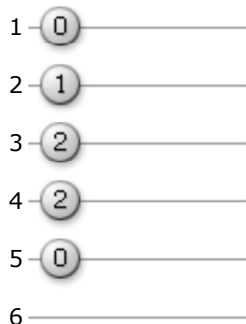
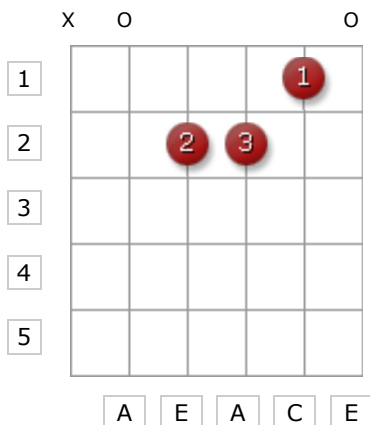
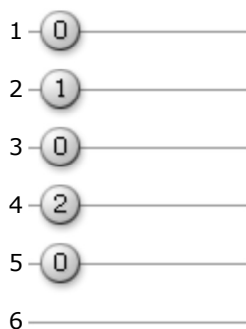
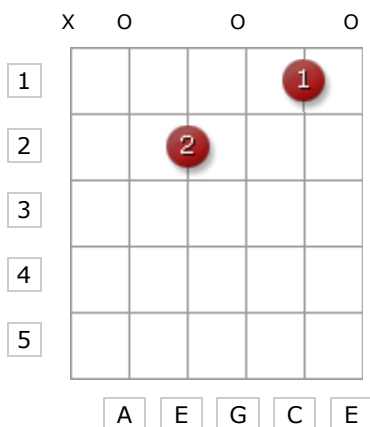


Am



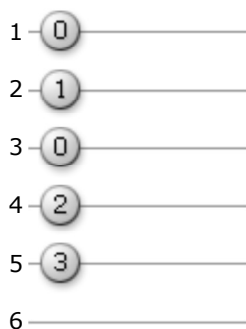
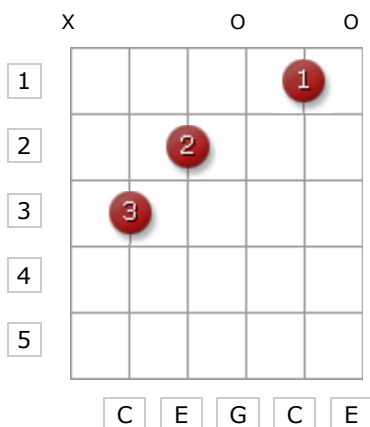
"0" indicates that the open string should be played.

Am7



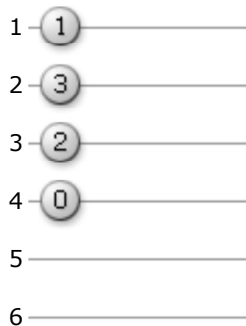
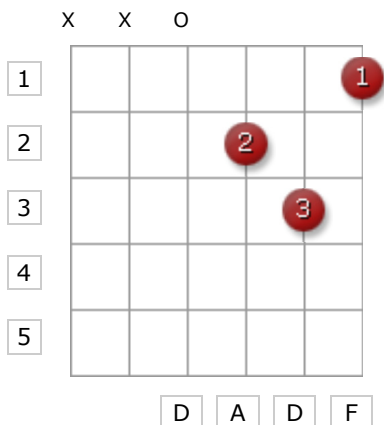
"0" indicates that the open string should be played.

C



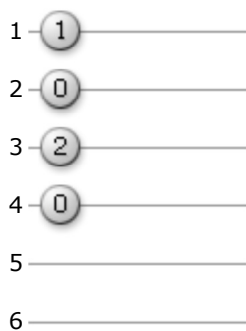
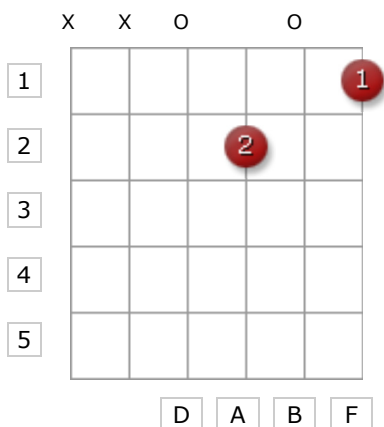
"0" indicates that the open string should be played.

Dm



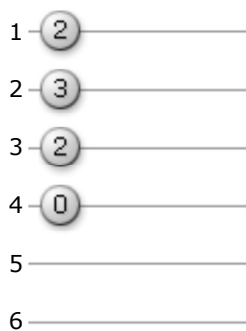
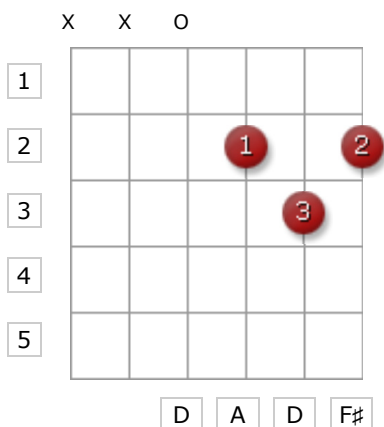
"0" indicates that the open string should be played.

Dm6



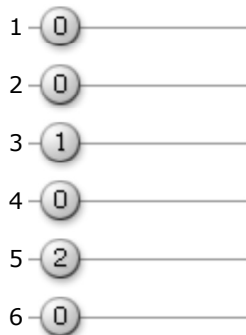
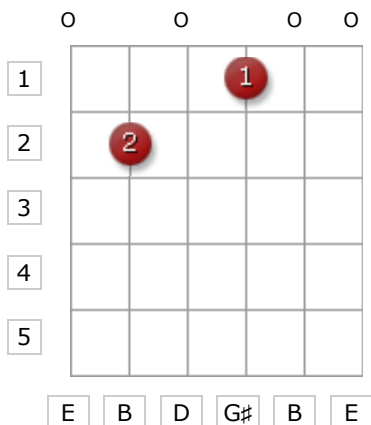
"0" indicates that the open string should be played.

D



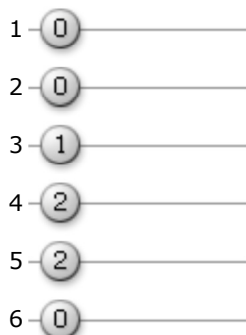
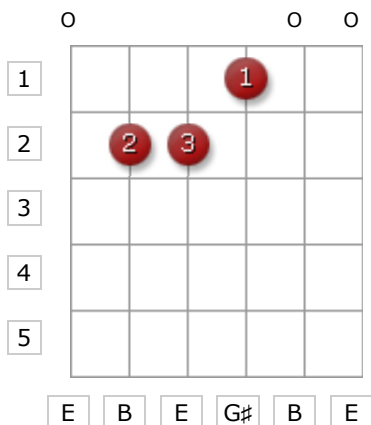
"0" indicates that the open string should be played.

E7



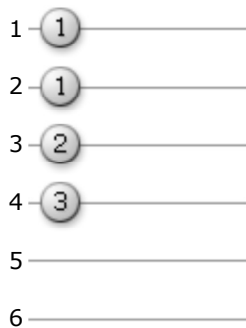
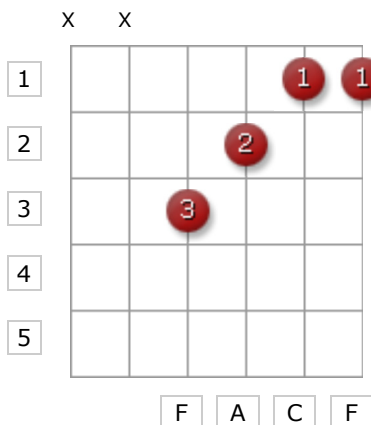
"0" indicates that the open string should be played.

E



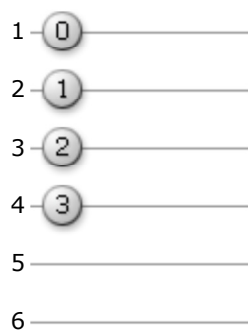
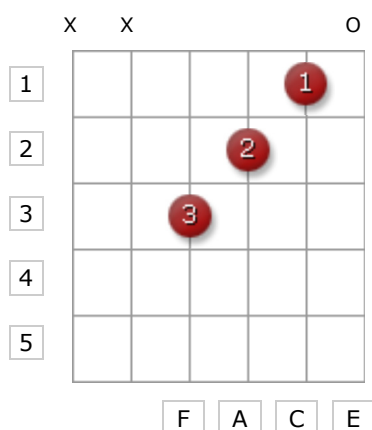
"0" indicates that the open string should be played.

F



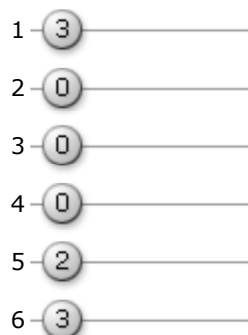
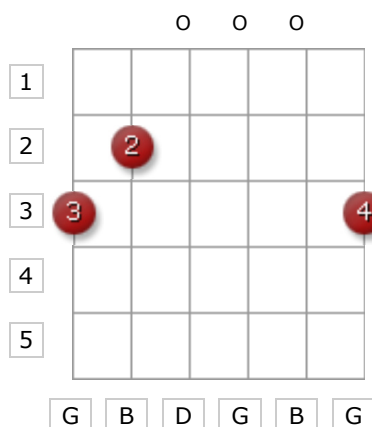
"0" indicates that the open string should be played.

Fmaj7



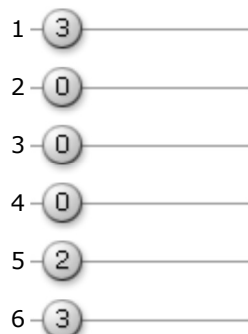
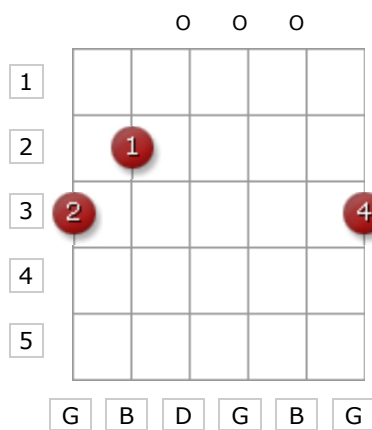
"0" indicates that the open string should be played.

G



"0" indicates that the open string should be played.

G



"0" indicates that the open string should be played.