

Key = E_b (D capot)

BATTLE

Time = 4/4

CHRIS AUGUST

I

(B_m G) (D A) (B_m G) (D A)

VS

(B_m G) (D A/C#) (B_m G) (D A/C#) (B_m G) (D A) (B_m A)

CH

(G D) (F#_m B_m) (G D) A (G D) (F#_m B_m A) (G A)

TA

(B_m G) (D A)

VS

^{cap}
1+ (B_m G) (D A/C#) (B_m G) (D A) (B_m G) (D A) (B_m A)

CH

(G D) (F#_m B_m) (G D) A (G D) (F#_m B_m A) (G A)

TA

(B_m A E/G# G) (B_m A E/G# G) (B_m A E/G# G) (B_m A E/G# G)

SOLO

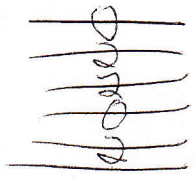
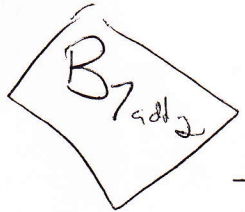
(B_m A E/G# G) (B_m A E/G# G) (B_m A E/G# G) ~~B_m A~~

CH

(G D) (F#_m B_m) (G D) A (G D) (F#_m B_m A) (G A)

OUT

(B_m A E/G# G) (B_m A E/G# G) (B_m A E/G# G) (B_m A E/G# G)



Out