** **B^{b5}** **A⁵**

TAB: 0 0 0 0 3 3 3 3 | 0 0 0 0 5 5 5 5 | 6 6 6 6 5 5 5 5

FILL 1

TAB: 5 5 5 5 4 4 4 4 | 3 3 3 3 2 2 2 2

1.

B^b5 A^5 E^5

TAB

6 6 6 6 5 5 5 12 0 0 12 0 0 12 0 0 11 0 0 10 0 9 0 12 0 0 12 0 0 12 0

$D\#5$ D^5 $C\#5$ $D\#5$ D^5 $C\#5$

TAB

0 11 0 0 10 0 9 0 12 0 0 12 0 0 12 0 0 11 0 0 10 0 9 0

2.

$D\#5$ D^5 $C\#5$ B^b5 A^5

TAB

12 0 0 12 0 0 12 0 0 11 0 0 10 0 9 6 6 6 6 5 5 5 5

E^5 G^5 E^5 A^5 B^b5 A^5 B^b5 A^5

TAB

0 0 0 0 3 3 3 3 0 0 0 0 5 5 5 5 6 6 6 6 5 5 5 5 6 6 6 6 5 5 5 5

E^5 G^5 E^5 A^5 B^b5 A^5 B^b5 A^5

TAB

0 0 0 0 3 3 3 3 0 0 0 0 5 5 5 5 6 6 6 6 5 5 5 5 6 6 6 6 5 5 5 5

To CODA 

E⁵ G⁵ E⁵ A⁵ B^{b5} A⁵ B^{b5} A⁵



T																	
A																	
B	0	0	0	0	3	3	3	3	0	0	0	0	5	5	5	5	5

INTERLUDE

E⁵



T																	
A																	
B	7	6	5	7	6	5	7	6	5	7	6	5	6	5	7	6	5



T																	
A																	
B	7	6	5	7	6	5	7	6	5	7	6	5	6	5	7	6	5

SOLO

HALF-TIME FEEL

F^{#5} G⁵ F^{#5} C⁵ B⁵ A⁵



T																	
A																	
B	2	2	2	2	2	2	2	2	2	2	2	3	3	2	2	2	2

END HALF-TIME FEEL

F^{#5} G⁵ F^{#5} G⁵ F^{#5} F⁵



T																	
A																	
B	2	2	2	2	2	2	2	2	2	2	3	3	2	2	2	2	2

E⁵

T
A
B

0 0 0 0 0 0 0 0 0 0 0 5 6 5 6 0 0 0 0 0 0 0 7 6 5 7 6 5 7 6

**D.S. AL CODA
(TAKE 2ND ENDING)**

T
A
B

0 0 0 0 0 0 0 0 0 0 0 5 6 5 6 0 0 0 0 0 0 0 7 6 5 7 6 5 7 6



CODA

OUTRO

E⁵ D^{#5} D⁵ C^{#5} E⁵ D^{#5}

T
A
B

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

D⁵ C^{#5} E⁵ D^{#5} D⁵ C^{#5}

T
A
B

10 10 10 10 9 9 9 9 5 5 5 5 4 4 4 4 3 3 3 3 2 2 2 2

E⁵ D^{#5} D⁵ C^{#5} E⁵

T
A
B

5 5 5 5 4 4 4 4 3 3 3 3 2 2 2 2 5