

# HORS-SERIE

## Les Bases Du Jeu Aux Doigts - Niveau 1

### Module 4 - Exemples métriques à 4 doigts

Standard tuning

EX1-FORMULE / p i m a m i m a

*mf*

let ring -----

TAB: 0 0 0 0 0 0 0

EX2-FORMULE / p i m a m i m a

let ring -----

TAB: 0 0 0 0 0 0 0

EX3-FORMULE / p i m i a m i m

let ring -----

TAB: 0 2 0 2 0 2 0

EX4-FORMULE / p i m i a m i m

let ring -----

TAB: 0 2 0 2 0 2 0

EX5-FORMULE / p i m i a m i m

let ring -----

TAB: 0 2 0 2 0 2 0

## EX4-FORMULE / p i m i a m

10

let ring -----

TAB

0 0 0 0 3 0 3

12

let ring -----

TAB

0 2 0 2 0 1 0 1

♩ = 96

## EX5-FORMULE / p i m a p i m a p i

14

let ring -----

TAB

2 4 0 0 4 2 0 0

16

let ring -----

TAB

3 5 0 0 5 4 0 0

## EX6-FORMULE / p m i p m i p a m p m i p a

18

let ring -----

TAB

3 0 4 3 0 0 0 3 4 3 0 0

## EX6B Variante - FORMULE / p m i p a m p a m p m i p a

19

let ring -----

TAB

3 0 4 3 0 0 3 4 3 0 0 0

## EX7-FORMULE / p i m a m i

20

let ring

TAB

0 0 0 0 0 0 0 0

## EX8-FORMULE / p i m a m i m a m i m a

22

let ring

TAB

0 3 3 3 0 3 3 3 0 3 3

## EX9-FORMULE / p i m a m i p m a m i m a

23

let ring

TAB

0 3 3 3 3 3 3 0 3 3

## EX10-FORMULE / p i m a m i p a m i m a

24

let ring

TAB

0 3 3 3 0 3 3 0 3 3

## EX11-FORMULE / p i m a p i m a p i m a

25

let ring

TAB

0 3 3 0 3 3 0 3 3

♩ = 124

EX12-FORMULE / p i m p i p a p i m p

26

let ring-----

TAB: 4 3 4 0 4 3 3 3 4 3 3 3

27

let ring-----

TAB: 4 3 4 0 4 3 0 0 0 0 0 0

EX13-FORMULE / p i m p i m p i m p a

28

let ring-----

TAB: 4 0 4 2 0 9 7 0 0 0 0 0

EX14-FORMULE / p i m p i m p i m p a / p i m p i m p i m p i m a

29

let ring-----

TAB: 4 0 4 2 0 9 7 0 0 0 0 0

30

let ring-----

TAB: 4 0 4 2 0 9 7 0 0 0 0 0

♩ = 96

EX15-FORMULE / p i m p i m p a

32

let ring-----

TAB: 4 0 4 0 0 0

EX16-FORMULE / p i m p i m

33

let ring -----

TAB

4 0 4 0

0 0

EX17-FORMULE / p i m p i m p i m

34

let ring -----

TAB

4 0 4 0 4 0

0 0 0 0

EX18-FORMULE / p i m p i m p i m p i

35

let ring -----

TAB

4 0 4 0 4 0 4

0 0 0 0 0

EX19-FORMULE / p i m p i m

36

let ring -----

TAB

4 0 4 0

0 0

EX20-FORMULE / p i m p i m p i m a

37

let ring -----

TAB

4 0 0 4 0 0

0 0 0