

# Performance Notes

Use of capo optional. Do what sounds best and is playable for you.

Measure 40 and measure 44: the stretch in measure 40 is too far, use fingering of measure 44.

$\text{♩} = 125$

## Where To?

Composed by Derek Coombs

Tune high to low DGBDGC and capo third fret

Gtr I

The score consists of five systems, each with a melodic line in a treble clef and a guitar tablature line. The key signature has one flat (Bb) and the time signature is 4/4. The first system starts at measure 1. The second system starts at measure 4. The third system starts at measure 6. The fourth system starts at measure 8. The fifth system starts at measure 10. The tablature includes various fret numbers (0-7) and techniques like bends (marked with 'V' and a dashed line) and a double bar line with repeat dots. The melodic lines use eighth and quarter notes, often with slurs and ties.

12

T 0 0 | 0 0 1 0 0 1 0 | 0 0 0 0 0 0 0 0 0 0 0 0

A 4 4 4 4 4 4 | 0 0 2 2 0 0 2 2 2 2 4 4 2 2 4 4 0 | (0) 0 0 2 0 0 0 0 2

B 4 4 4 4 4 4 | 0 0 2 2 0 0 2 2 2 2 4 4 2 2 4 4 0 | 0 0 2 0 0 0 0 2

15

T 0 0 0 0 | 0 1 0 | 1 1 1 1 1 2 0 1 | 0 0 0 0 0 0 0 0 0 0 0 0

A 2 2 2 1 0 1 0 | 1 1 1 1 1 2 0 1 | 0 0 0 0 0 0 0 0 0 0 0 0

B 5 4 | 2 2 0 1 2 0 1 | 0 0 0 0 4 4 4 4

18

T 0 0 0 | 0 1 0 1 | 0 0 0 0 2 3 2 0 | 1 1 1 1 0 1 0 1 0

A 0 0 0 0 2 0 2 2 | 2 2 2 1 0 1 | 0 0 0 0 1 0 1 0 1 0

B 3 3 0 0 2 | 5 4 | 2 2 0 1 0

21

T 0 0 0 | 0 0 0 | 0 0 0 0 0 0 0 0 0 0 0 0

A 0 0 0 0 4 4 4 | 0 0 0 | 3 3 3 0 0 0 2 0 0 2 0 2

B 0 0 4 4 4 | 3 3 0 0 2 0 0 2 0 2

23

T 0 0 0 1 0 0 | 0 1 0 1 | 0 0 0 0 1 0 0 0 1 0 1 | 0 5 0 0 2 0

A 0 0 0 2 0 0 0 0 2 0 2 | 0 0 0 0 2 0 0 0 0 2 0 2 | 0 2 0 2 0

B 0 0 0 0 0 0 2 0 2 | 0 0 0 0 2 0 2 | 0 0 2 0 2 0

26

T 0 0 0 0 0 0 0 1 0 0 0 1 0 1 | 0 5 0 0 2 0

A 0 2 0 0 0 0 0 2 0 0 0 2 0 2 | 0 2 0 2 0

B 0 2 2 4 0 0 0 2 0 0 0 2 0 2 | 0 0 2 0 2 0

28

T  
A  
B

30

T  
A  
B

32

T  
A  
B

34

T  
A  
B

37

T  
A  
B

39

T  
A  
B

42

T 0 0 0 0 1 0 1 0 0 1 0 0 1 0 0 1 0 7 0 1  
A 0 0 0 0 2 0 2 0 0 0 0 2 0 0 1 0 1 4 5 1  
B 3 3 3 0 0 2 0 0 0 0 2 0 0 2 2 2 4 5 2

45

T 0 0 1 0 0 0 0 0 0 0 1 0 1 0 0 1 0 1  
A 0 0 0 2 0 0 0 0 0 0 2 0 2 0 0 0 0 2 0 2  
B 0 0 4 4 4 3 3 0 0 2 0 2 0 2 0 0 0 2 0 2

48

T 0 0 1 0 0 0 1 0 1 0 5 0 0 0 0 1 0 1  
A 0 0 0 2 0 0 0 0 2 0 2 0 0 0 0 2 0 2  
B 0 0 0 0 0 0 2 0 2 0 4 0 0 0 0 0 2 0 2

51

T 0 5 0 0 2 0 2 0 0 0 0 0 1 0 1  
A 0 0 2 0 0 2 0 2 4 0 0 0 0 2 0 2  
B 0 0 4 sl. 0 0 2 2 2 4 0 0 0 0 0 2 0 2

53

T 0 5 2 2 0 0 0 1 0 0 2 0 2 5  
A 0 0 2 0 0 2 0 0 0 0 1 0 0 1 0 1  
B 0 0 4 sl. 0 0 2 0 0 0 2 0 0 0 0 2 0 2

56

T 2 2 0 4 5 0 0 1 0 0 5 5 7 5 5 0 2 0 0  
A 0 0 4 0 0 0 0 2 0 0 0 0 0 0 0 2 0 0  
B 0 2 0 0 0 0 0 0 5 5 0 0 0 0 2 5 4 0 0 0 0

59

5 5 7 5 5 0 0 1 0 0 0 0 0 0 0 0 0 0

5 5 0 0 0 4 4 4 4 4 0 3 3 3 3 3 0

*rit.*

♩ = 97 ♩ = 125

*rit.*

62

0 0 0 0 1 0 0 0 1 0 0 0 0 0 0 0 0 0

0 0 2 0 2 0 0 0 0 0 0 0 2 0 0 0 0 0

0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0