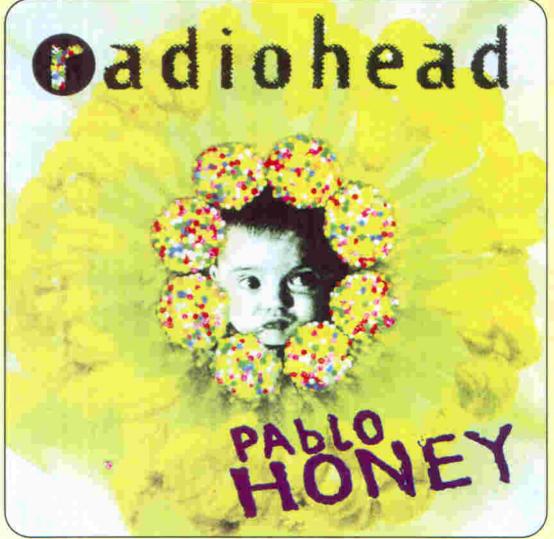
Guitar · Tablature · Vocal





# Gadiohead

PADNEY

Guitar · Tablature · Vocal



WARNER BROS. PUBLICATIONS - THE GLOBAL LEADER IN PRINT USA: 15800 NW 48th Avenue, Miami, FL 33014



WARNER/CHAPPELL'MUSIC

CANADA: 85 SCARSDALE ROAD, SUITE 101 DON MILLS, CRITARIO, M9B 2R2 SCANDINAVA: PO BOX 831, VENDEVAGEN 85 B 8-182 15, DANDERYD, SWEDEN AUSTRULA, PO, BOX 353 3 TALAVERA FICAD, NORTH RYDE N.S.W. 21 13 Carisch NUCVA CARISCH S.D.A.

TALY, VA CAMPANA, 12 2006 SAN GILLIANO MILANESE MILANO SPAIN: MAGALLANES, 25 28015 MADRID



INTERNATIONAL MUSIC PUBLICATIONS LIMITED

ENGLAND: GRIFFIN HOUSE, 161 HAMMERSMITH ROAD, LONDON W6 88S GERMANY MARSTALLSTR 8. D-80539 MLINCHEN DENMARK: DANMUSIK, VOGNMAGERGADE 7 DK 1120 KOBENHAVNK

ID 1997 INTERNATIONAL MUSIC PUBLICATIONS LIMITED

Mi Flights Reserved

Any duplication, aduptation or arrangement of the compositions contained in this collection requires the written consent of the Publisher No part of this book may be photococled or reproduced in any way without permission. Unsubhorped uses are an introgement of the U.S. Copyright Act and are punctable by law

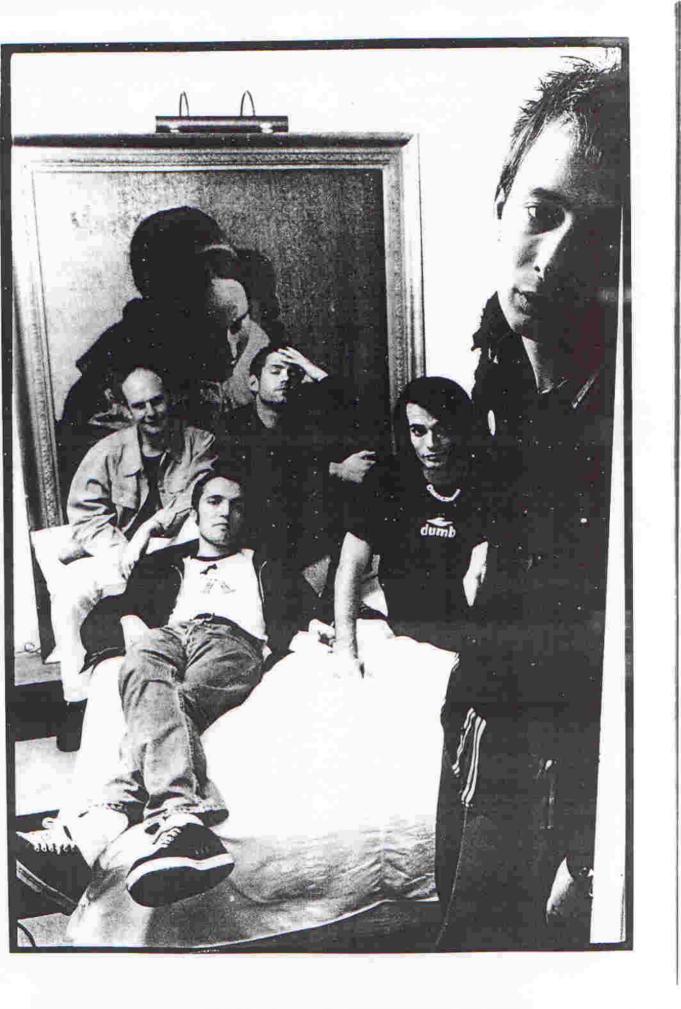
Music Transcribed by Barrow Music Engraving Ltd., East Sussex TN22 4HA

Reproducing this music in any form is illegat and torbidden by the Copyright, Designs and Patients Act 1988.

Photo page 2 Pat Pone, page 4/5 Damy Clinch.

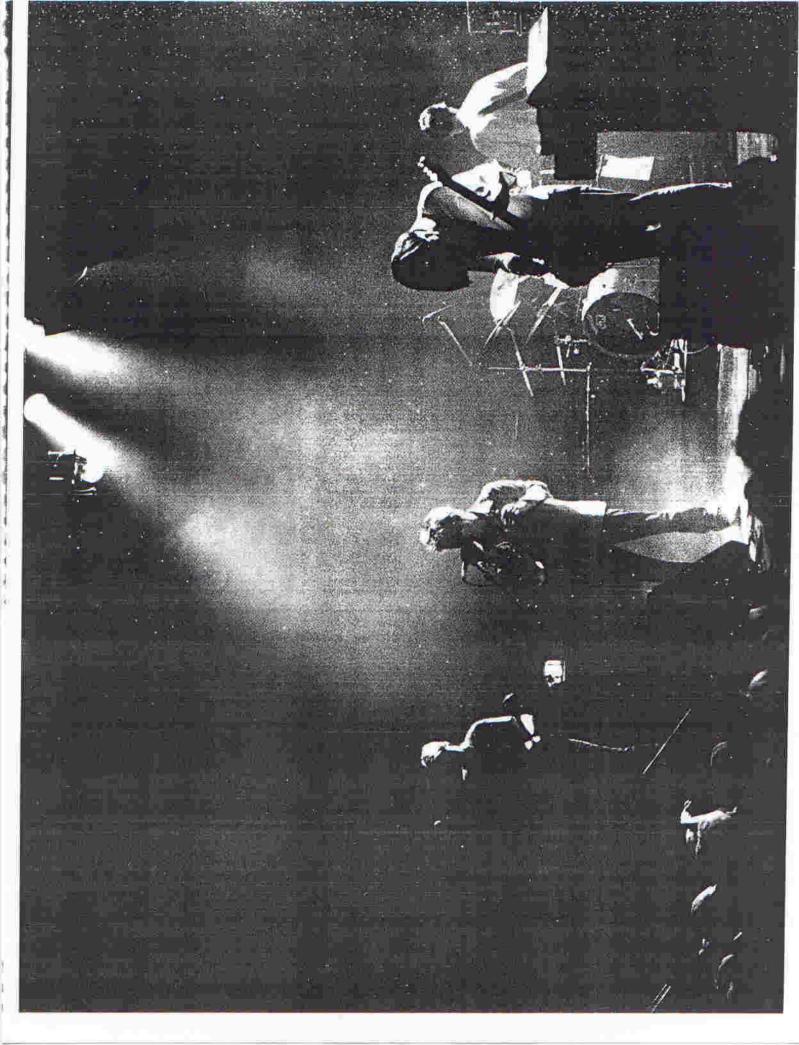
YOU\_6 CREEP\_13 HOW DO YOU?\_17 STOP WHISPERING\_24 THINKING ABOUT YOU\_32 YONE CAN PLAY GUITAR\_38 RIPCORD 45 **VEGETABLE 51** PROVE YOURSELF 57 I CAN'T 62 LURGEE\_68 BLOW OUT 72

NOTATION AND TABLATURE EXPLAINED\_80 INDICATIONS SUR LA NOTATION MUSICALE ET LES TABLATURES\_82 HINWEISE ZU NOTATION UND TABULATUR\_84 SPIEGAZIONE DELLA NOTAZIONE E DELL'INTAVOLATURA\_86







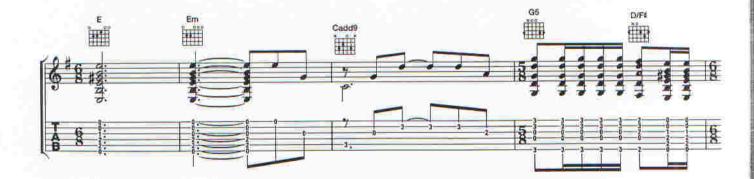


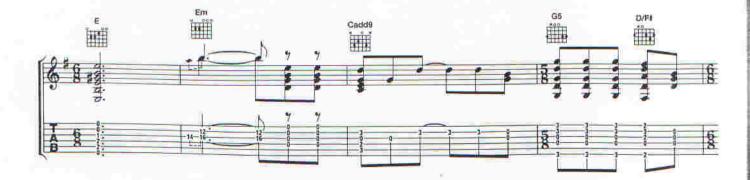
YOU

Words and Music by Thomas Yorke, Jonathan Greenwood, Philip Selway, Colin Greenwood and Edward O'Brien

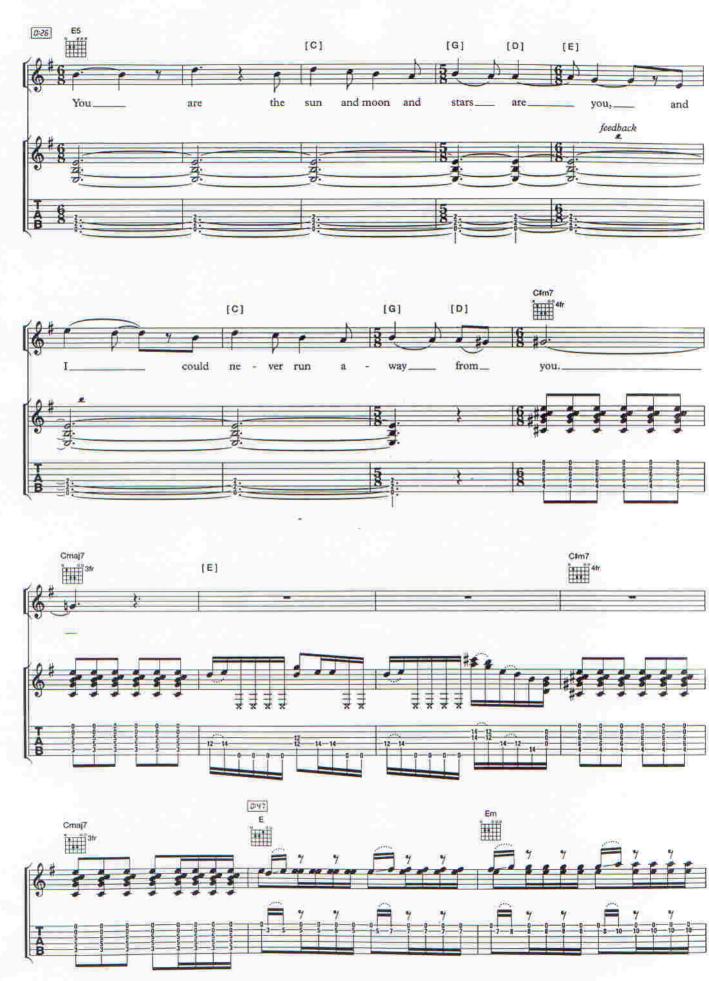


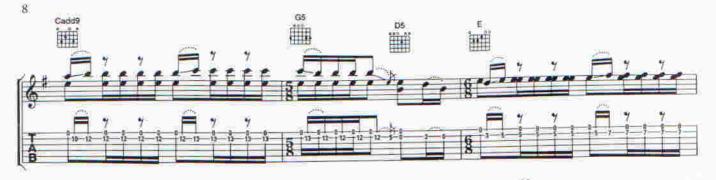


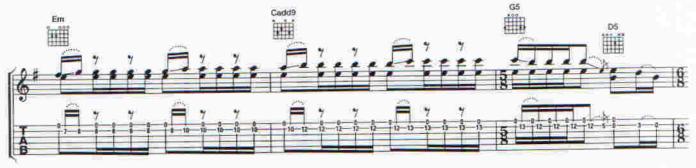


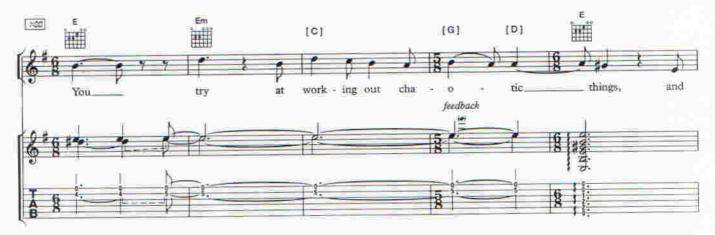


© 1993 Warner/Chappell Music Ltd, London W1Y 3FA

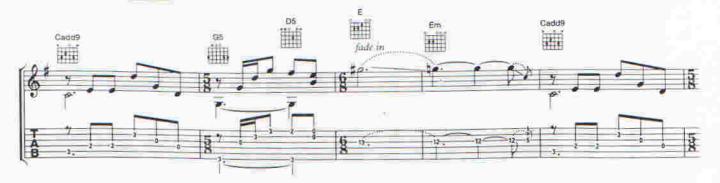


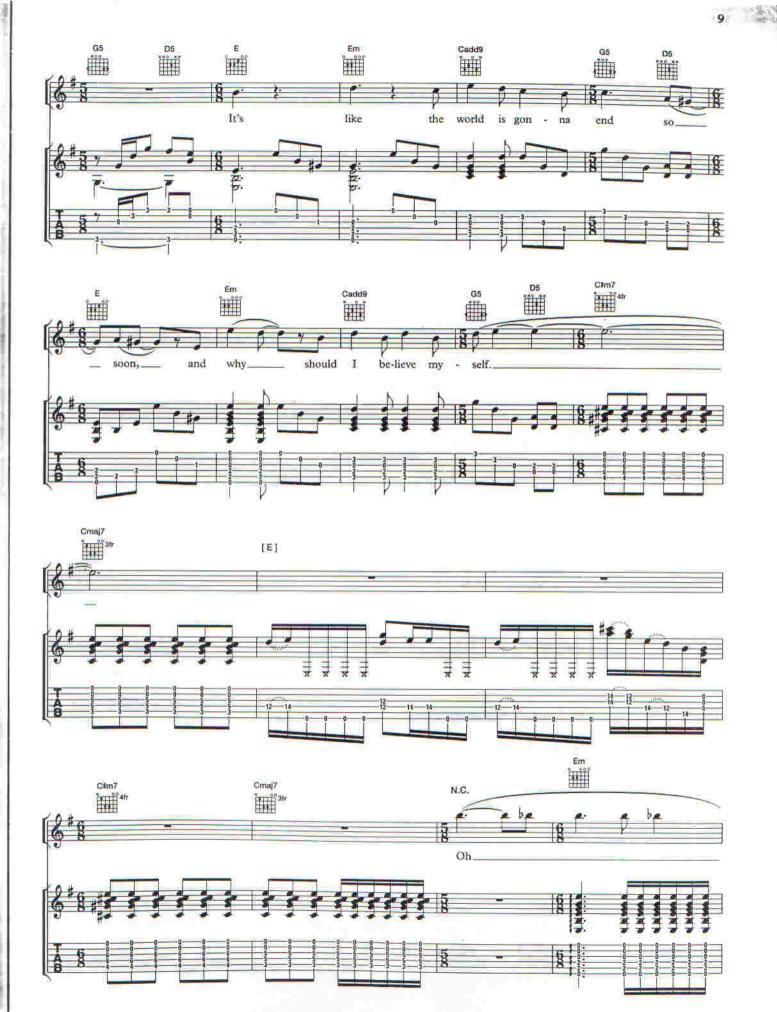


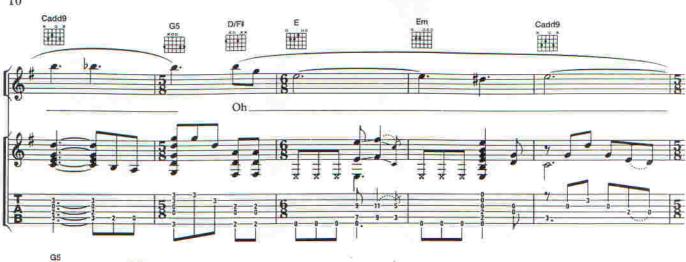


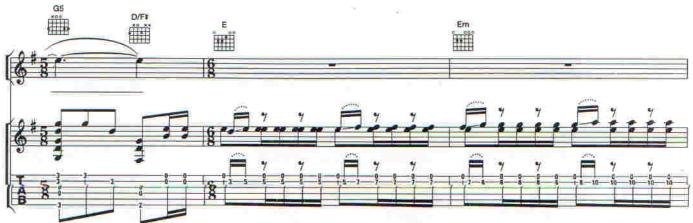


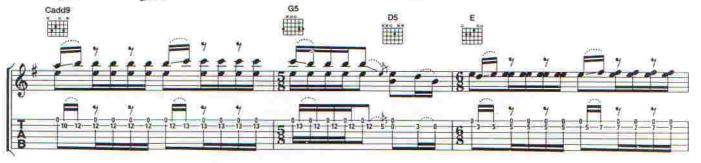


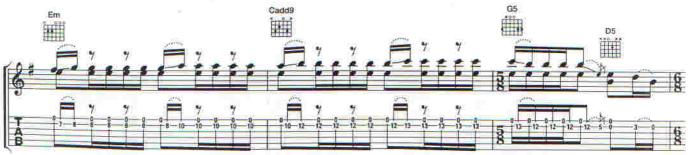


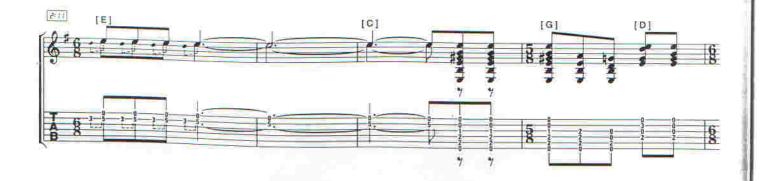












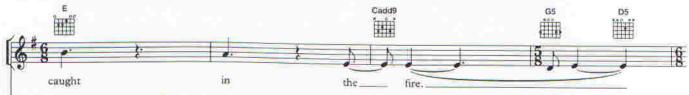














1 1424 1

ŧ

it.

Carlor III

11/2/12

Intraction 1

LLLL L

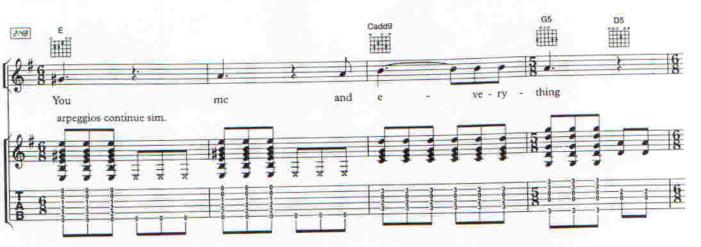
**ULLER** 

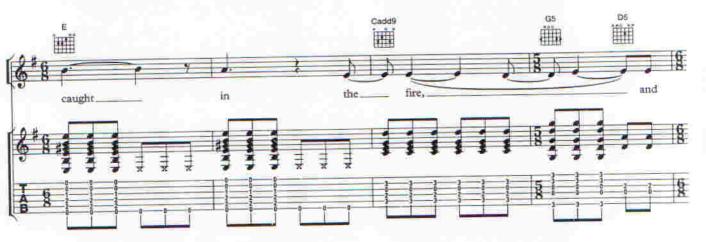
1.1.1

(TTT)

111110

I kadd I









#### CREEP

Ŧ

Î

5

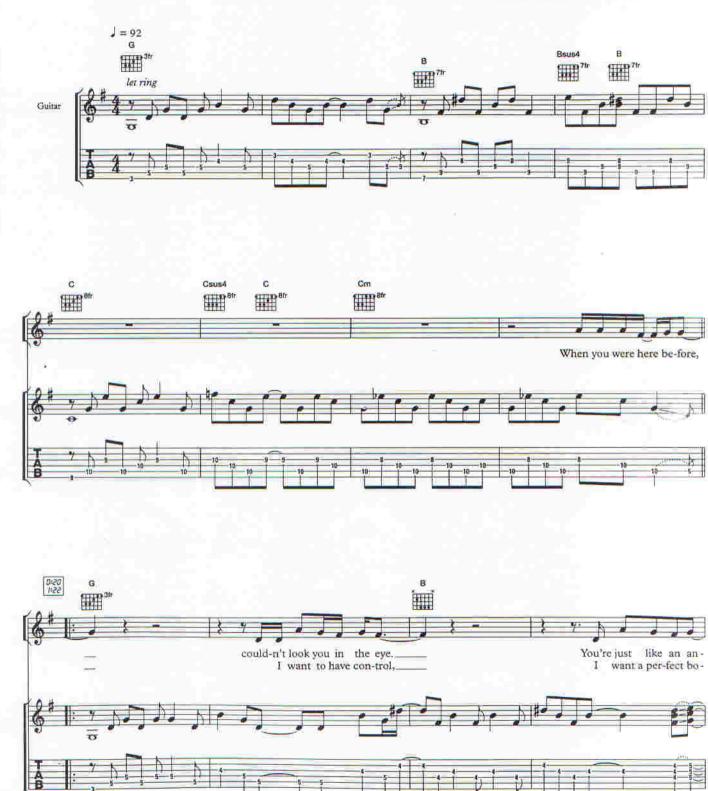
£

8

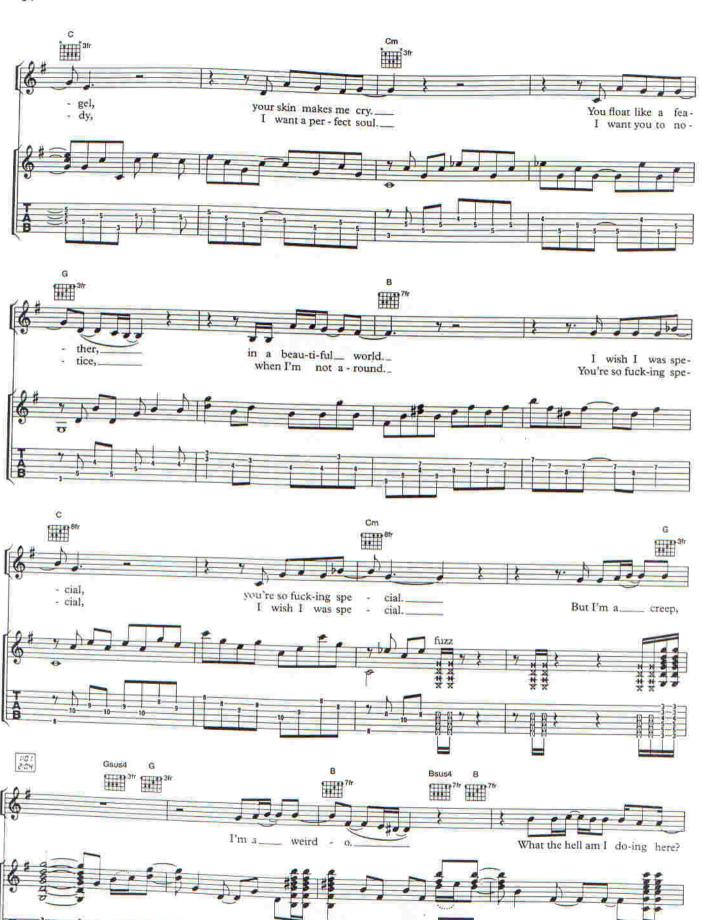
8

=

Words and Music by Thomas Yorke, Jonathan Greenwood, Philip Selway, Colin Greenwood and Edward O'Brien



© 1993 Warner/Chappell Music Ltd, London W1Y 3FA

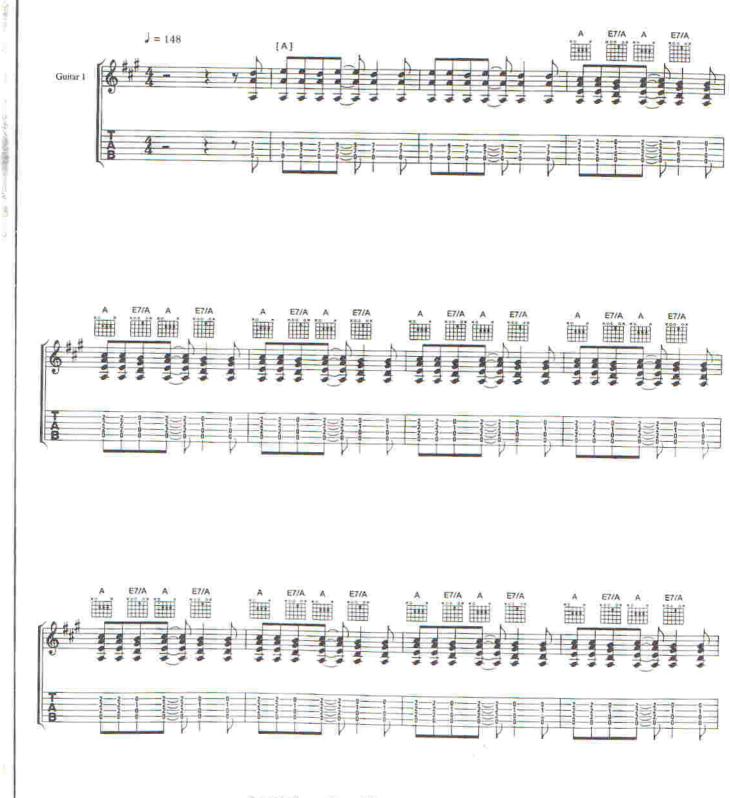






# HOW DO YOU?

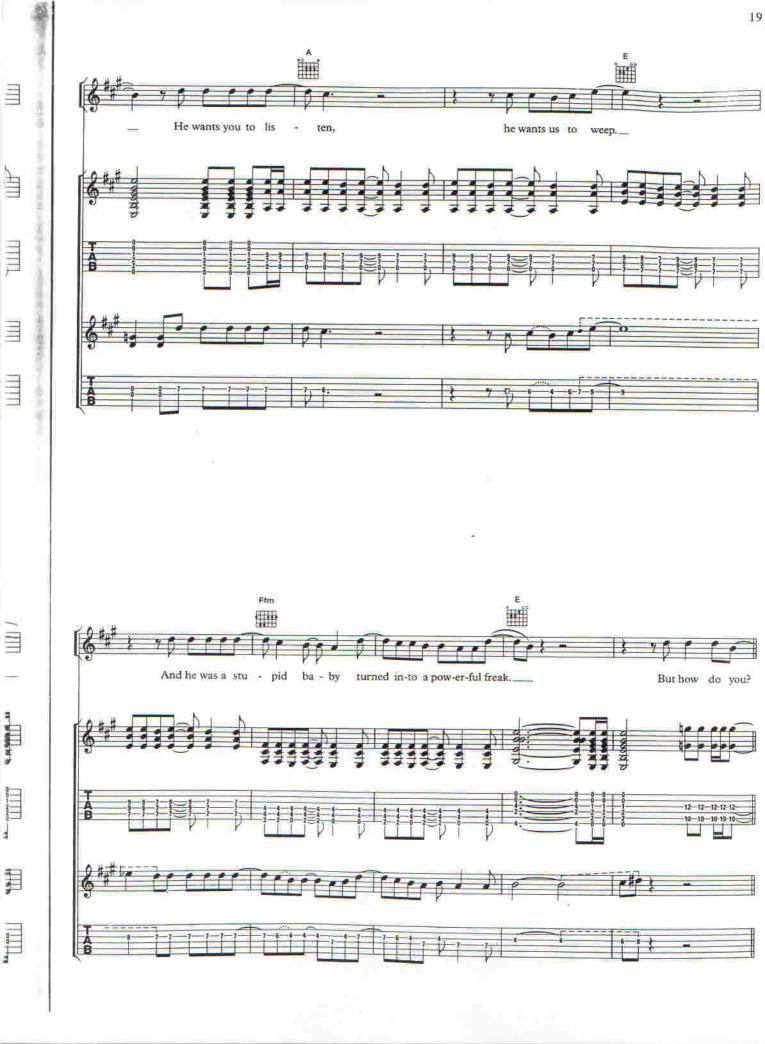
Words and Music by Thomas Yorke, Jonathan Greenwood, Philip Selway, Colin Greenwood and Edward O'Brien



© 1993 Warner/Chappell Music Ltd, London W1Y 3FA

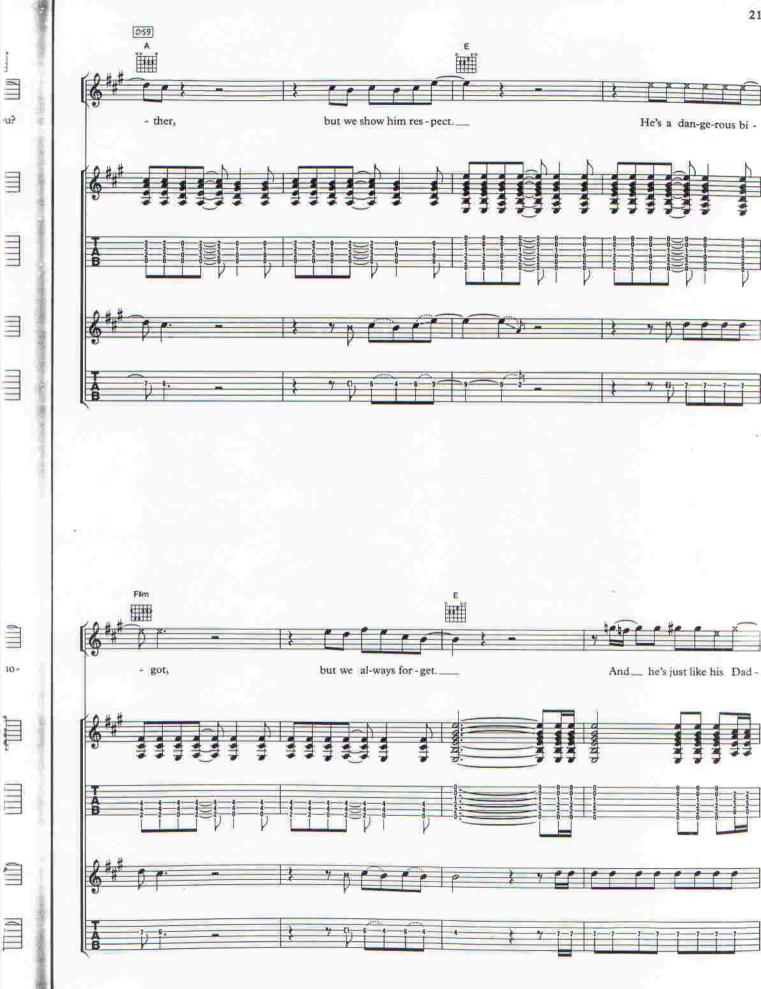








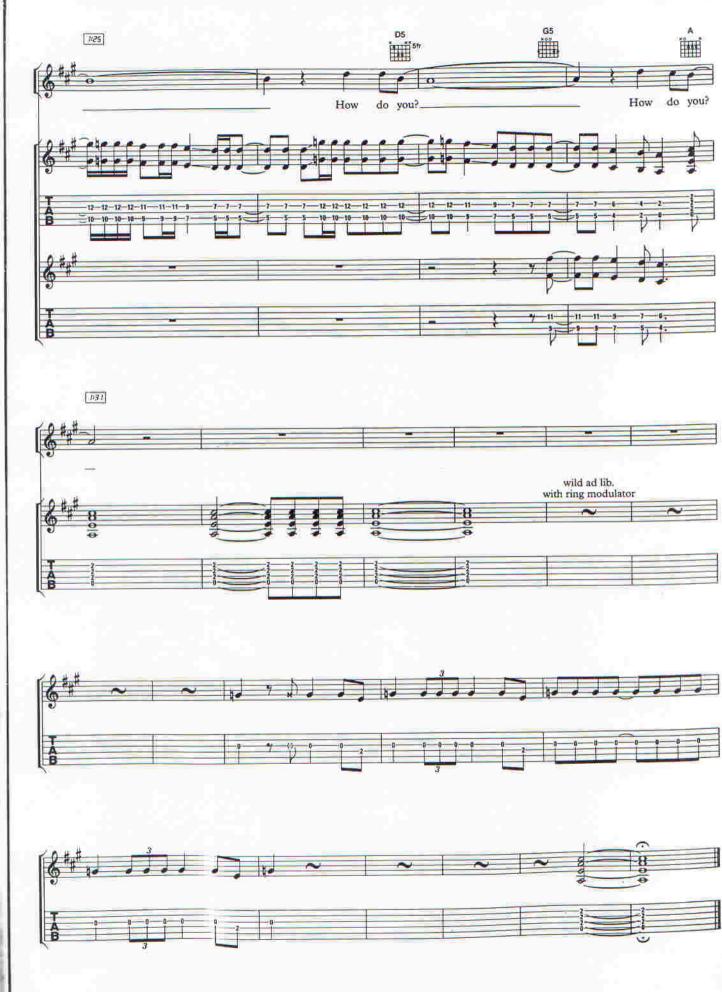




-112

10-





ıl-

J

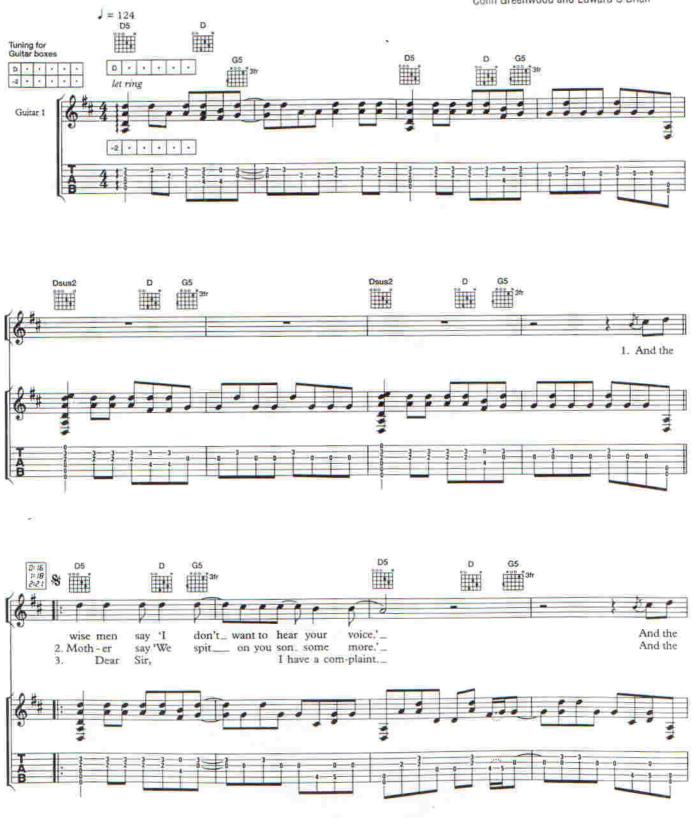
E

u?

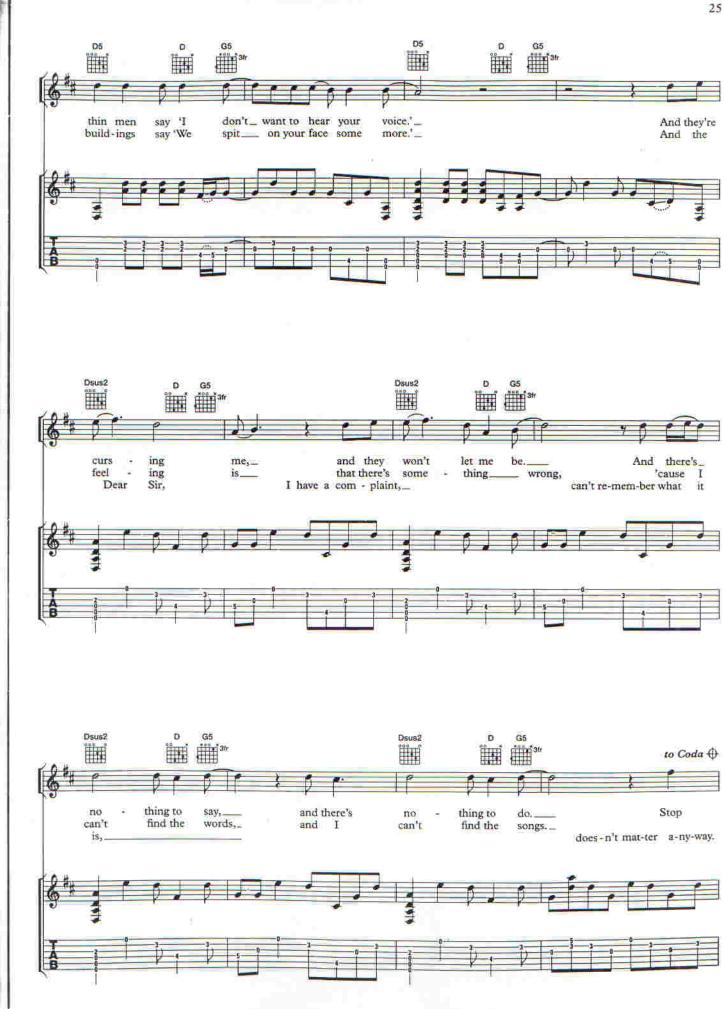
## **STOP WHISPERING**

Words and Music by Thomas Yorke, Jonathan Greenwood, Philip Selway, Colin Greenwood and Edward O'Brien 1

0



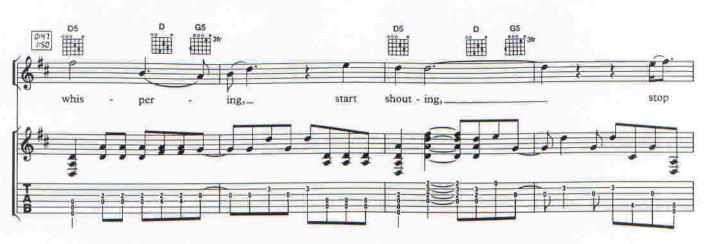
© 1993 Warner/Chappell Music Ltd, London W1Y 3FA

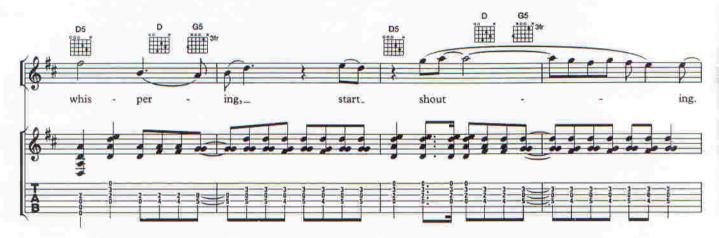


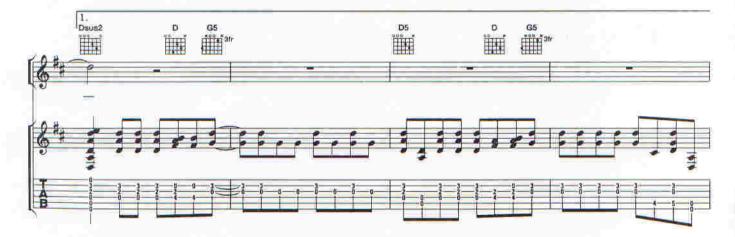
ay,

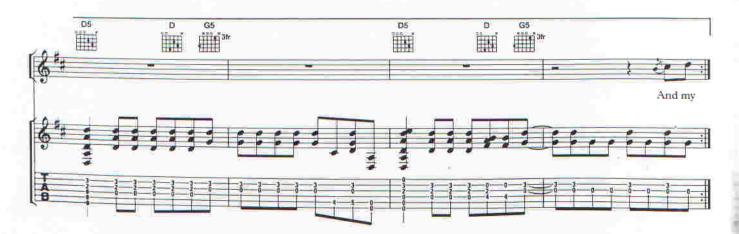
=

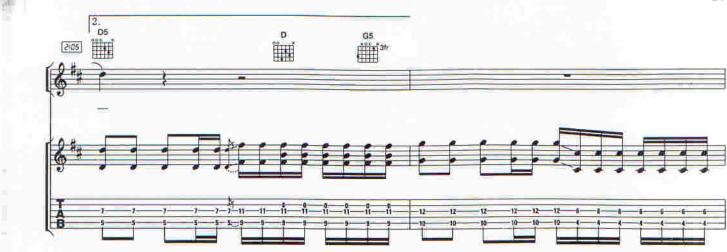
e e











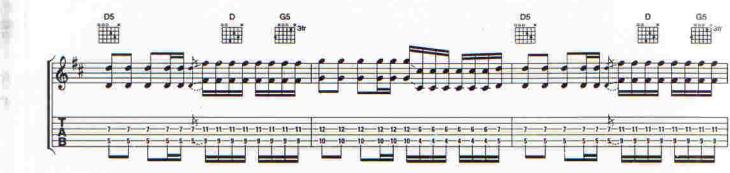
g.

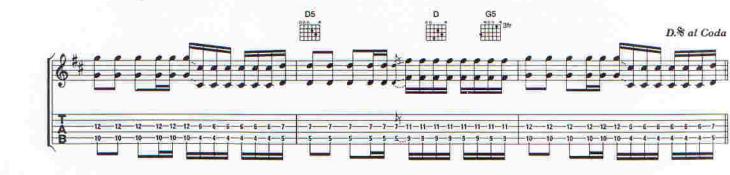
LET L

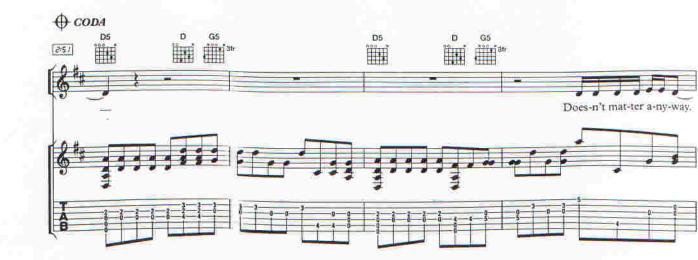
-

I

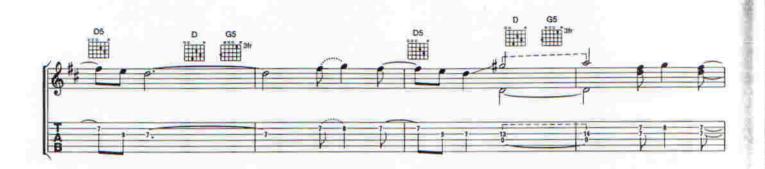
111





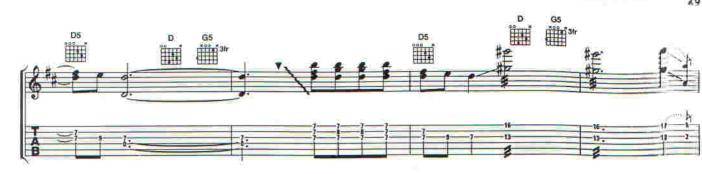












Ì

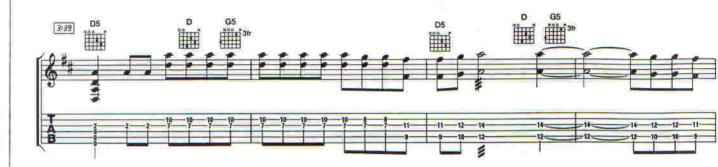
NI)

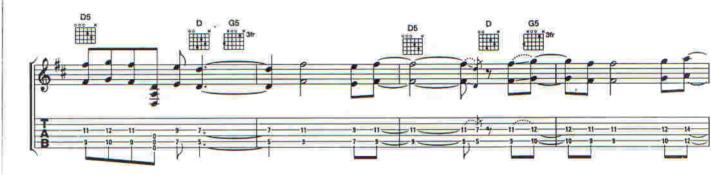
M

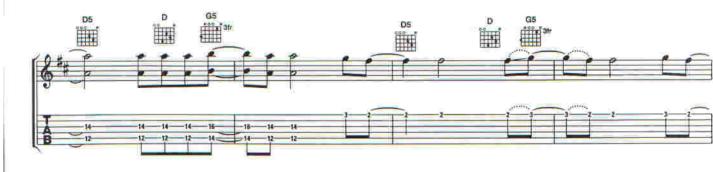
NII/

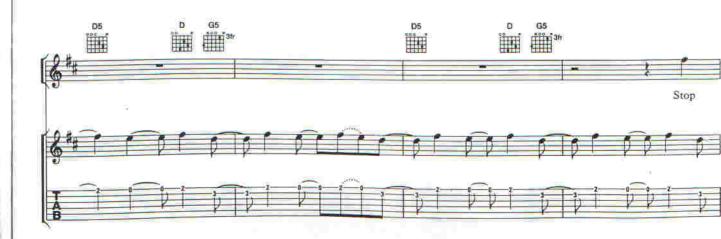
Z

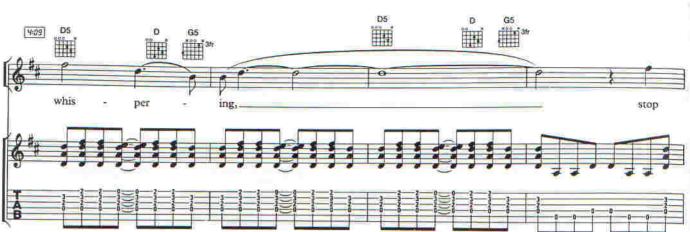
TIMIT

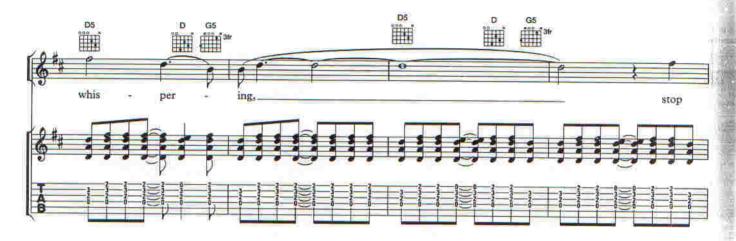


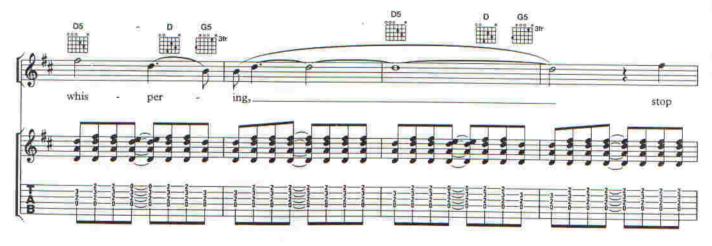


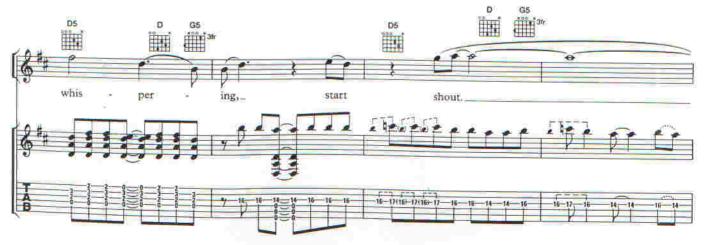


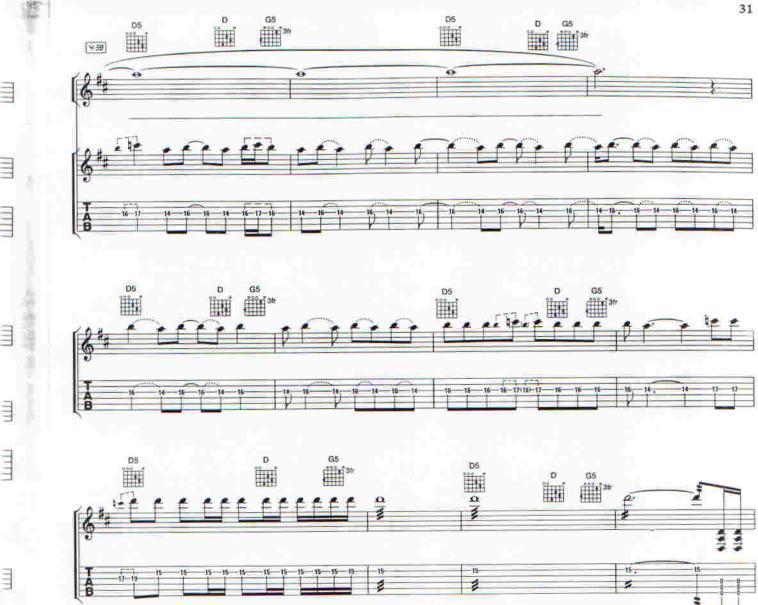








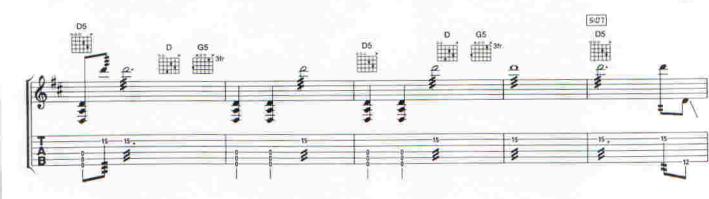






Ξ

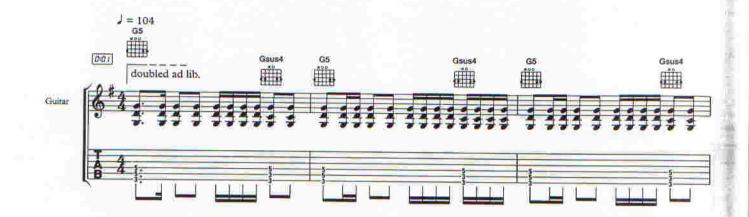
1 LLU

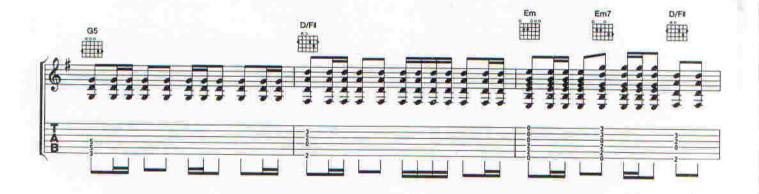


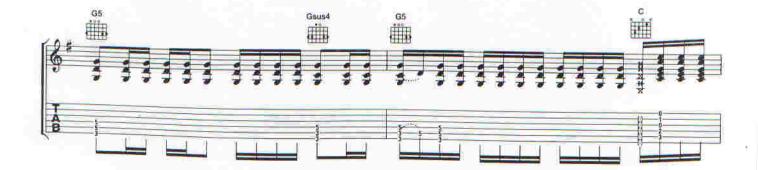


### **THINKING ABOUT YOU**

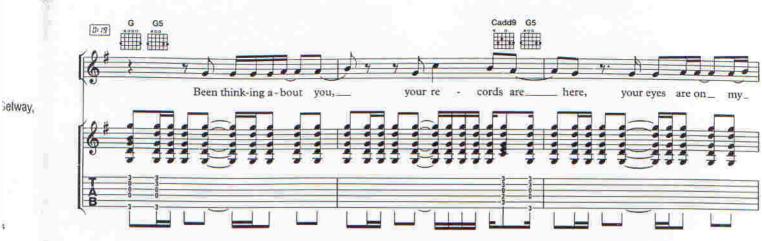
Words and Music by Thomas Yorke, Jonathan Greenwood, Philip Selway, Colin Greenwood and Edward O'Brien



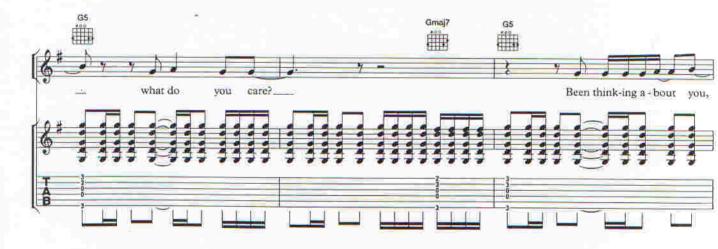




© 1993 Warner/Chappell Music Ltd, London W1Y 3FA

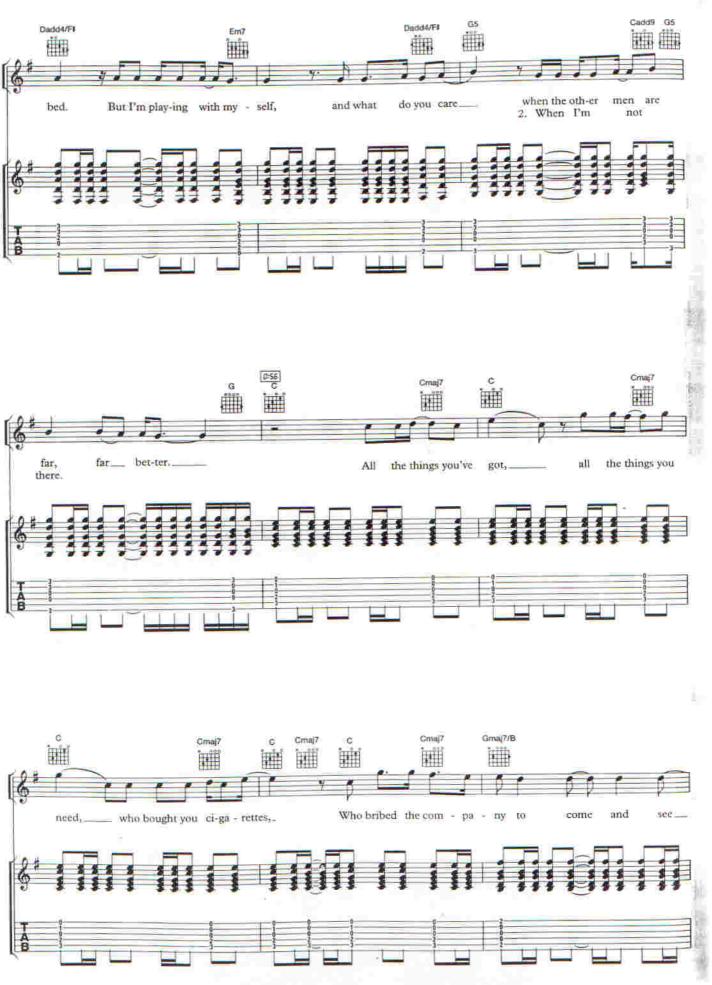




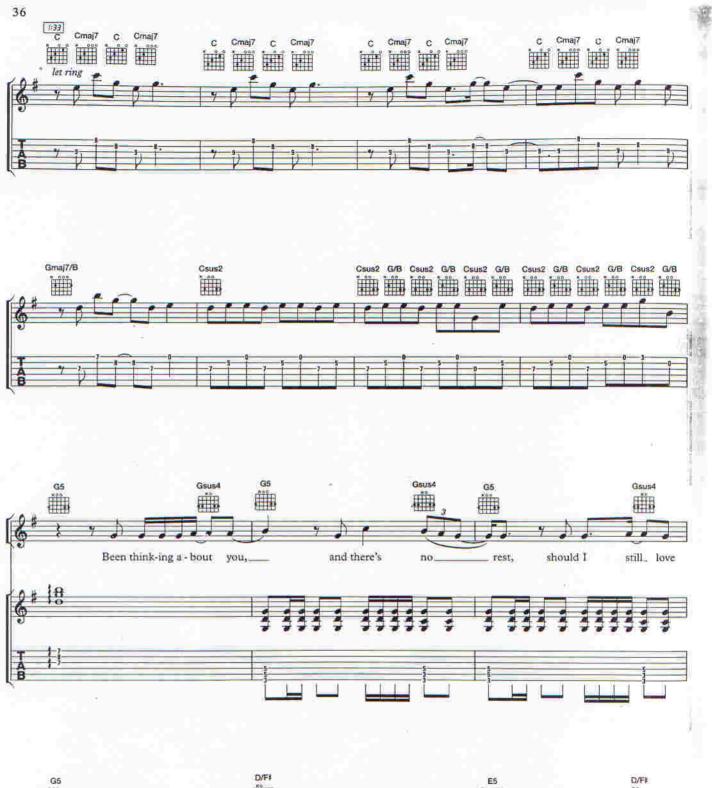




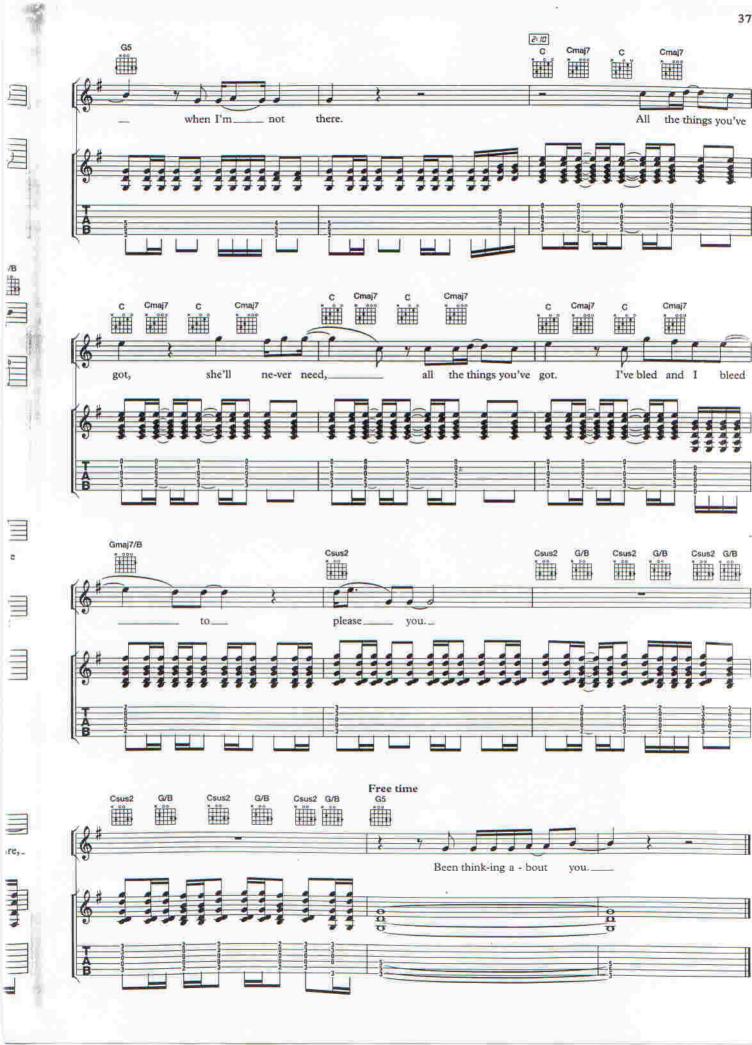






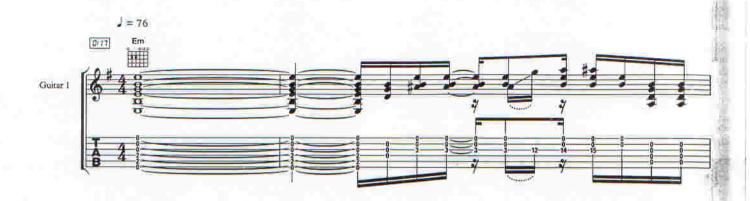


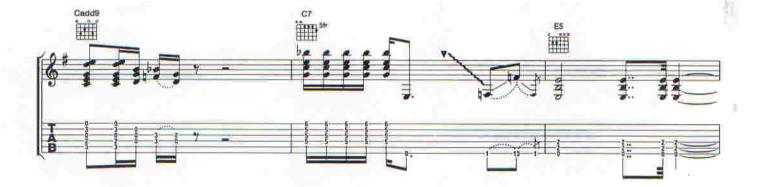


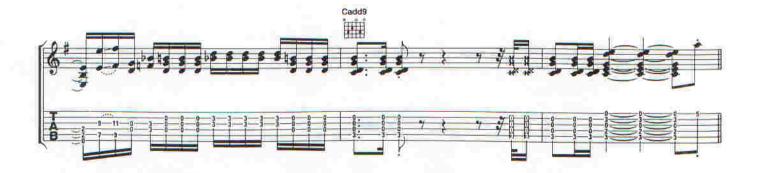


## **ANYONE CAN PLAY GUITAR**

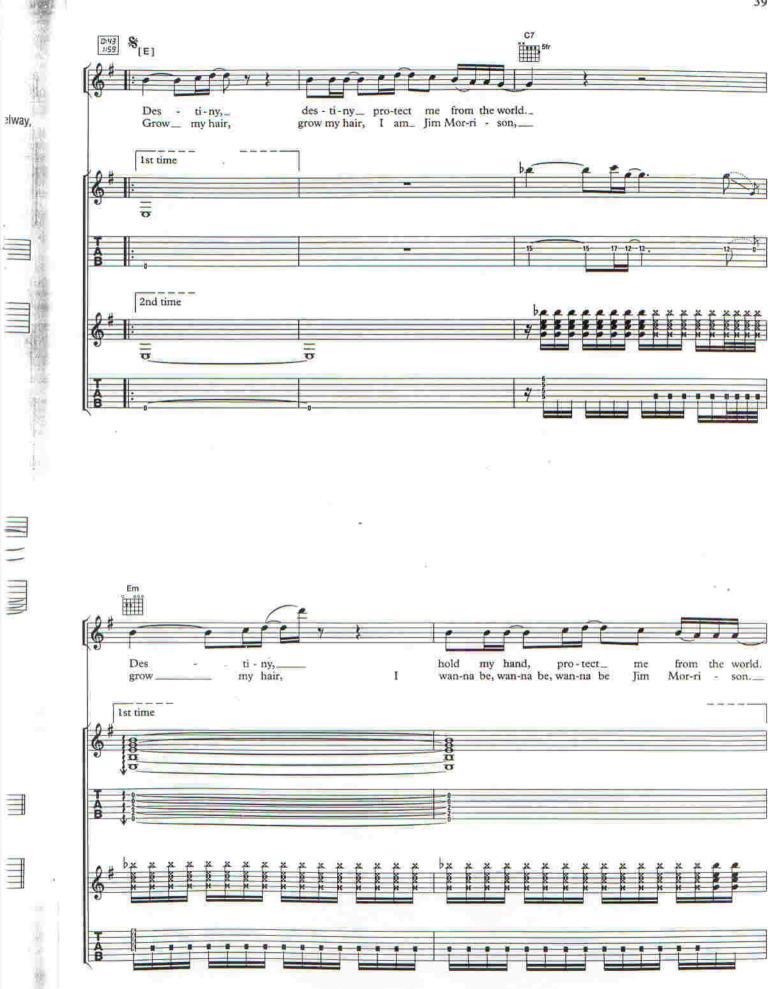
Words and Music by Thomas Yorke, Jonathan Greenwood, Philip Selway, Colin Greenwood and Edward O'Brien

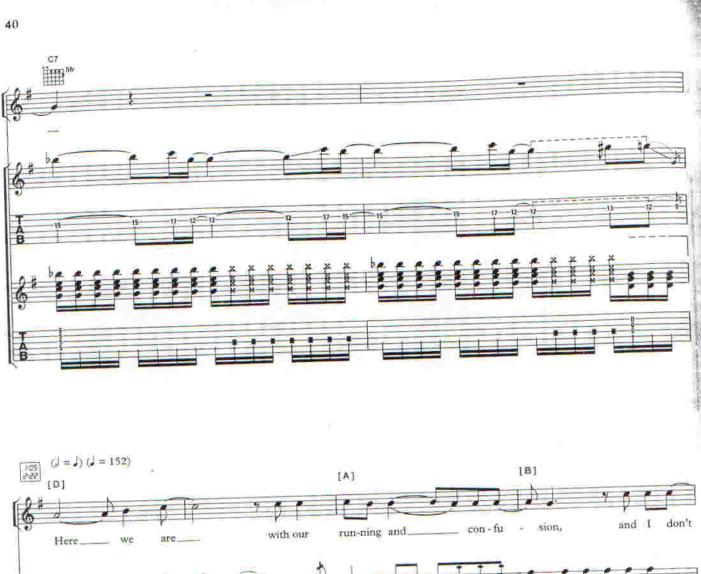




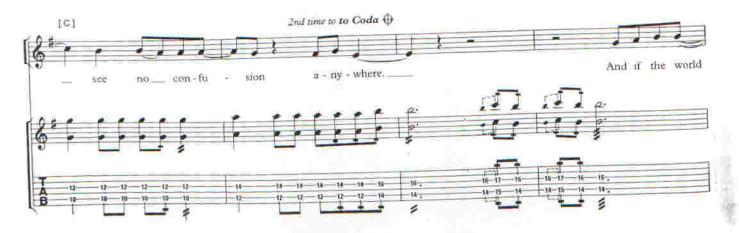


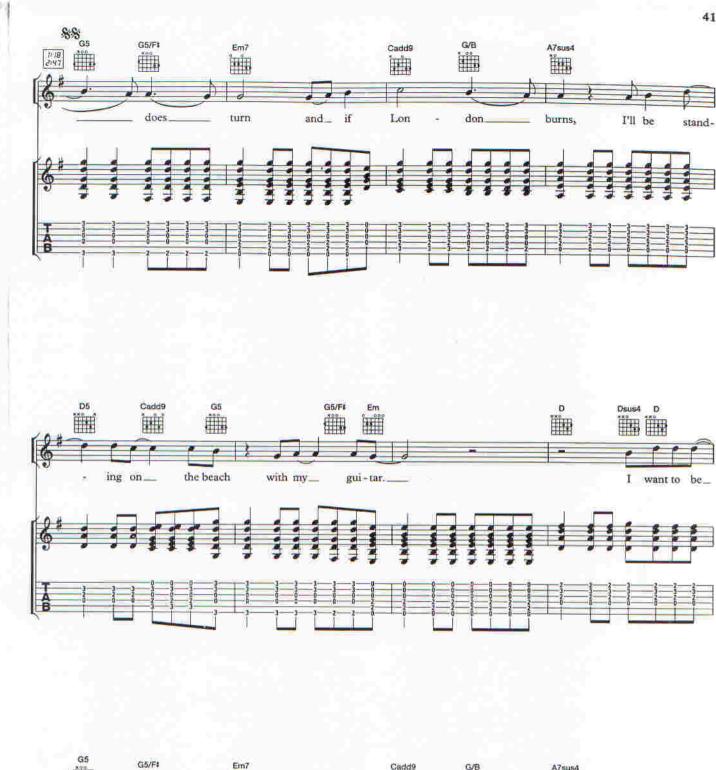
© 1993 Warner/Chappell Music Ltd, London W1Y 3FA











- W

0

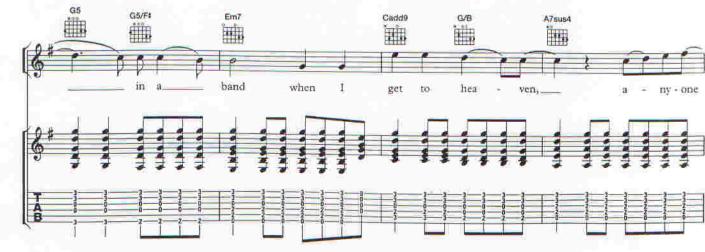
8

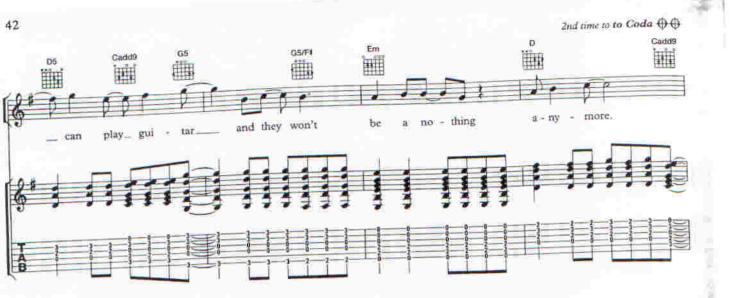
F

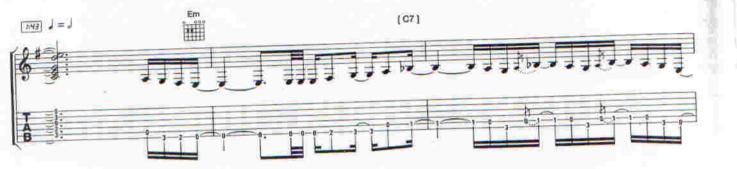
-

on't

orld



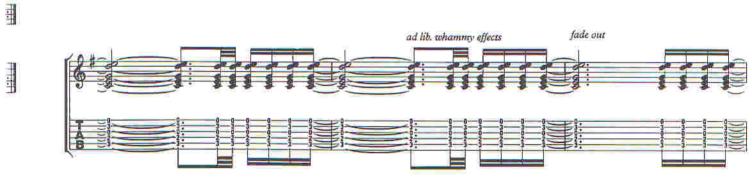












-12

a

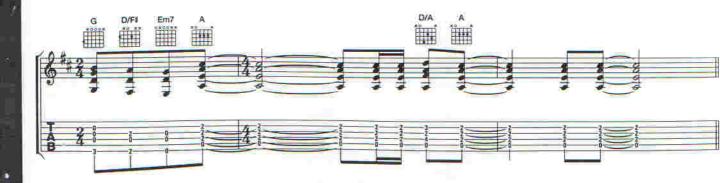
11

HH 1

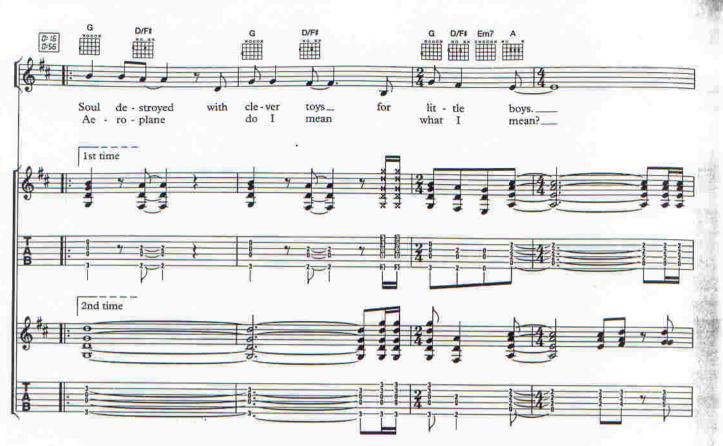
## RIPCORD

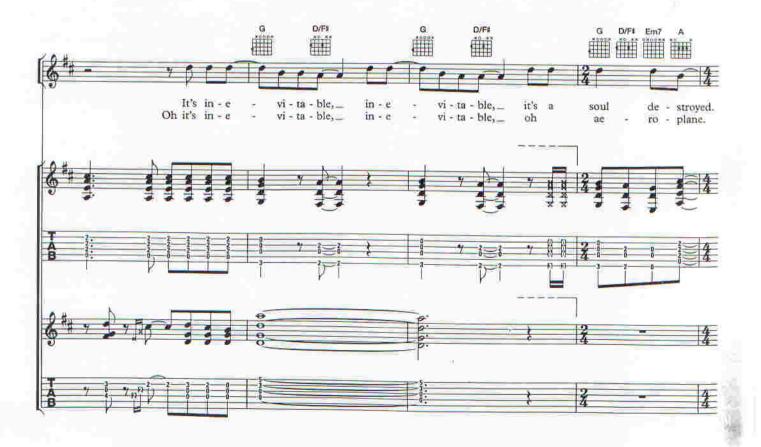
Words and Music by Thomas Yorke, Jonathan Greenwood, Philip Selway, Colin Greenwood and Edward O'Brien



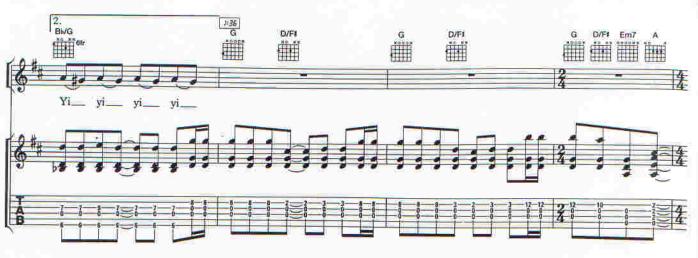


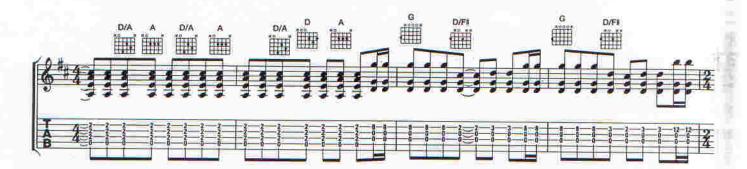
© 1993 Warner/Chappell Music Ltd, London W1Y 3FA



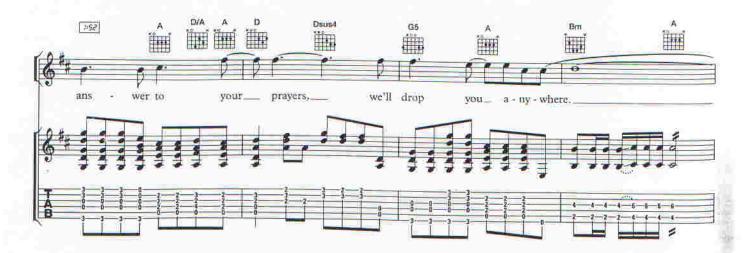


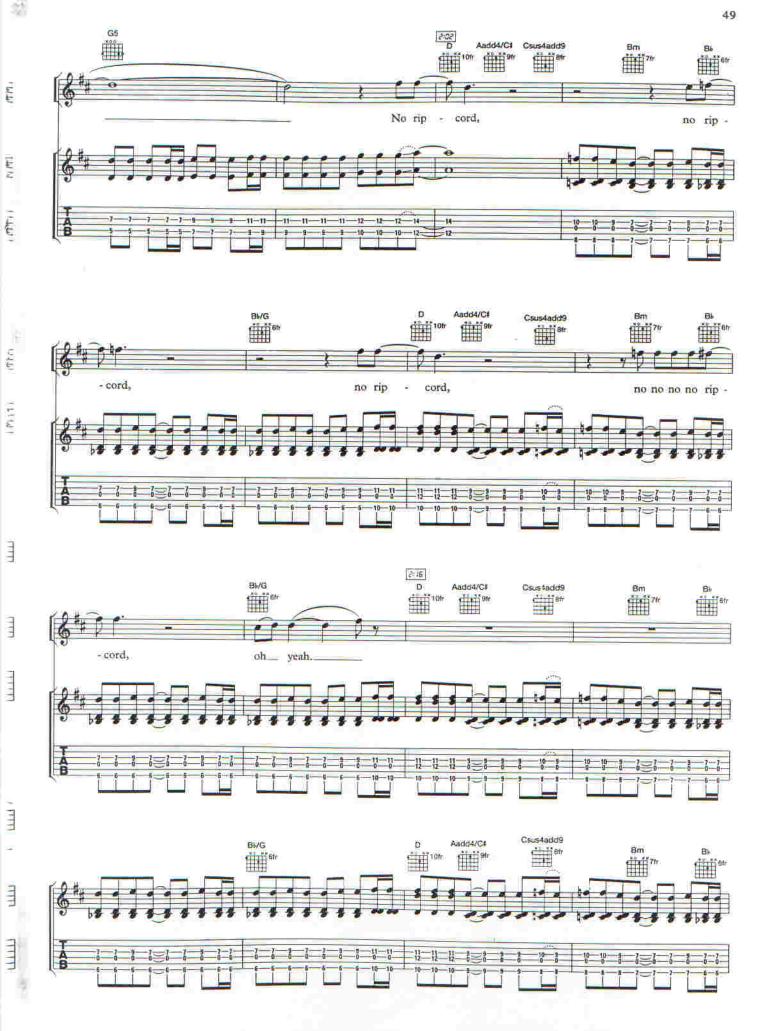


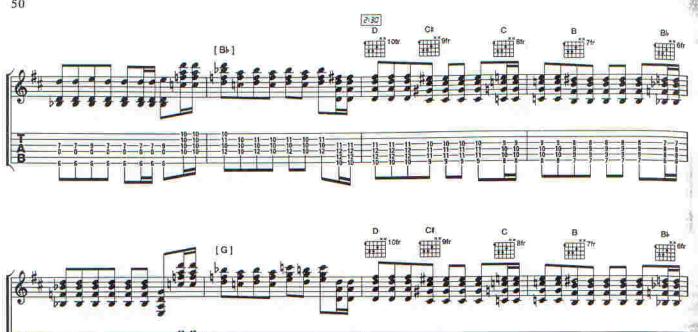


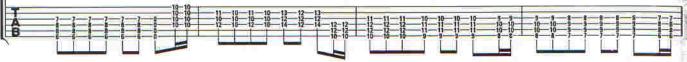


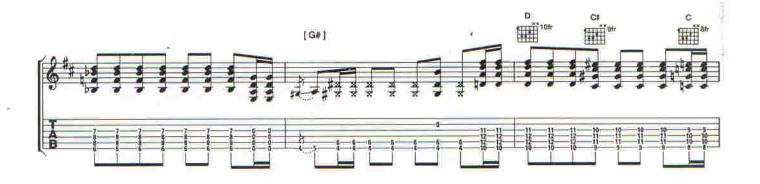


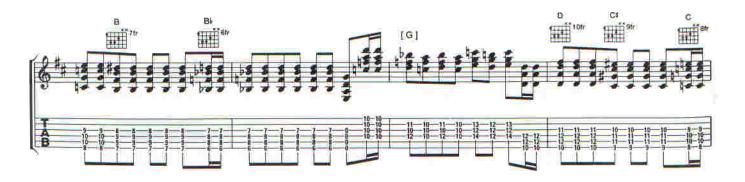


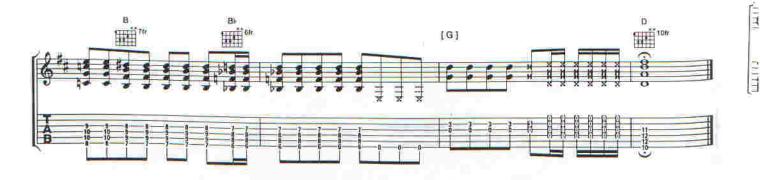








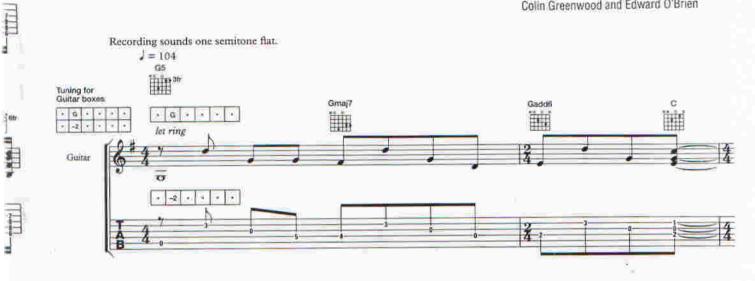


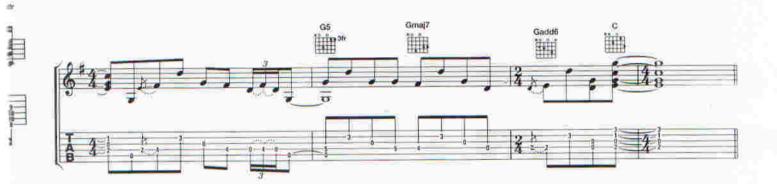




344

Words and Music by Thomas Yorke, Jonathan Greenwood, Philip Selway, Colin Greenwood and Edward O'Brien







© 1993 Warner/Chappell Music Ltd, London W1Y 3FA







. . .

11111

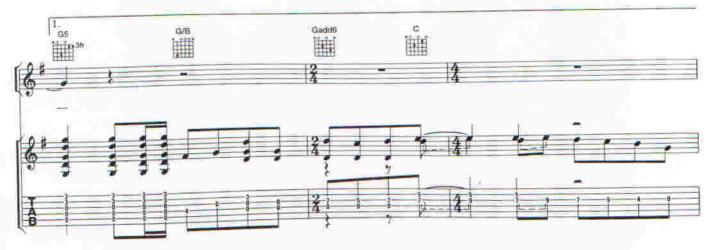
(Intel:

TINN-

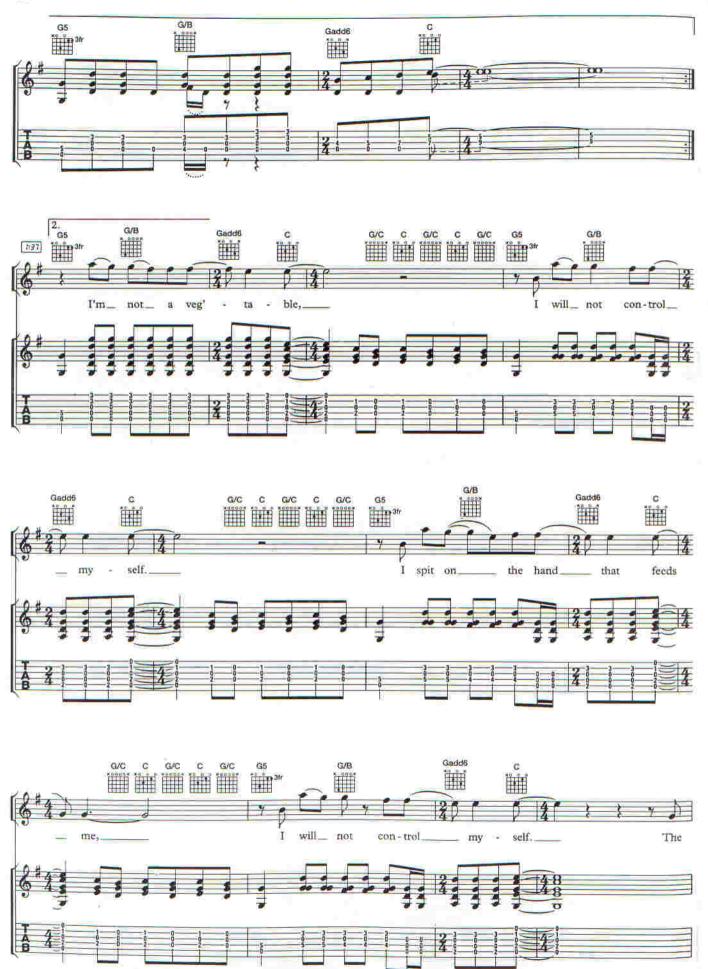
TAH



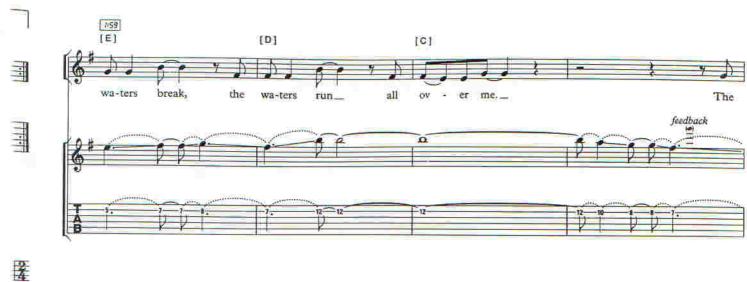


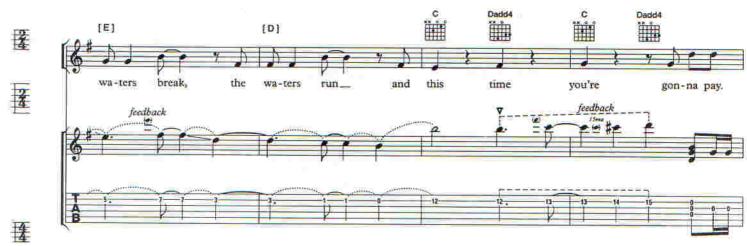


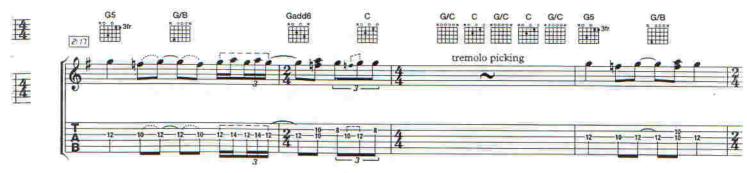




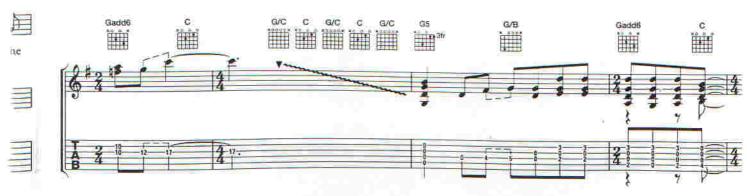
TAN MAR

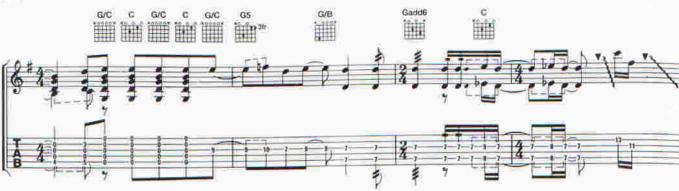


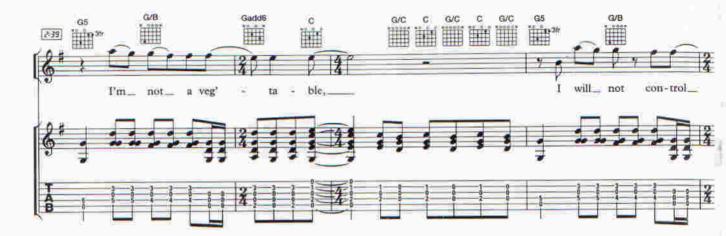


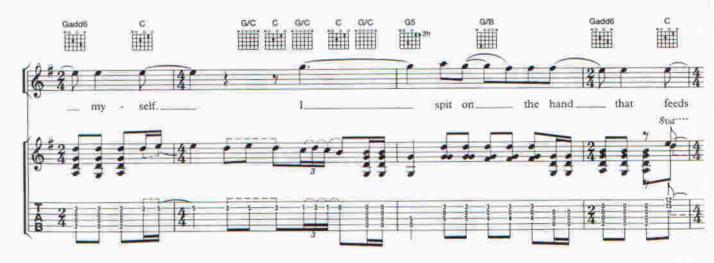


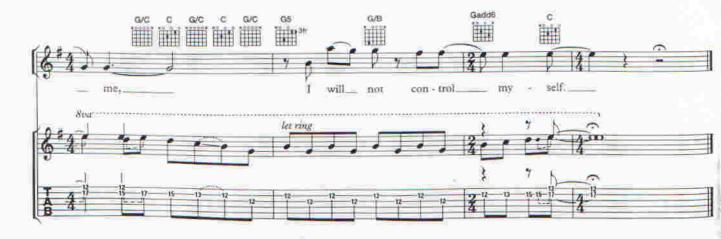
÷.









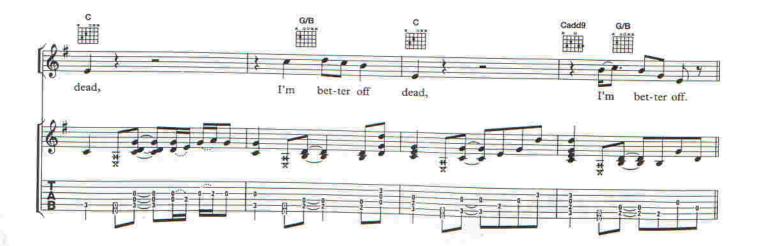


## **PROVE YOURSELF**

Words and Music by Thomas Yorke, Jonathan Greenwood, Philip Selway, Colin Greenwood and Edward O'Brien

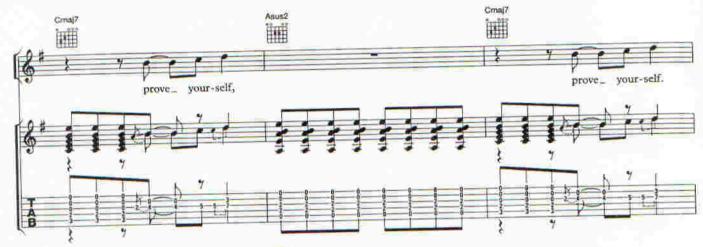


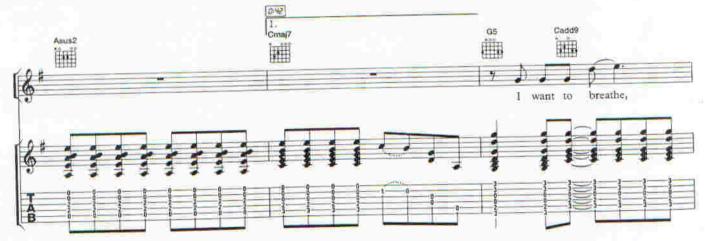


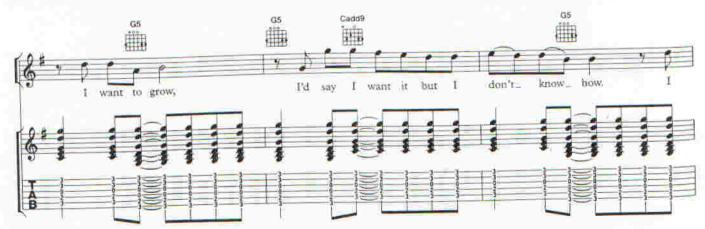


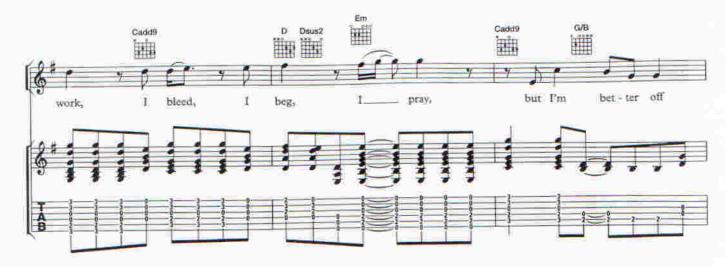
© 1993 Warner/Chappell Music Ltd, London W1Y 3FA





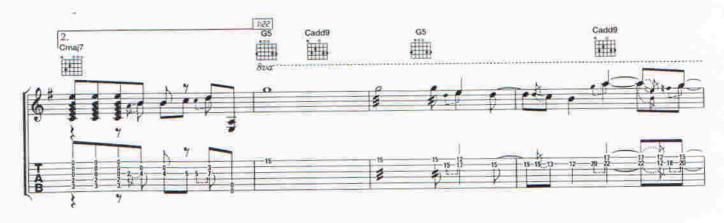


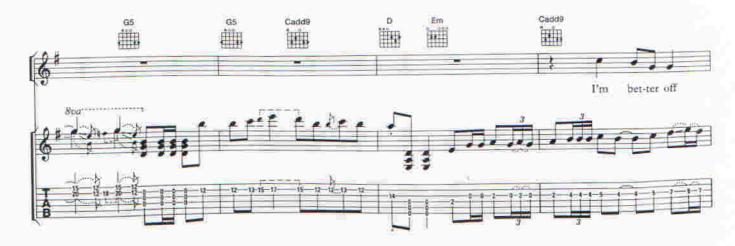




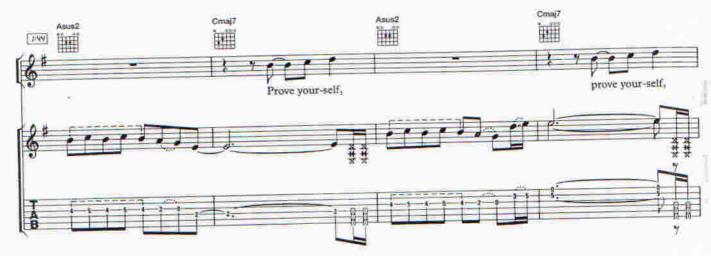
LILL

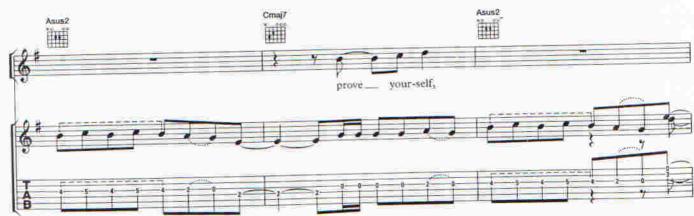


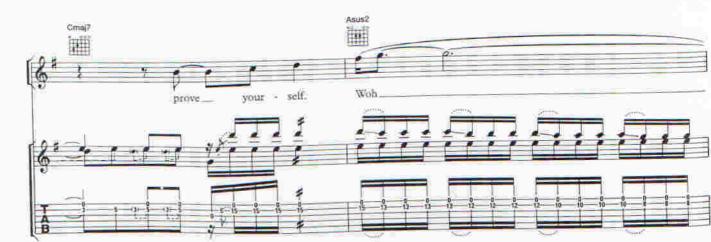


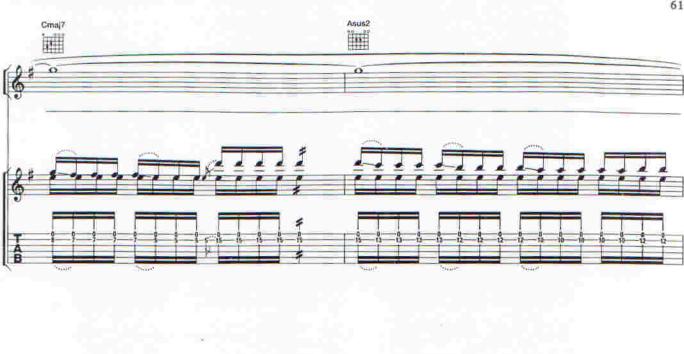




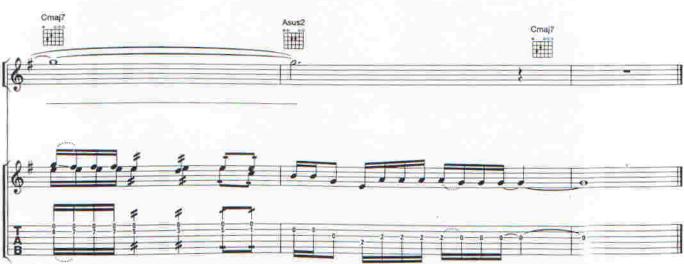






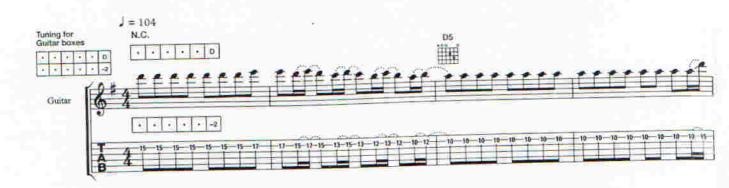




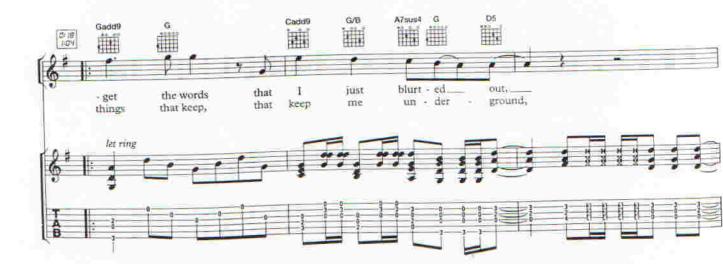


I CAN'T

Words and Music by Thomas Yorke, Jonathan Greenwood, Philip Selway, Colin Greenwood and Edward O'Brien

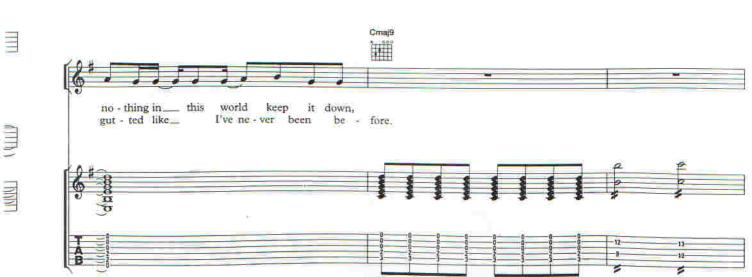


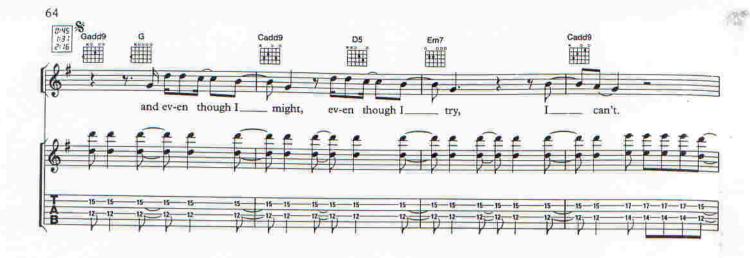


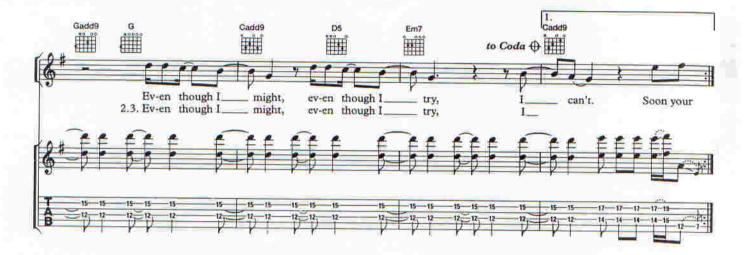


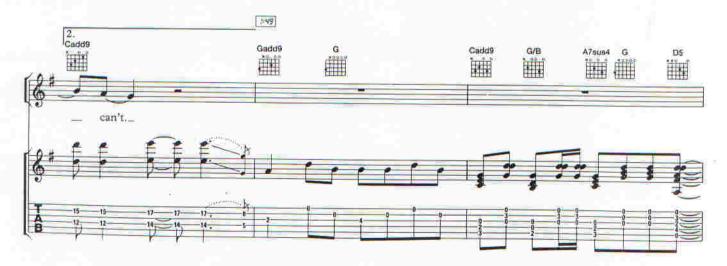
© 1993 Warner/Chappell Music Ltd, London W1Y 3FA







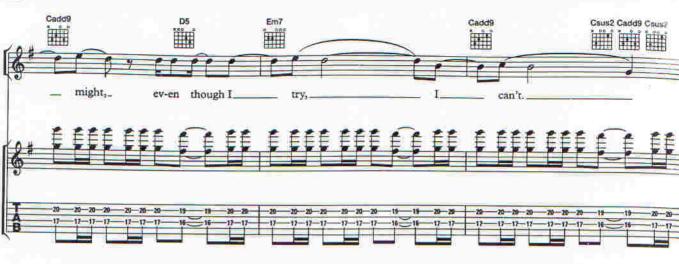


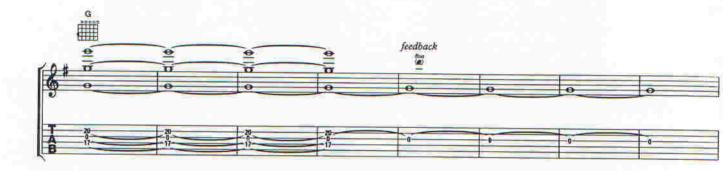






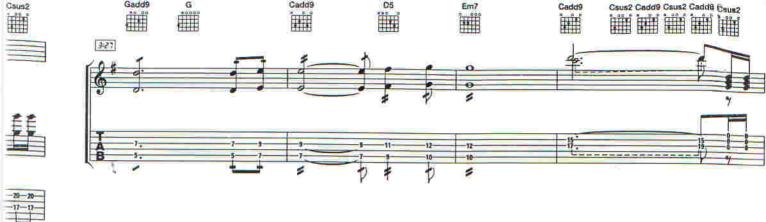
.

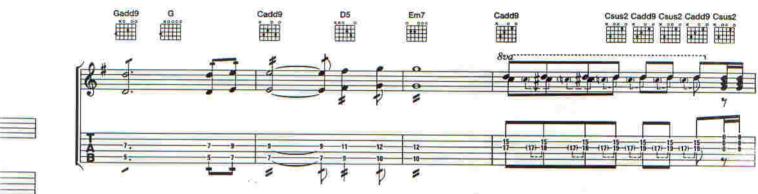


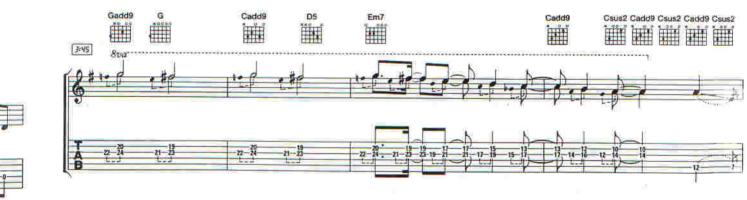


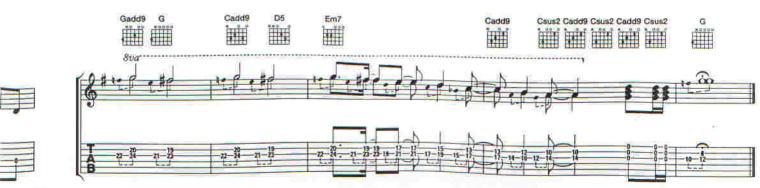






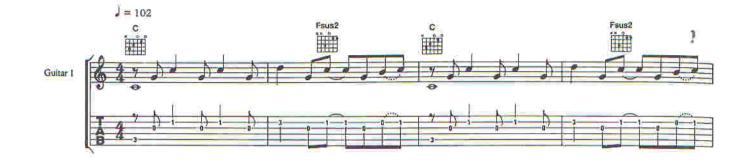


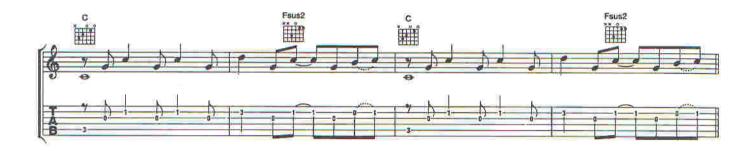


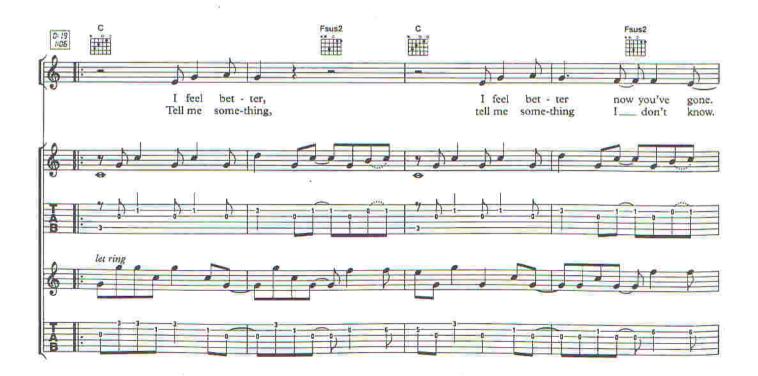


LURGEE

Words and Music by Thomas Yorke, Jonathan Greenwood, Philip Selway, Colin Greenwood and Edward O'Brien







© 1993 Warner/Chappell Music Ltd, London W1Y 3FA



ay,

w.

Ξ

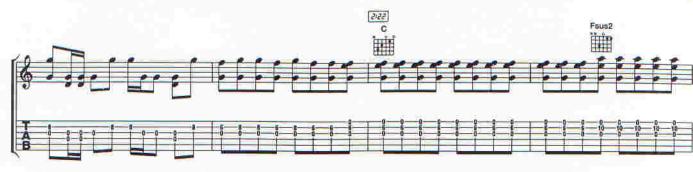


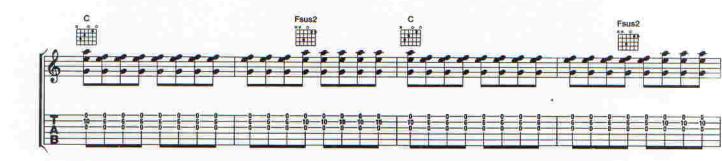




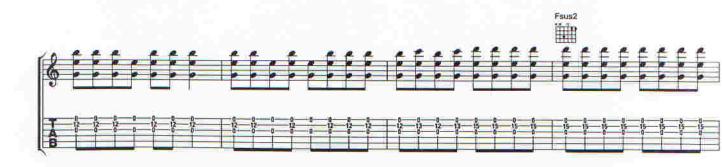








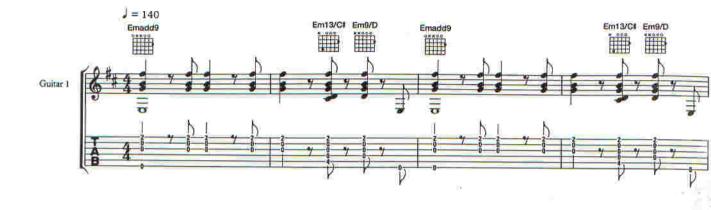


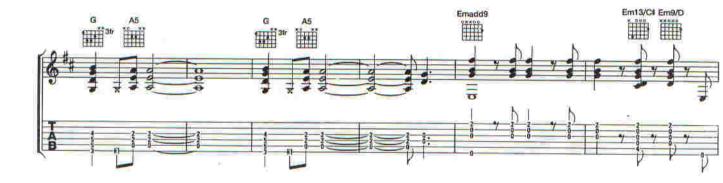


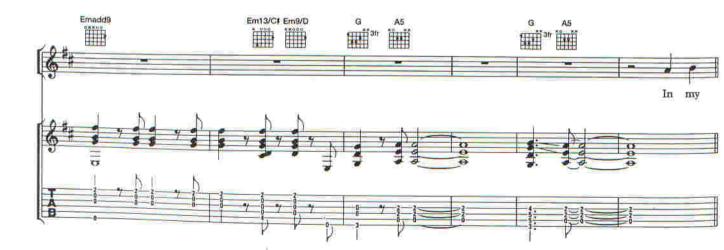


# **BLOW OUT**

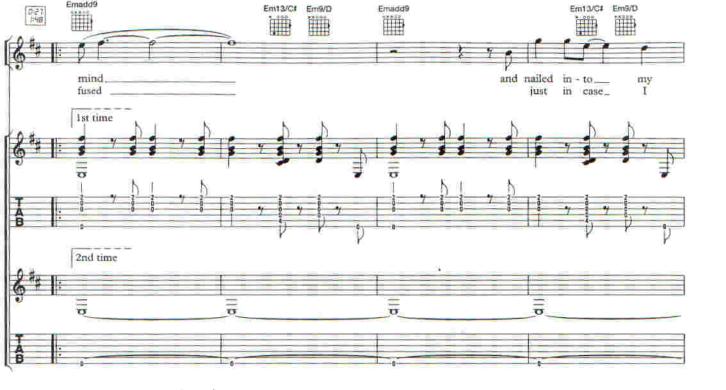
Words and Music by Thomas Yorke, Jonathan Greenwood, Philip Selway, Colin Greenwood and Edward O'Brien



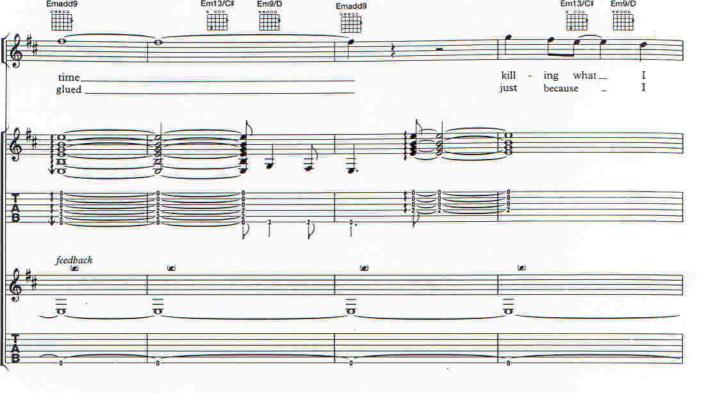




© 1993 Warner/Chappell Music Ltd, London W1Y 3FA





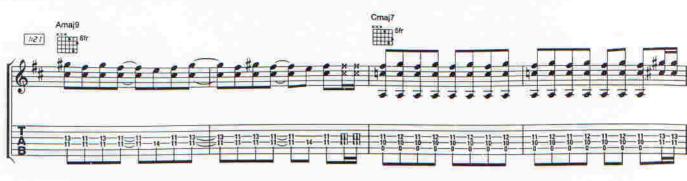




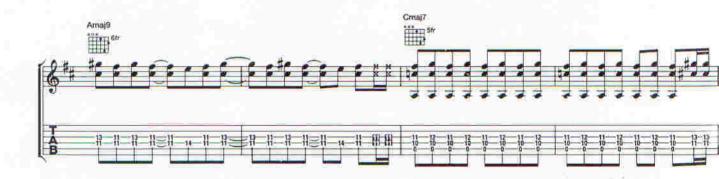


-

uch

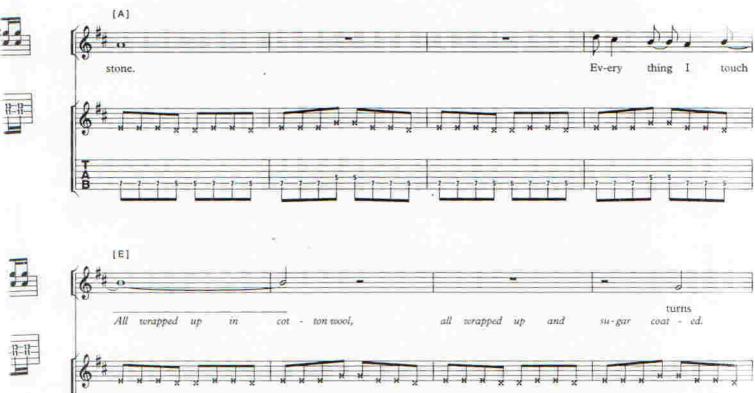






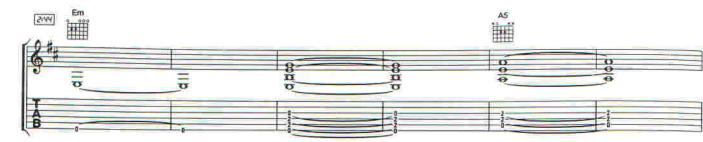


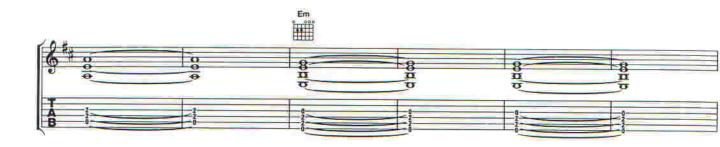


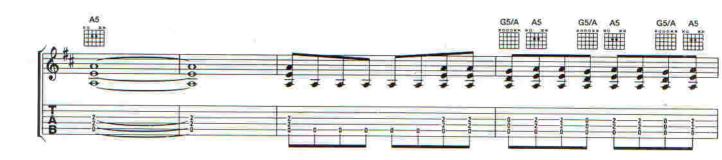




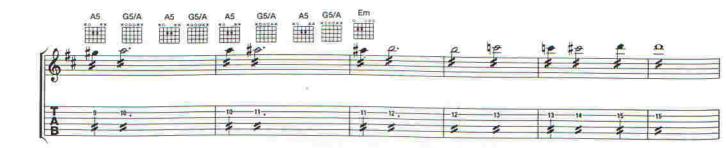


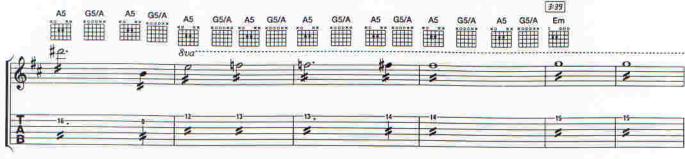


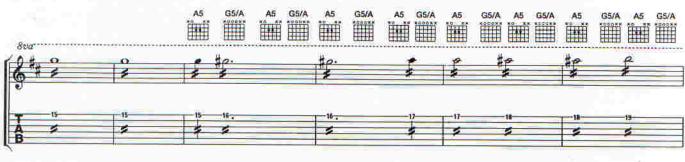


















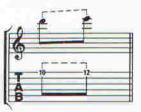
# **Notation and Tablature Explained**



#### Bent Notes

80

The note fretted is always shown first. Variations in pitch achieved by string bending are enclosed within this symbol  $\neg \neg \neg$ . If you aren't sure how far to bend the string, playing the notes indicated without bending gives a guide to the pitches to aim for. The following examples cover the most common string bending techniques:



Example 1 Play the D, bend up one tone (two half-steps) to E.



Example 4 Pre-bend: fret the D, bend up one tone to E, then pick.

High E (1st) string B (2nd) string G (3rd) string D (4th) string A (5th) string Low E (6th) string



# Example 2

Play the D, bend up one tone to E then release bend to sound D. Only the first note is picked.



#### Example 5

Play the A and D together, then bend the B-string up one tone to sound B.



# Example 3

Fast bend: Play the D, then bend up one tone to E as quickly as possible.



#### Example 6

Play the D and F# together, then bend the G-string up one tone to E, and the B-string up a semitone to G.

'Additional guitaristic techniques have been notated as follows:



# Tremolo Bar

Alter pitch using tremolo bar. Where possible, the pitch to aim for is shown. a) Play the G; use the bar to drop the pitch to E.

b) Play the open G; use the bar to 'divebomb', i.e. drop the pitch as far as possible.



#### Mutes

a) Right hand mute

Mute strings by resting the right hand on the strings just above the bridge. b) Left hand mute

Damp the strings by releasing left hand

pressure just after the notes sound. c) Unpitched mute

Damp the strings with the left hand to produce a percussive sound.

#### Glissando

a) Play first note, sound next note by sliding up string. Only the first note is picked.

b) As above, but pick second note.

w

W

(0)



# Hammer on and Pull off

Play first note, sound next note by 'hammering on', the next by 'pulling off'. Only the first note is picked.





S

N

IX

le co st al tr at tr

С

T



# Natural Harmonics

Touch the string over the fret marked, and pick to produce a bell-like tone. The small notes show the resultant pitch, where necessary.



slide Guitara) Play using slide.b) Play without slide.



# Artificial Harmonics

Fret the lowest note, touch string over fret indicated by diamond notehead and pick. Small notes show the resultant pitch.



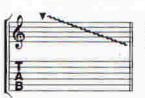
#### Vibrato

Apply vibrato, by 'shaking' note or with tremolo bar. As vibrato is so much a matter of personal taste and technique, it is indicated only where essential.



# **Pinch Harmonics**

Fret the note as usual, but 'pinch' or 'squeeze' the string with the picking hand to produce a harmonic overtone. Small notes show the resultant pitch.



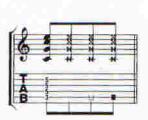
#### **Pick Scratch**

Scrape the pick down the strings - this works best on the wound strings.



#### Microtones

A downwards arrow means the written pitch is lowered by less than a semitone; an upwards arrow raises the written pitch.

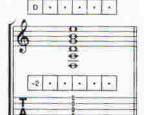


# **Repeated Chords**

To make rhythm guitar parts easier to read the tablature numbers may be omitted when a chord is repeated. The example shows a C major chord played naturally, r/h muted, l/h muted and as an unpitched mute respectively.

#### Special Tunings

Non-standard tunings are shown as 'tuning boxes'. Each box represents one guitar string, the leftmost box corresponding to the lowest pitched string. The symbol '-' in a box means the pitch of the corresponding string is not altered. A note within a box means the string must be re-tuned as stated. For tablature readers, numbers appear in the boxes. The numbers represent the number of half-steps the string must be tuned up or down. The tablature relates to an instrument tuned as stated.



Tune the low E (6th) string down one, tone (two half-steps) to D.

#### Chord naming

The following chord naming convention has been used:



Where there is no appropriate chord box, for example when the music consists of a repeated figure (or riff) the tonal base is indicated in parenthesis: [C]

Where it was not possible to transcribe a passage, the symbol  $\sim$  appears.

# Indications sur la notation musicale et les tablatures

Accord de Do majeur ouvert

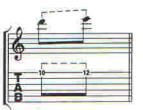
Gamme de Mi majeur





# Bending

La note correspondant à la case sur laquelle on pose le doigt est toujours indiquée en premier. Les variations de hauteur sont obienues en poussant sur la corde et sont indiquées par le symbole: En cas de doute sur la hauteur à atteindre, le fait de jouer les notes indiquées sans pousser sur la corde permet de trouver ensuite la bonne hauteur. Les examples suivants démontrent les techniques de bending les plus courantes.



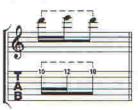
Exemple 1

Jouez la note Ré et poussez la corde d'un ton (deux demi-tons) pour atteindre le Mi.



# Exemple 4

'Pre-bend': posez le doigt sur la case de Ré, poussez d'un ton pour atteindre le Mi avant de jouer la note.



# Exemple 2

Jouez le Ré, poussez sur la corde pour atteindre le Mi un ton plus haut, relâchez ensuite pour revenir au Ré. Seule la première note est jouée avec le médiator.



#### Exemple 5

Jouez La et Ré simultanément; poussez ensuite sur la corde de Si pour atteindre la note Si.



# Exemple 3

'Fast Bend': jouez le Ré et poussez le plus rapidement possible pour atteindre le Mi.



#### Exemple 6

Jouez Ré et Fat simultanément; poussez la corde de Sol d'un ton vers le Mi, et la corde de Si d'un demi-tum vers le Sol.

D'autres techniques de guitare sont notées de la façon suivante:



#### Emploi du levier de vibrato

Modifiez la hauteur du son avec le levier de vibrato. Lorsque c'est possible, la note à atteindre est indiquée. a) Jouez le Sol et appuyez sur le levier

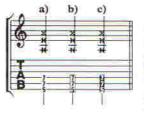
de vibrato pour atteindre le Mi. b) Jouez un Sol à vide et détendez le

plus possible la corde avec le levier de vibrato pour rendre un effect de "bombe qui tombe" (divebomb).



# Hammer On et Pull Off

Jouez la première note; frappez la corde sur la touche (Hammer On) pour obtenir la seconde note, et relâchez la seconde note en tirant sur la corde (Pull Off) pour obtenir la troisième note. Seule la première note est done jouée avec le médiator.



# Mutes (étouffements)

a) Mute de la main droite Etouffez en posant la main droite sur les cordes, au-dessus du chevalet. b) Mute de la main gauche

Relâchez la pression sur la corde juste après avoir joué la note.

#### c) Mute sans hauteur définie

Etouffez les cordes avec la main gauche pour obtenir un son de percussion.

#### Glissando

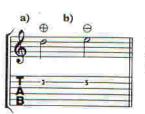
a) Jouez la première note avec le médiator, faites sonner la seconde note en ne faisant que glisser le doigt sur la corde.

b) Comme ci-dessus, mais en attaquant également la seconde note avec le mediator.



#### Harmoniques naturelles

Posez le doigt sur la corde au dessus de la barrette indiquée, et jouez avec le médiator pour obtenir un son cristallin. Le cas échéant, une petite note indique la hauteur du son que l'on doit obtenir.



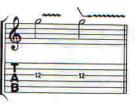
# **Guitare Slide**

- a) Note jouée avec le slide. b) Note jouée sans le slide.



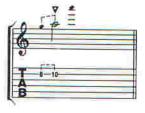
#### Harmoniques artificielles

Posez le doigt (main gauche) sur la note la plus basse: effleurez la corde avec l'index de la main droite au-dessus de la barrette indiquée par la note en forme de losange, tout en actionnant le médiator. La petite note indique la hauteur du son que l'on doit obtenir.



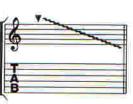
#### Effet de Vibrato

Jouez le vibrato soit avec le doigt sur la corde (main gauche), soit avec le levier de vibrato. Comme le vibrato est une affaire de technique et de goûr personnels, il n'est indiqué que quand cela est vraiment nécessaire.



# Harmoniques pincées

Appuyez le doigt sur la corde de la facon habituelle, mais utilisez conjointement le médiator et l'index de la main droite de façon à obtenir une harmonique aigué. Les petites notes indiquent la hauteur du son que l'on doit obtenir.



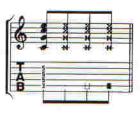
#### Scratch

Faites glisser le médiator du haut en bas de la corde. Le meilleur effet est obtenu avec des cordes filetées.



### Quarts de ton

Une flèche dirigée vers le bas indique que la note est baissée d'un quart-de-ton. Une flèche dirigée vers le haut indique que la note est haussée d'un quart-de-ton. -

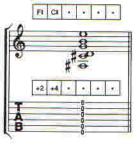


# Accords répétés

Pour faciliter la lecture des parties de guitare rythmique, les chiffres de tablature sont omis quand l'accord est répété. L'example montre successivement un accord de Do majeur joué de façon normale, un 'mute' de la main droite, un 'mute' de la main gauche et un 'mute' sans hauteur définie.

#### Accordages spéciaux

Les accordages non-standards sont indiqués par six cases, chacune représentant une corde (de gauche à droite), de la plus grave à la plus aigué. Un tiret indique que la tension de la corde correspondante ne doit pas être altérée. Un nom de note indique la nouvelle note à obtenir. Pour les tablatures, les chiffres indiqués dans les cases représentent le nombre de demi-tons dont ou doit désaccorder la corde, vers le haut ou vers le bas.



#### Accordez la corde de Mi grave un ton plus haut de façon à obtenir un Fa#, et la corde de La deux tons plus haut de façon à obtenir un Do#.

#### Noms des accords



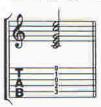
Lorsqu'aucun nom d'accord précis n'est applicable, par exemple quand la musique consiste en une figure répétée (riff), le centre tonal est indiqué entre parenthèses: [C]

Lorsqu'un passage n'a pas pu être transcrit, le symbole ∼ apparait.

# Hinweise zu Notation und Tabulatur

Offener C - Dur - Akkord

E - Dur - Tonleiter





### Gezogene Noten

Die gegriffene Note wird immer zuerst angegeben. Das Zeichen [ ] zeigt eine Veränderung der Tonhöhe an, die durch das Ziehen der Saiten erreicht wird. Falls Du nicht sicher bist, wie weit die Saite gezogen werden soll, spiele die entsprechenden Töne zunächst ohne Ziehen; so kannst Du Dich an der Tonhöhe orientieren. Die folgenden Beispiele geben die gebräuchlichsten Techniken zum Ziehen wieder:



# **Beispiel** 1

Spiele das D und ziehe dann um einen Ton (zwei Halbtonschritte) höher zum E.



#### Beispiel 4

Im Voraus gezogen: Greife das D, ziehe um einen Ton höher zum E und schlage erst dann die Saite an.



#### **Beispiel** 2

Spiele das D, ziehe um einen Ton hoch zum E und dann wieder zurück, so daß D erklingt. Dabei wird nur die erste Note angeschlagen.



# Beispiel 5

Spiele A und D gleichzeitig und ziehe dann die H-Saite um einen Ton nach oben, so daß H erklingt.



# **Beispiel 3**

Schnelles Ziehen: Spiele das D und zlehe dann so schnell Du kannst um einen Ton höher zum E.



# Beispiel 6

Spiele D und Fis gleichzeitig; ziehe dann die G-Saite um einen Ton nach oben zum E und die H-Saite um einen Halbtonschritt nach oben zum G.

B Fi

514 er en  $\mathbf{p}_{\mathbf{l}}$ UF

Zi H Wξ

A

Dí

14

57/ (bz

Dat

Zusätzliche Spieltechniken für Gitarre wurden folgendermaßen notiert:

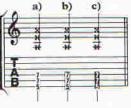


#### Tremolo

Verändere die Tonhöhe mit dem Tremolo-Hebel. Wenn es möglich ist, wird die angestrebte Tophohe angezeigt.

a) Spiele G; nutze den Takt, um zum E abzusteigen.

b) Spiele die leere G-Saite; nutze den Takt, um so weit wie möglich abzusteigen.



#### Dämpfen

a) Mit der rechten Hand

Dämpfe die Saiten, indem Du die rechte Hand einfach oberhalb der Brücke auf die Saiten legst. b) Mit der linken Hand

Dämpfe die Saiten, indem Du den Druck der linken Hand löst, kurz nachdem die Tone erklingen.

c) Ohne bestimmte Tonhöhe Dämpfe die Saiten mit der linken Hand; so erzielst Du einen 'geschlagenen' Sound.



a) Spiele die erste Note; die zweite erklingt durch Hochrutschen des Fingers auf der Saite. Nur die erste Note wird angeschlagen. b) Wie oben, aber die zweite Note wird angeschlagen.



# Hammer on und Pull off

Spiele die erste Note; die zweite erklingt durch 'Hammering on', die dritte durch 'Pulling off'. Dabei wird nur die erste Note angeschlagen.





# Natürliches Flageolett

Berühre die Saite über dem angegebenen Bund; wenn Du jetzt anschlägst, entsteht ein glockenähnlicher Ton, Wo es nörig ist, zeigen kleine Notenköpfe die entstandene Note an.



Slide Guitara) Spiele mit Rutschen des Fingers,b) Spiele ohne Rutschen.



# Künstliches Flageolett

Greife die unterste Note, berühre die Saite über dem durch Rauten angegebenen Bund und schlage dann den Ton an. Die kleinen Notenköpfe zeigen wieder die entstandene Note an.



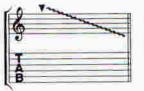
#### Vibrato

Beim Vibrato läßt Du die Note für die Dauer eines Tons durch Druckvariation oder Tremolo-Hebel 'beben'. Da es iedoch eine Frage des persönlichen Geschmacks ist, wird Vibrato nur dort angegeben, wo es unerläßlich ist.



#### Gezupftes Flageolett

Greife die Note ganz normal, aber drücke die Saite mit der zupfenden Hand so, daß ein harmonischer Oberton entsteht. Kleine Notenköpfe zeigen den entstandenen Ton an.



#### Pick Scratch

Fahre mit dem Plektrum nach unten über die Saiten – das klappt am besten bei umsponnenen Saiten.



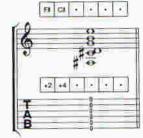
#### Vierteltöne

Ein nach unten gerichteter Pfeil bedeutet, daß die notierte Tonhöhe um einen Viertelton erniedrigt wird; ein nach oben gerichteter Pfeil bedeutet, daß die notierte Tonhöhe um einen Viertelton erhöht wird.



#### Akkordwiederholung

Um die Stimmen für Rhythmus-Gitarre leichter lesbar zu machen, Tabulaturziffern werden die Akkord ein weggelassen; wenn wiederholt werden soll. Unser Beispiel zeigt einen C - Dur - Akkord normal gespielt. rechts gedämpft, links gedämpft und ohne Tonhöhe.



Stimme die tiefe E-Saite (6.) um einen Ganzton (zwei Halbtonschritte) höher auf Fis und die A-Saite (5.) um zwei Ganztöne (vier Halbtonschritte) höher auf Cis.

#### Besondere Stimmung

Falls eine Stimmung verlangt wird, die vom Standard abweicht, wird sie in Kästchen angegeben. Jedes Kästchen steht für eine Saite, das erste links außen entspricht der tiefsten Saite. Wenn die Tonhöhe einer Saite nicht verändert werden soll, enthält das Kästchen einen Punkt. Steht eine Note im Kästchen, muß die Saite wie angegeben umgestimmt werden. In der Tabulaturschrift stehen stattdessen Ziffern im entsprechenden Kästchen: Sie geben die Zahl der Halbtonschritte an, um die eine Saite höher oder tiefer gestimmt werden soll.



a

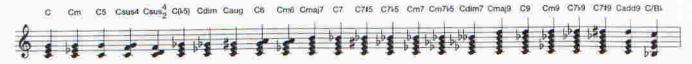
 $\mathbf{z}$ 

1

16

te d

Die folgenden Akkordbezeichnungen wurden verwendet.



Wenn kein eigenes Akkordsymbol angegeben ist, z.B. bei Wiederholung einer musikalischen Figur (bzw. Riff), steht die Harmoniebezeichnung in Klammern: [C]

Das Symbol 🗢 steht jeweils dort, wo es nicht möglich war, einen Abschnitt zu übertragen.

# Spiegazione della notazione e dell'intavolatura

Accordo di Do aperto (in prima posizione)



### Bending

La prima nota scritta è sempre quella tastata normalmente. Le alterazioni di altezza da realizzare con la trazione laterale della corda (bending) interessano le note comprese sotto al segno: T T. Se siete incerti sull'entità dell'innalzamento di tono da raggiungere, suonate le note indicate tastando normalmente la corda. Gli esempi seguenti mostrano le tecniche più comunemente impiegate nella maggior parte dei casi che possono presentarsi.

Scala di Mi maggiore



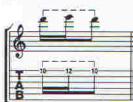
Esempio 1 Suonate il Re e innalzate di un tono (due mezzi toni) a Mi.



# Esempio 4

Mi acuto: la corda Si: 2a corda Sol: 3a corda Re: 4a corda La: 5a corda Mi basso: 6a corda

'Pre-Bend': tastate il Re, tirate alzando di un tono a Mi e poi suonate.



# Esempio 2

Suonate il Re, tirate alzando di un tono a Mi e rilasciate tornando a Re. Va suonata solo la prima nota.



# Esempio 5

Suonate simultaneamente La e Si quindi tirate la 2a corda per innalzare il suono a Si.



#### Esempio 3

'Bend Veloce': suonate il Re e quindi alzate di un tono a Mi il più velocemente possibile.



#### Esempio 6

Suonate simultaneamente Re e Fa# quindi tirate la 3a corda alzando il suono di un tono a Mi, e la 2a corda di mezzo tono, alzando il suono a Sol.

Negli esempi seguenti sono illustrate altre tecniche chitarristiche:

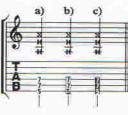


#### Barra del tremolo

Alterate l'altezza del suono mediante la barra del tremolo. Dove possibile l'altezza da raggiungere è indicata. a) Suonate il Sol e abbassate il suono

fino a Mi mediante la barra. b) Suonate il Sol a vuoto e scendete

quanto più possibile.



#### Smorzato

#### a) Smorzato con la destra

Smorzare le corde con il palmo della mano destra in prossimità del ponticello.

# b) Smorzato con la sinistra

Smorzare le corde allentando la pressione delle dita subito dopo aver prodotto i suoni.

# c) Pizzicato

Premere leggermente le corde in modo che non producano note ma soltanto un effetto percussivo.

#### Glissando

 a) Suonate la prima nota e ricavare la seconda facendo scivolare il dito lungo la corda. Va pizzicata solo la prima nota.

b) Come sopra, ma pizzicando anche la seconda nota.

Legature ascendenti e discendenti Suonate la prima nota e ricavate la seconda percuotendo la corda con il dito contro la barretta; per la terza nota tirate la corda con il medesimo dito. Soltano la prima nota va suonata.



1

Ē

¢

Γ



#### Armonici naturali

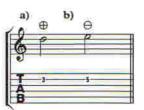
Toccate leggermente la corda sulla barretta indicata e pizzicate col plettro per produrre un suono di campana. Le notine indicano il suono risultante, dove occorra.

Tastate la nota più bassa, toccate

leggermente la corda sulla barretta

relativa alla nota romboidale e pizzicate

con il plettro. Le notine indicano il



# Slide Chitarra a) Suonare con slide.

b) Suonare senza slide.

# Vibrato

Effettuate il vibrato facendo oscillare il dito che preme la corda oppure con la barra del tremolo. Poiché il vibrato è un fatto di gusto personale, viene indicato solo dove è essenziale.

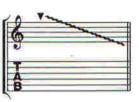


#### Armonici pizzicati

suono risultante.

Armonici artificiali

Tastate normalmente la nota ma pizzicate la corda con la mano destra per ricavare l'armonico sopracuto. Le notine indicano l'altezza del suono risultante.



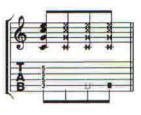
#### Suono graffiato

Fate scorrere il bordo del plettro lungo la corda. L'effetto è maggiore sulle corde fasciate.



#### Microintervalli

Una freccia diretta verso il basso significa che il suono scritto va abbassato di un intervallo inferiore al semitono; una freccia diretta verso l'alto innalza il suono scritto.



#### Accordi ripetuti

Per facilitare la lettura, possono venire omessi i numeri nell'intavolatura di un accordo ripetuto. L'esempio mostra un accordi di Do maggiore suonato normalmente, smorzato con la destra, smorzato con la sinistra e pizzicato (muto).

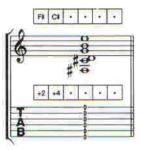
a e Si nalzare il

- alzando

: e Fa# zando il corda di Sol

# Accordature Speciali

Le accordature diverse da quella normale sono indicate in speciali 'gabbie di accordatura'. Ogni gabbia rappresenta una corda di chitarra; all'estremità sinistra corrisponde la corda più bassa. Il simbolo '+' in una gabbia sta ad indicare che l'intonazione della corda corrispondente è quella normale. Una nota nella gabbia indica che l'intonazione di quella corda va modificata portandola all'altezza indicata. Per coloro che leggono l'intavolatura, dei numeri posti nelle gabbie stanno ad indicare di quanti semitoni deve salire o scendere l'intonazione della corda. L'intavolatura è da considerarsi relativa ad uno strumento accordato come indicato nelle gabbie.



Accordate la corda del Mi basso (6a) un tono sopra (due semitoni) a Fa# Accordate la corda del La basso (5a) due toni sopra (quatro semitoni) a Do#.

mo della un del

indo la opo aver

in modo soltanto

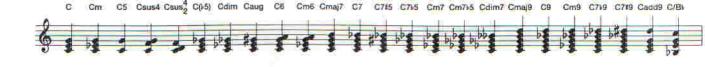
cavare la to lungo

la prima

anche la

# Indicazione degli accordi

E' stata impiegata la seguente nomenclatura convenzionale degli accordi.



Quando non compare la griglia appropriata di un accordo, ad esempio, quando la musica consiste nella ripetizione di una stessa figura (riff), la base tonale è indicata fra parentesi: [C]

Dove non è stato possible trascivere il passaggio, compare il segno ~ .

# ALSO AVAILABLE BY RADIOHEAD:

Order Ref: 3470A The Bends Guitar Tablature/Vocal

Order Ref: 5587A OK Computer Guitar Tablature/Vocal

Available from all good music stores

For a free catalogue of IMP titles, please write to the address below stating your areas of interest:



International Music Publications Limited Griffin House 161 Hammersmith Road London W6 8BS England



YOU CREEP HOW DO YOU? **STOP WHISPERING** THINKING ABOUT YOU ANYONE CAN PLAY GUITAR RIPCORD VEGETABLE **PROVE YOURSELF** I CAN'T LURGEE **BLOW OUT** 

> CVE:5005019 MODELD:5019A RADIOHEAD PABLO HONE

Warner/Chappell Music Published by





WARNER BROS. PUBLICATIONS 15800 NW 48th Avenue, Miarol, Florida 33014 A Warner Music Group Company

International Music Publications Limited Griffin House 161 Hammersmith Road London W6 8BS England PECANTRADA: AEROPUERTO PTO.ENTRADA: AEROPUERTO PROV : WAR. BROS: FECHA 18-11-2004 DESC.: LIBRO DE MUSICA HECHO EN E.U.A.