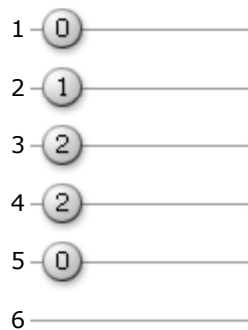
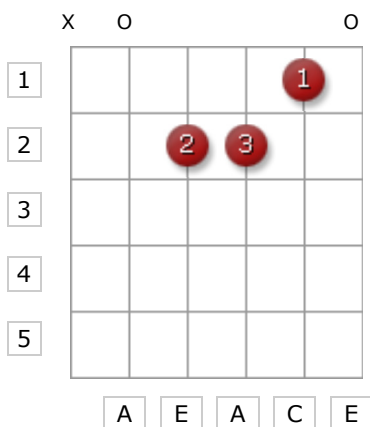
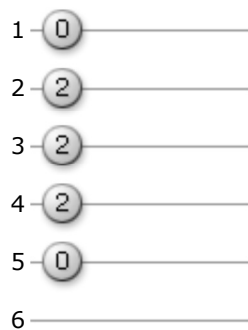
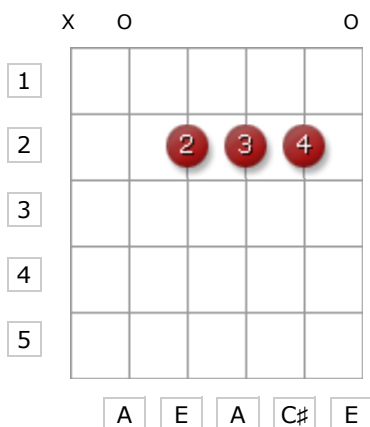


## Am



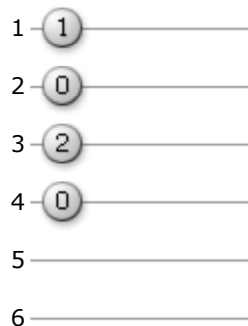
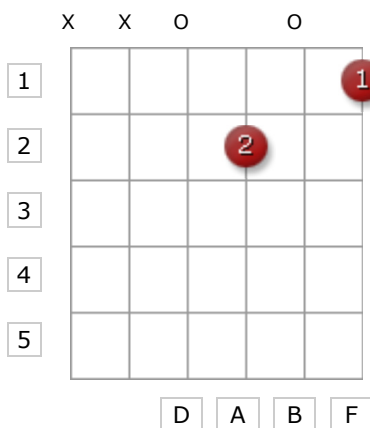
"0" indicates that the open string should be played.

## A



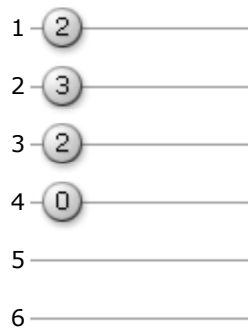
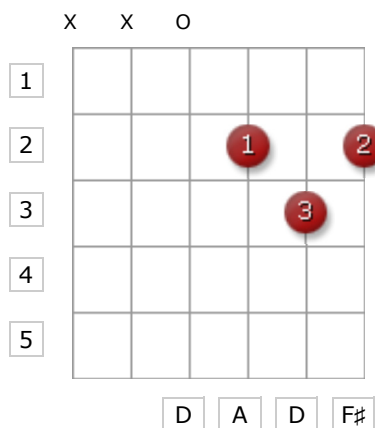
"0" indicates that the open string should be played.

## Dm6



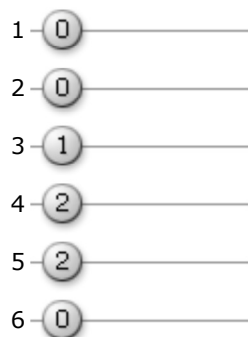
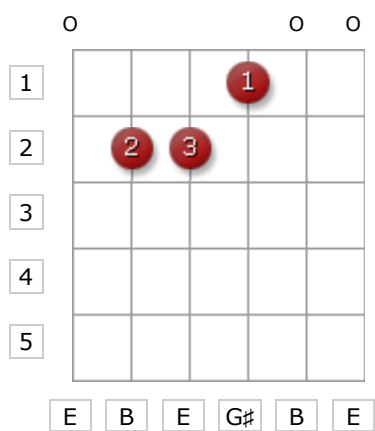
"0" indicates that the open string should be played.

## D



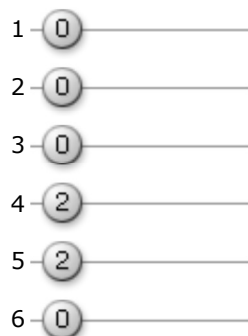
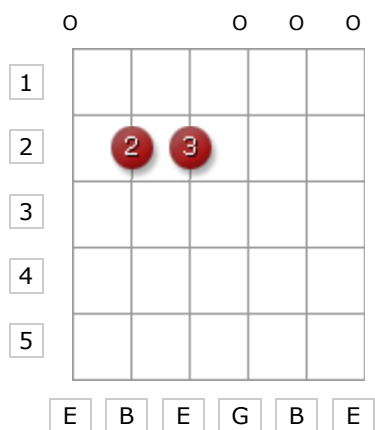
"0" indicates that the open string should be played.

## E



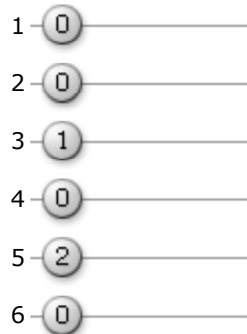
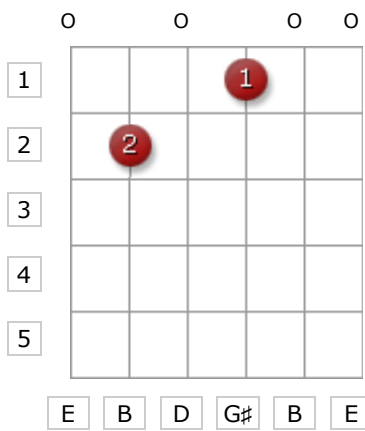
"0" indicates that the open string should be played.

## Em



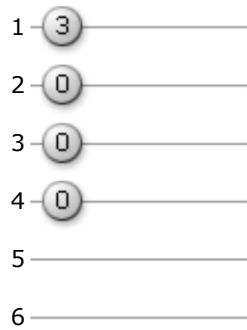
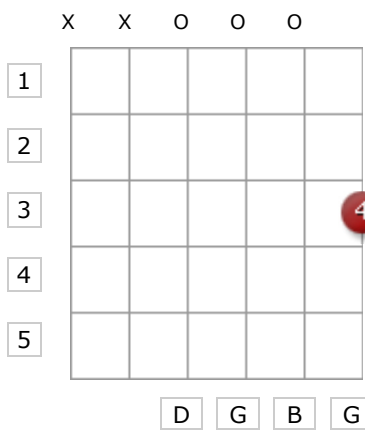
"0" indicates that the open string should be played.

## E7



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

## G/D



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