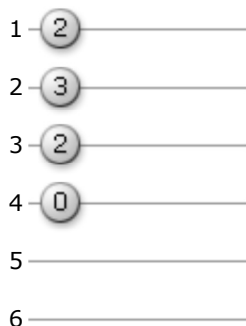
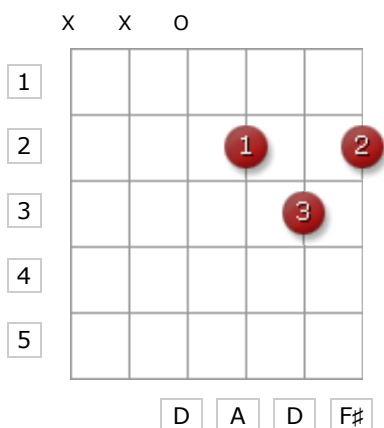
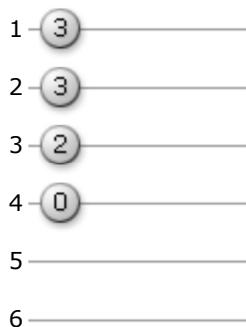
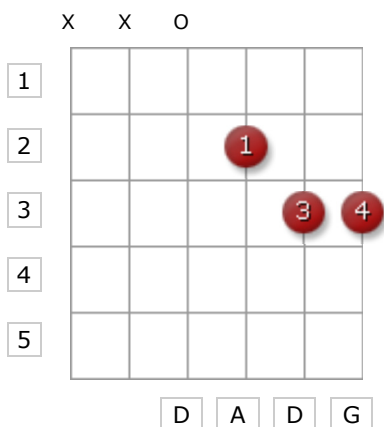


D



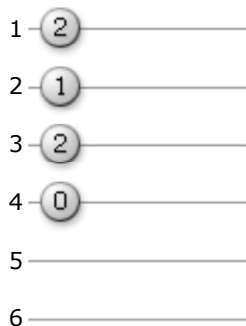
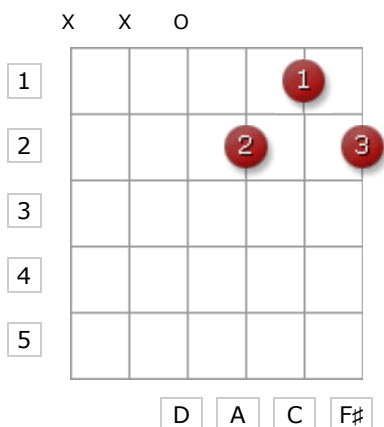
"0" indicates that the open string should be played.

Dsus4



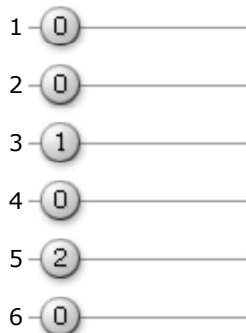
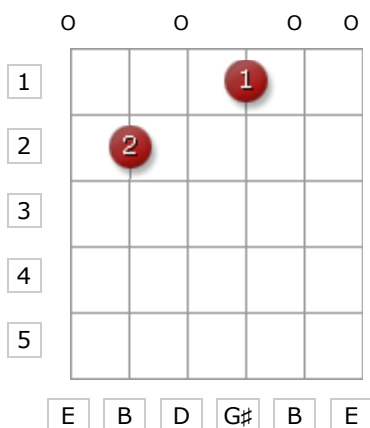
"0" indicates that the open string should be played.

D7



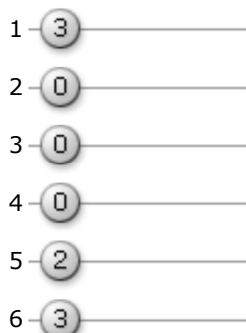
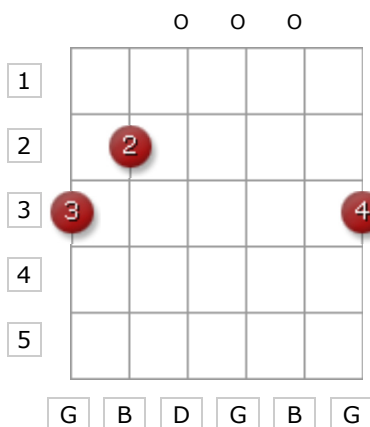
"0" indicates that the open string should be played.

E7



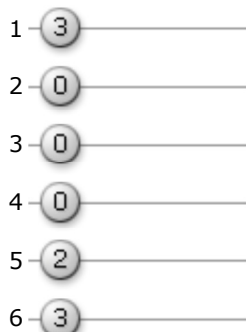
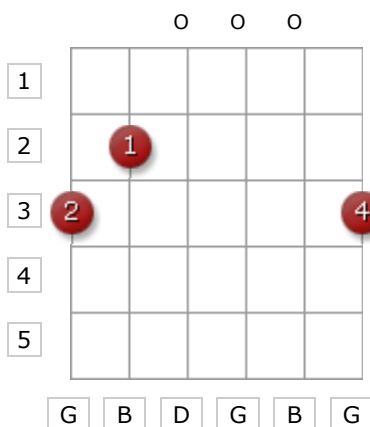
"0" indicates that the open string should be played.

G



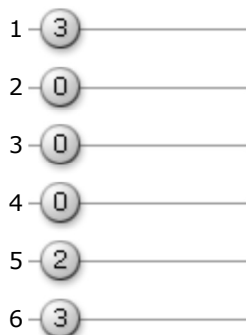
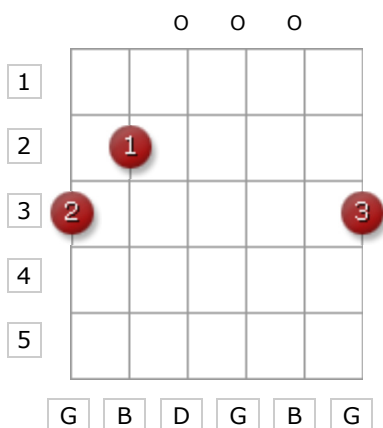
"0" indicates that the open string should be played.

G



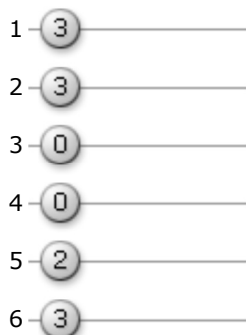
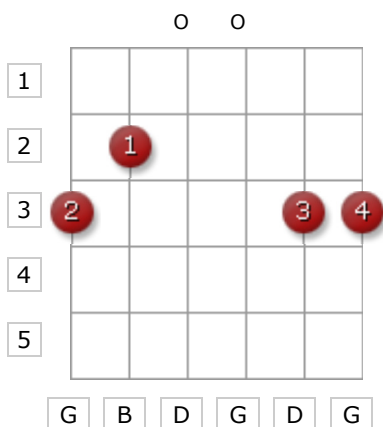
"0" indicates that the open string should be played.

G



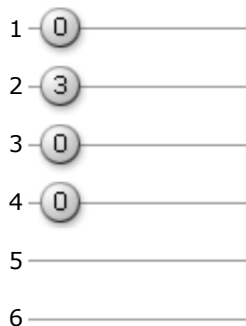
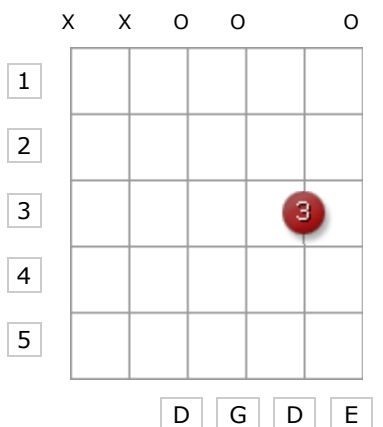
"0" indicates that the open string should be played.

G



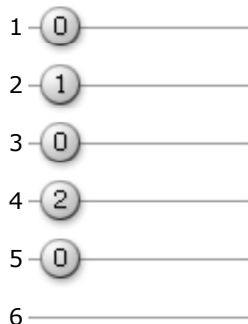
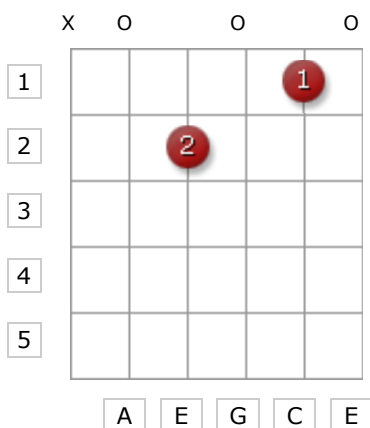
"0" indicates that the open string should be played.

G6(no 3rd)/D



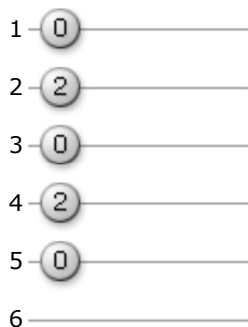
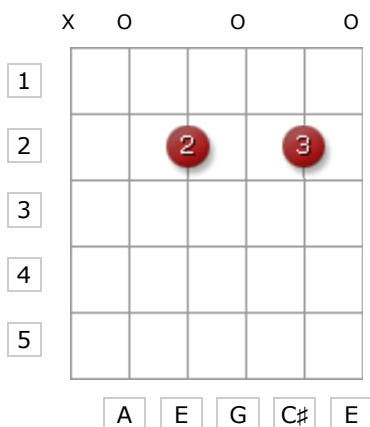
"0" indicates that the open string should be played.

Am7



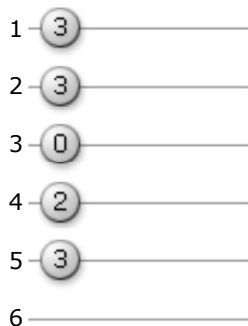
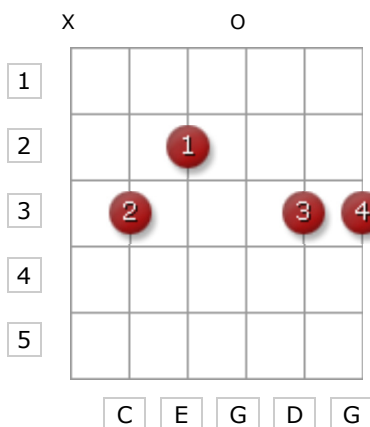
"0" indicates that the open string should be played.

A7



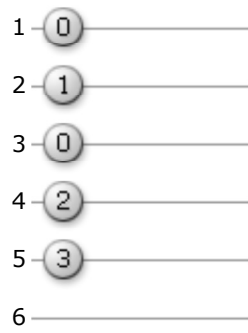
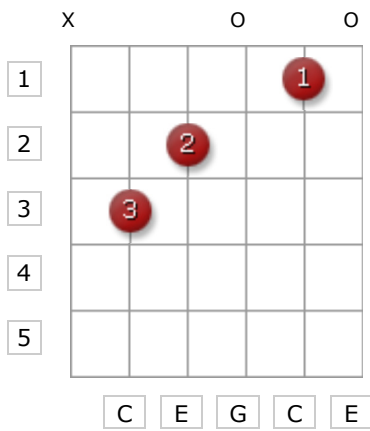
"0" indicates that the open string should be played.

Cadd9



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

C



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