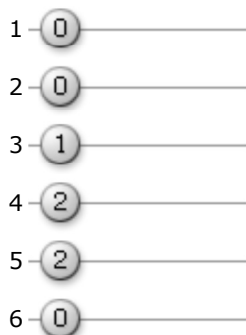
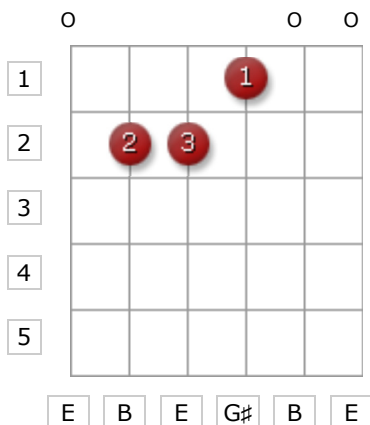
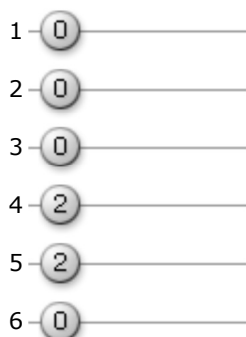
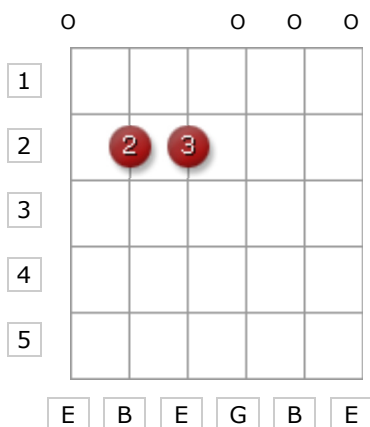


## E



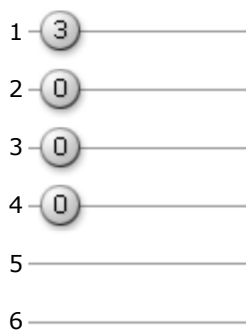
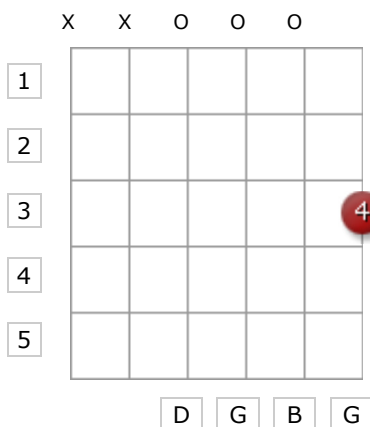
"0" indicates that the open string should be played.

## Em



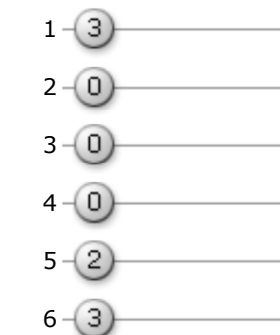
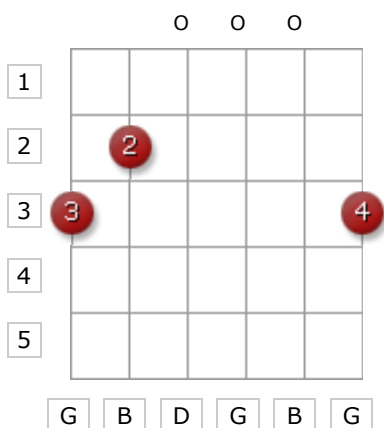
"0" indicates that the open string should be played.

## G/D



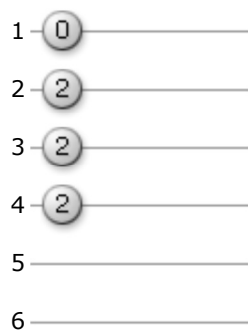
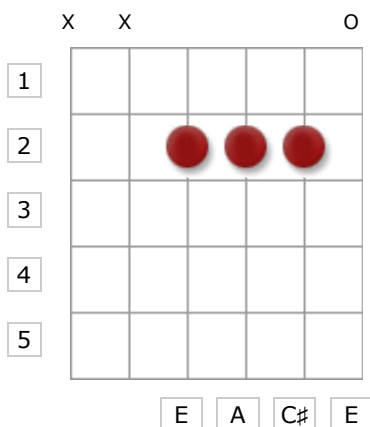
"0" indicates that the open string should be played.

## G



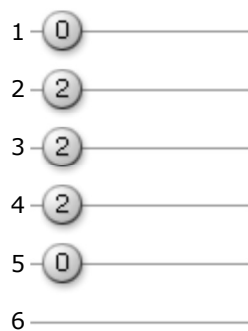
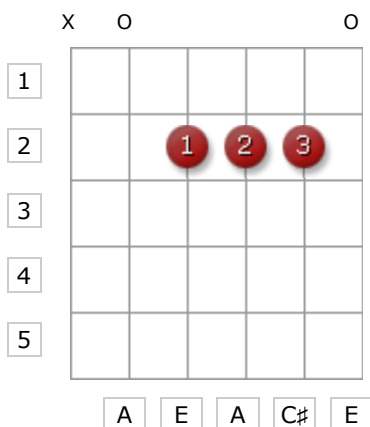
"0" indicates that the open string should be played.

## A/E



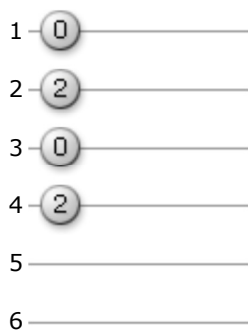
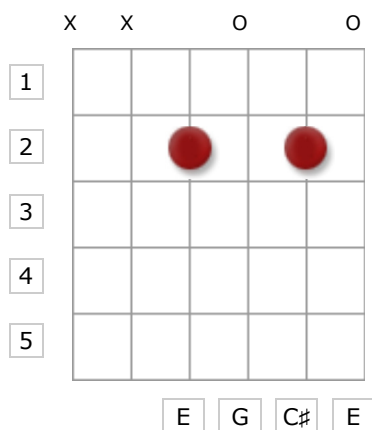
"0" indicates that the open string should be played.

## A



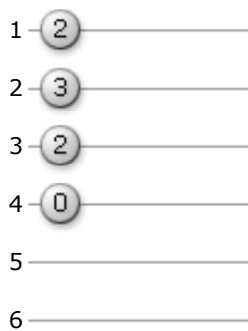
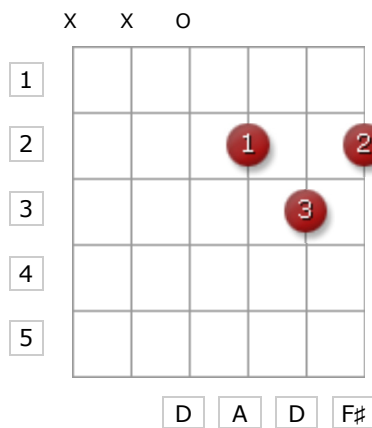
"0" indicates that the open string should be played.

## A7/E



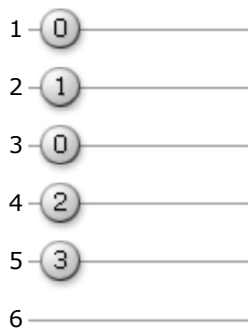
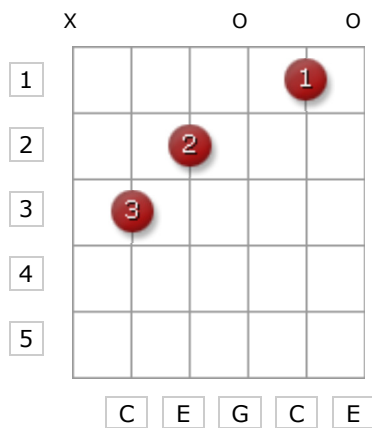
"0" indicates that the open string should be played.

## D



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

## C



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