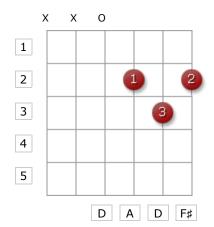
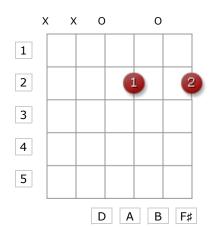
D



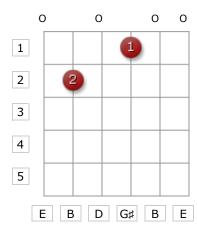
"0" indicates that the open string should be played.

**D6** 



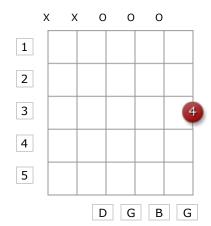
"0" indicates that the open string should be played.

**E7** 



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

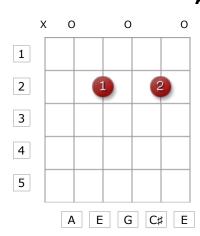
G/D



1 - 3 - 2 - 0 - 3 - 0 - 4 - 0 - 5 - - 6 - - - 6

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

**A7** 



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