

StereoMadness_Gtr.

(Jason Part)

8 *Red.*
Solo *

T
A
B

5 *mf* *Red.* *

T
A
B

Red. *End Solo*

9 *f* *Red.* *

T
A
B

13 *Red.* *

T
A
B

17 *Red.* *

T
A
B

2

Double-Octaves here. Play top line.

21

T	0-0-0-0-0	1-1-1-1-1	1-3-3-3-3	1-1-1-1-1
A			0-0-0-0	
B	2-2-2-2-2	3-3-3-3-3	3	3-3-3-3-3

25

T	0-0-0-0-0	1-1-1-1-1	1-3-3-3-3	0-1-1-1-3
A			0-0-0-0	
B	2-2-2-2-2	3-3-3-3-3	3	2-3-3-3-0

29

T	0-0-0-0-0	1-1-1-1-1	1-3-3-3-3	1-1-1-1-1
A			0-0-0-0	
B	2-2-2-2-2	3-3-3-3-3	3	3-3-3-3-3

33

T	0-0-0-0-0	1-1-1-1-1	1-3-3-3-3	1-1-1
A			0-0-0-0	
B	2-2-2-2-2	3-3-3-3-3	3	

37

T	0-0-0	1-1-1	3-3-3	1-1-1
A				
B				

41

T	0-0-0	1-1-1	3-3-3	1-1-1-0
A				
B				3-3-3

45

Musical notation for measures 45-48. The top staff is a treble clef with a 3/8 time signature. The melody consists of eighth notes with stems pointing up. The bass line consists of eighth notes with stems pointing down. A dynamic marking *f* is placed below the fourth measure. Below the staff is a guitar tablature with two systems of six lines each. The first system contains measures 45-46, and the second system contains measures 47-48. The tablature uses numbers 0, 1, 2, 3 to indicate fret positions.

49

Musical notation for measures 49-52. The top staff is a treble clef with a 3/8 time signature. The melody consists of eighth notes with stems pointing up. The bass line consists of eighth notes with stems pointing down. The notation ends with a double bar line and a fermata over the final notes. Below the staff is a guitar tablature with two systems of six lines each. The first system contains measures 49-51, and the second system contains measure 52. The tablature uses numbers 0, 1, 2, 3 to indicate fret positions.

53

Musical notation for measure 53. The top staff is a treble clef with a 3/8 time signature. The notation shows a whole note chord with a fermata. Below the staff is a guitar tablature with two systems of six lines each. The first system shows a single fret (1) on all strings, and the second system shows a triple fret (3) on all strings.