

LONESOME TOWN

Words & Music by Baker Knight.

Easy swing ♩ = 80 (♩ = ♩)

B D#m E F#7

Acoustic guitar,
tuned down a semitone

TAB

D# 0 0 0 0 1 1 0 0 1 1 0 0
 A# 1 1 0 0 0 0 2 2 2 2 0 0
 F# 0 0 0 0 0 0 0 0 0 0 0 0
 C# 0 3 2 0 2 2 3 2 0 0 0 0
 G# 0 3 2 0 2 2 3 2 0 0 0 0
 D# 0 3 2 0 2 2 3 2 0 0 0 0

B D# E F#7

TAB

0 0 0 0 1 1 1 1 1 1
 1 1 0 0 1 1 2 2 0 0
 0 0 0 0 0 0 0 0 0 0
 3 2 0 0 2 2 3 2 0 0
 3 2 0 0 2 2 3 2 0 0
 3 2 0 0 2 2 3 2 0 0

§ B D# E F#7

1. There's a place where lov-er's go, — to cry their trou- bles a
 (Verses 2&3 see block lyrics)

TAB

0 0 0 0 0 0 1 1 1 1
 1 1 0 0 0 0 1 1 2 2
 0 0 0 0 0 0 0 0 0 0
 3 2 0 0 2 2 3 2 0 0
 3 2 0 0 2 2 3 2 0 0
 3 2 0 0 2 2 3 2 0 0

B E Em B G#m

way. And they call it lone-some town

TAB

0-0 0-0 1-1 1-1 0-0 0-0
 1-1 1-1 2-2 2-2 1-1 1-1
 0-0 0-0 3-1 3-1 0-0 0-0
 3 2 2 3 1 3 2 0 2 2 2

To Coda ⊕ 1. 2.

E F#7 B B

where the bro-ken hearts stay. tears.

TAB

1-1 1-1 0-0 0-0 0-0 0-0
 3 2 2 0 0 0
 0-0 0-0 1-1 1-1 1-1 1-1
 0-0 0-0 0-0 0-0 0-0 0-0
 1 3 3 3 3 3

E D#m E F#7

Go-ing down to lone - some town_ where the bro-ken hearts

TAB

1-1 1-1 0-0 0-0 1-1 1-1 1-1 1-1
 3 2 3 2 0 0 0 0
 0-0 0-0 0-0 0-0 0-0 0-0
 0 2 2 2 3 2 0 0

B E D#m

stay. Go - ing down to lone - some town, — to

TAB

3 2 0-0 1-1 0-0 1-1 1-1 0 0 0 0 0 0

0-0 1-1 1-1 1-1 0 0 0 0 0 0 0 0

3 2 2 3 2 2 0 2 0 2 2 2

C#7 F#7 *D.% alCoda*

cry my trou - bles a - way.

TAB

2 2 2 2 1 1 1 1 0 0 0 0 0 0

0 2 1 1 0 2 1 1 0 0 0 0 0 0

3 3

⊕ Coda

B E Em

get. Lay me down in

TAB

0 0 0 0 1 1 1 1 1 1

1 1 1 1 2 1 1 1 1 1

3 2 0 0 3 2 3 1 3 1

B G#m E F#7

lone - - some - town, I can learn to for -

TAB

3 2 0 2 3 0 2 1 1 1 1 0 0 0

rall. B E B/F#

get lone - some town.

TAB

3 2 0 1 1 1 0 0 0 0 0 0 0 0 0 0 0 0

Verse 2:

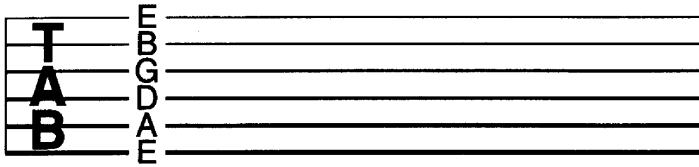
You can buy a dream or two
 To last you all through the years
 And the only price you pay
 Is a heart full of tears.

Verse 3:

In the town of broken dreams
 The streets are filled with regret
 Lay me down in Lonesome Town
 I can learn to forget.

Tablature & Instructions Explained

The tablature staff 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.



4th String	3rd String	3rd String	3rd String	1st String	OPEN	} Chord of A minor
7th Fret	7th Fret	5th Fret	OPEN	2nd String	1st Fret	
5th String				3rd String	2nd Fret	
OPEN				4th String	2nd Fret	
				5th String	OPEN	

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.



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



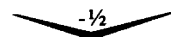
This instruction cancels the above.



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

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

FULL TONE BEND

DECORATIVE BEND

PRE-BEND

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

GHOST NOTE

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.