

Cam's Medieval Tune

tabs by Jeff Narum
(8/13/17)

by a DADE

A part (x2)

Str 1 + 2 + 3 + 4 + 1 + 2 + 3 + 4 +

Hand Pos A (whole A part) →

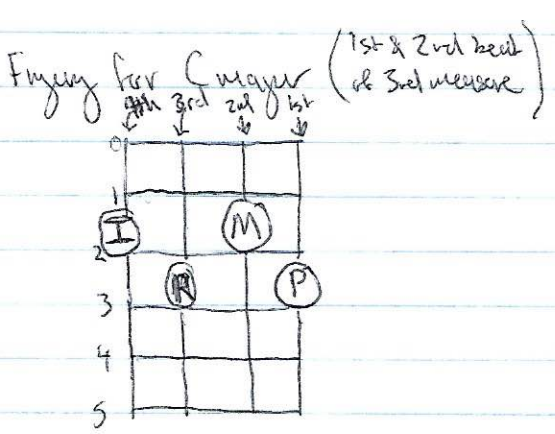
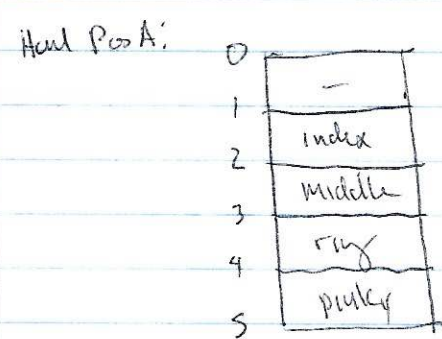
Beat 1 + 2 + 3 + 4 + 1 + 2 + 3 + 4 +

Beat 1 + 2 + 3 + 4 + 1 + 2 + 3 + 4 +

Beat 1 + 2 + 3 + 4 + 1 + 2 + 3 + 4 +

Beat 1 + 3 + 4 +

* = indicates "breathy stroke"
[] = indicates drop thumb



Cam's Medieval Tune

tab by Jeff Norman
(8/13/17)

key: aDADF

Belt (x2)

Belt 1 + 2 + 3 + 4 + 1 + 2 + 3 + 4 +

Hand Pos A → (slide up) Hand Pos B →
Bar w/ pinky

Belt 1 + 2 + 3 + 4 + 1 + 2 + 3 + 4 +

Bar w/ middle (slide down) Hand Pos A →

Belt 1 + 2 + 3 + 4 + 1 + 2 + 3 + 4 +

Bar w/ pinky (slide up) Hand Pos B →

Belt 1 + 2 + 3 + 4 + 1 + 2 + 3 + 4 +

Bar w/ middle (slide down) Hand Pos A →

1st edg
2nd edg

* = indicates "breaky stride"
[] = indicates drop thumb

Hand Pos B:

0	-
1	-
2	-
3	index
4	-
5	middle
6	ring
7	pinky

Finger for Canyon
(held down in 3rd mass)

