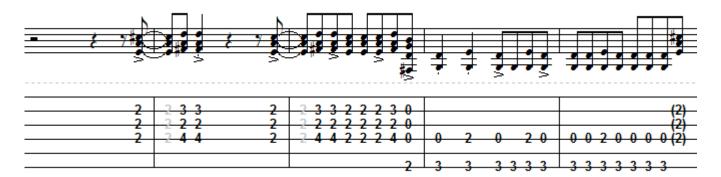
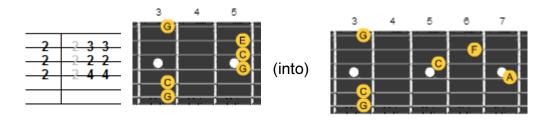
Start Me Up – The "Lead" Guitar

Ok – this is the one with the capo on the 3^{rd} fret. Now, as I mentioned, THIS TIME the notes are not related to the capo.

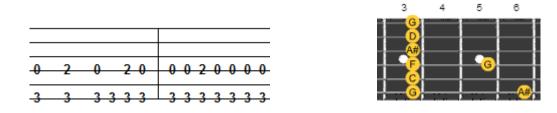
In other words, here is what you are playing WITH the capo in place:



This results in the following WITH the capo in place:



With those notes in mind, you ARE actually playing a C - F, so the chord relation file (the open one) is related to that. The next part in the reference file is the Bb.

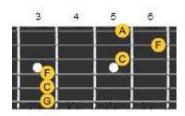


The same applies here. We're looking at the actual "chord" being played, so this is a Bb run as shown above. Again, the end-all chord progression for the theme is still C - F - Bb.

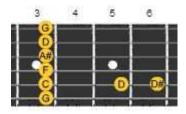
The Chorus:

The reference file says C - F - D# - D - C. You can already assume that the first "C" shown from above (right before you create the "F" in the tab provided) is still a C chord. So, use that.

Now, here's what's funny. The next "F" chord is STILL an F chord, but it's played here:



This particular "F" (actually an Fadd9) is a bit more user-friendly. Next you'll have the D# - D - and then back to C concept. Since we're using a capo, here's what we are actually playing:



The "C" note is already used with the capo on the 3^{rd} fret, so if you look at the capo AS IF it were "fret zero" it would end up being (on the A string) 3 - 2 - 0.

On that C note, you're letting it ring AND getting into the actual "C chord" position at the same time. That's ALL for the song. Hopefully the correlation between the 2 guitars doesn't confuse you, but I needed to do it this way to make both guitars "fit" each other.

Quick Note: I forgot to mention that for the RHYTHM part (the open version without a capo) you are just playing the actual notes D# - D - C, which ends up being (on the A string) this:

6-5-3 (again, on the A string for the open guitar part)

The C in the open guitar part is ultimately partial, so it's: x32xxx and then immediately followd with the F partial, which is: x33xxx. The Bb is just a Bb, so it's: x133xx