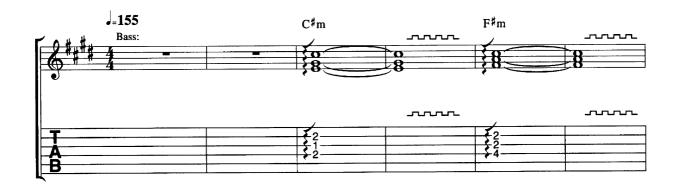
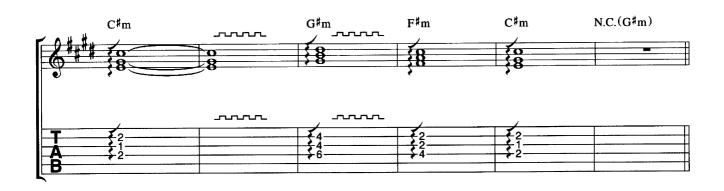
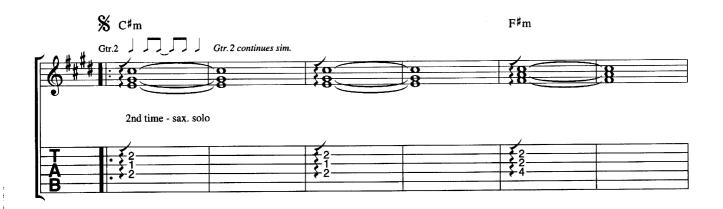
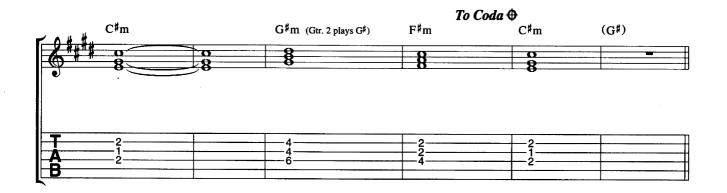
## **BULLWINKLE PART II**

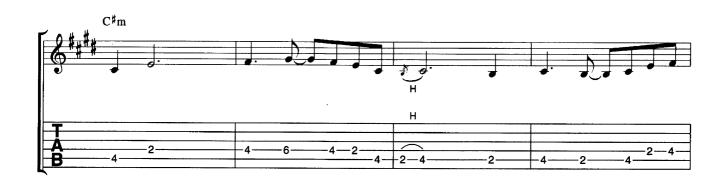
By Dennis Rose & Ernest Furrow.

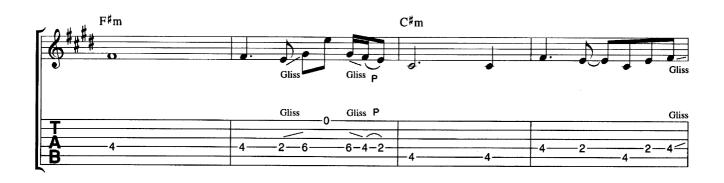






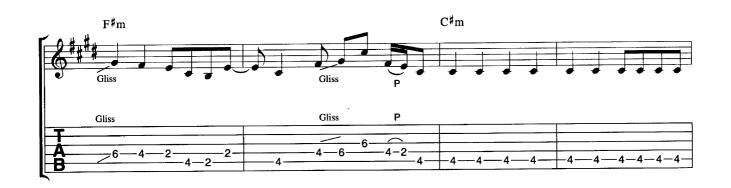


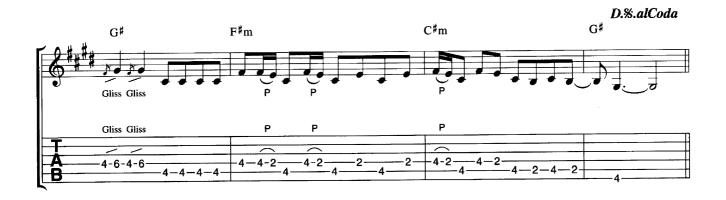








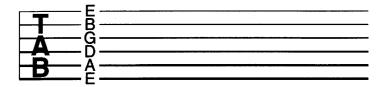




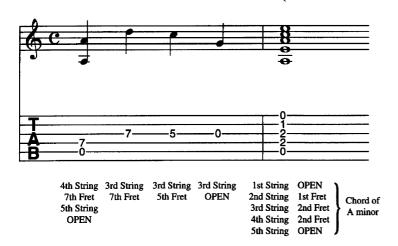


# **Tablature & Instructions Explained**

The tablature stave comprises six lines, each representing a string on the guitar as illustrated.



A number on any of the lines indicates, therefore, the string and fret on which a note should be played.



A useful hint to help you read tablature is to cut out small squares of self-adhesive paper and stick them on the upper edge of the guitar neck adjacent to each of the frets, numbering them accordingly. Be careful to use paper that will not damage the finish on your guitar. Finger Vibrato

Tremolo Arm Vibrato

~\_~\_

Glissando



Strike the note, then slide the finger up or down the fretboard as indicated.

Tremolo Strumming



This sign indicates fast up and down stroke strumming.

8va

This sign indicates that the notes are to be played an octave higher than written.

loco

This instruction cancels the above.

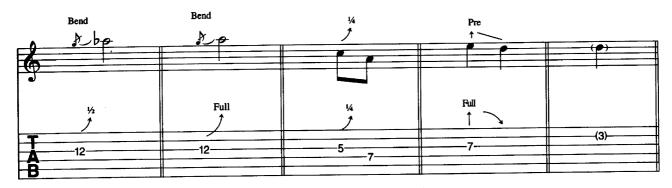
×

This note-head indicates the string is to be totally muted to produce a percussive effect.

P.M. = Palm mute

Tremolo Arm Bend





#### HALF TONE BEND

**FULL TONE BEND** 

**DECORATIVE BEND** 

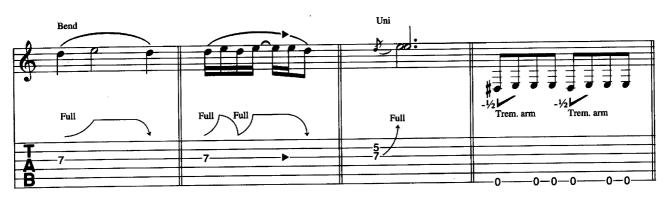
PRE-BEND

**GHOST NOTE** 

Play the note G then bend the string so that the pitch rises by a half tone (semi-tone).

Bend the string as indicated, strike the string and release.

The note is half sounded



## **BEND & RELEASE**

Strike the string, bend it as indicated, then release the bend whilst it is still sounding.

## BEND & RESTRIKE

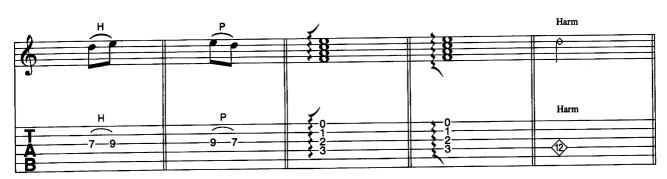
Strike the string, bend or gliss as indicated, then restrike the string where the symbol occurs.

## **UNISON BEND**

Strike both strings simultaneously then immediately bend the lower string as indicated.

#### TREMOLO ARM PRE-BEND

Strike the note with the arm depressed by the amount indicated. Then release, bringing the note up to pitch.



## HAMMER-ON

Hammer a finger down on the next note without striking the string again.

## **PULL-OFF**

Pull your finger off the string with a plucking motion to sound the next note without striking the string again.

## RAKE-UP

Strum the notes upwards in the manner of an arpeggio.

## **RAKE-DOWN**

Strum the notes downwards in the manner of an arpeggio.

#### **HARMONICS**

Strike the string whilst touching it lightly at the fret position shown. Artificial Harmonics, (A.H.), will be described in context.