

Artist:

Song:

Pink Panther

PART 1

Handwritten guitar notation for Part 1. It consists of two systems of three staves each (A, E, C, G). The first system includes fingerings (1-4), slurs, and symbols like 'S', 'P', and '(Em)'. The second system includes fingerings (4, 3, 2, 1, 0) and symbols like 'P' and 'O'. Fingering letters (I, M, R, P) are written below the notes.

PART 2

Handwritten guitar notation for Part 2. It consists of two systems of three staves each. The first system includes fingerings (1-4), slurs, and symbols like 'S', 'P', and '(Em)'. The second system includes fingerings (4, 3) and a trill symbol '7 6 (Trill)'. Fingering letters (M, I, P, R) are written below the notes.

PART 3

Handwritten guitar notation for Part 3. It consists of one system of three staves. It includes fingerings (1-4), slurs, and symbols like 'S', 'P', and '7 5'. Fingering letters (I, M, R, P) are written below the notes.

Fingers

Symbols

- I= Index
- M= Middle
- R= Ring
- P= Pinky

- 2^h3= Hammer On
- 2^s3= Slide
- 2^p1= Pull Off
- 1^b2= Bend

- ⏮ = Repeat
- ▭ = Down Strum
- ▽ = Up Strum



Artist: _____

Song: _____

A
E
C
G

R M X X

A
E
C
G

A
E
C
G

A
E
C
G

A
E
C
G

Fingers

- I= Index
- M= Middle
- R= Ring
- P= Pinky

Symbols

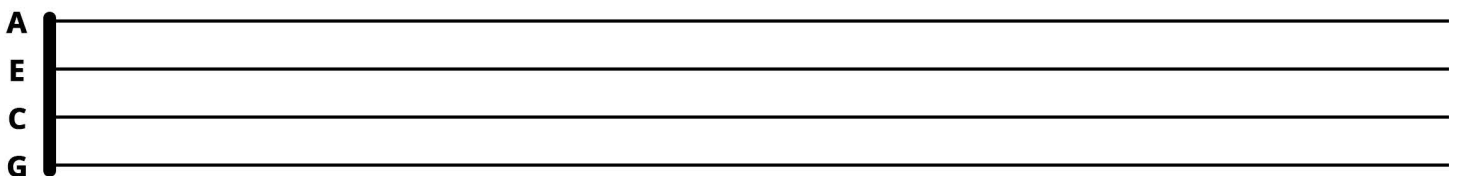
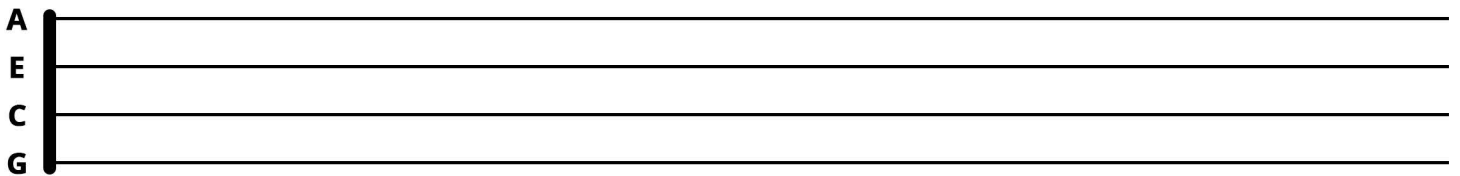
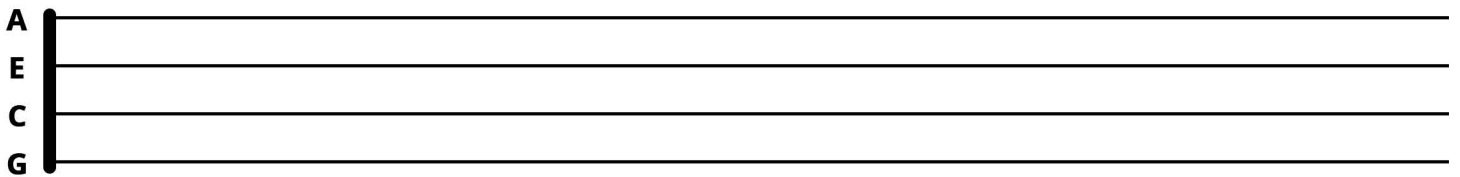
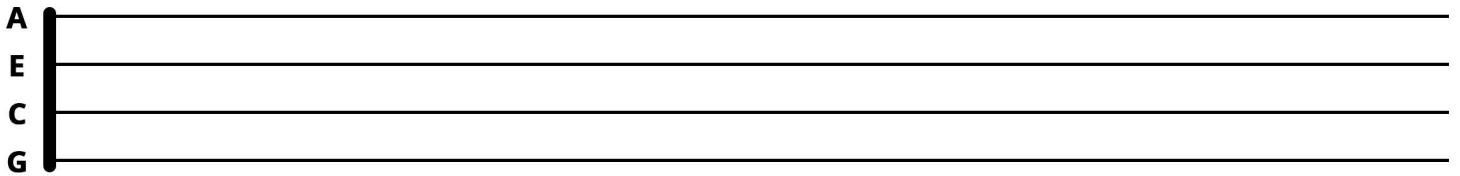
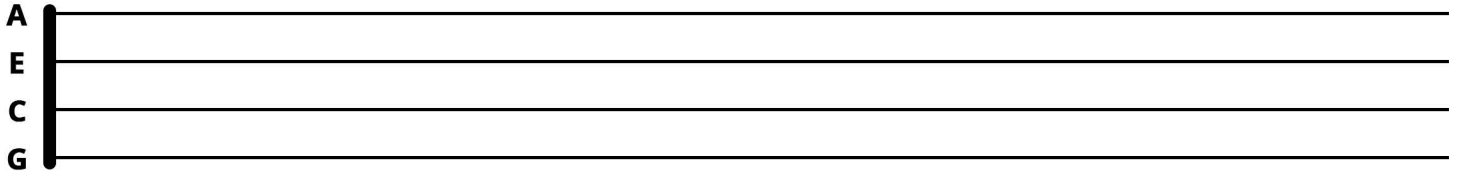
- $2^h 3$ = Hammer On
- $2^s 3$ = Slide
- $2^p 1$ = Pull Off
- $1^b 2$ = Bend

- $\boxed{:}$ = Repeat
- \square = Down Strum
- ∇ = Up Strum



Artist: _____

Song: _____



Fingers

I= Index
M= Middle
R= Ring
P= Pinky

Symbols

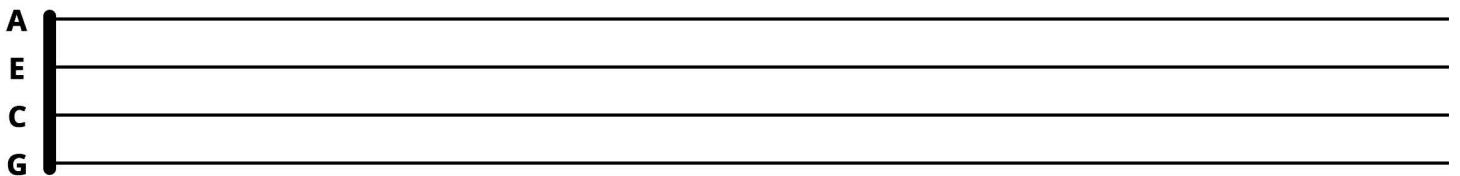
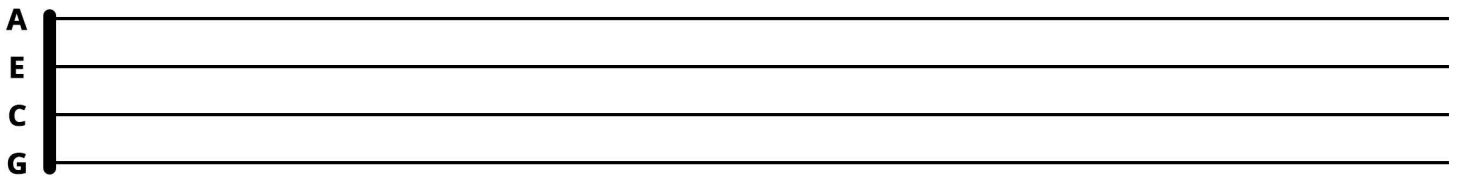
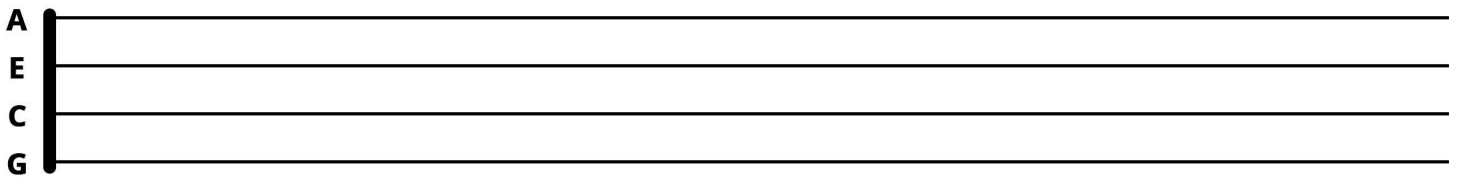
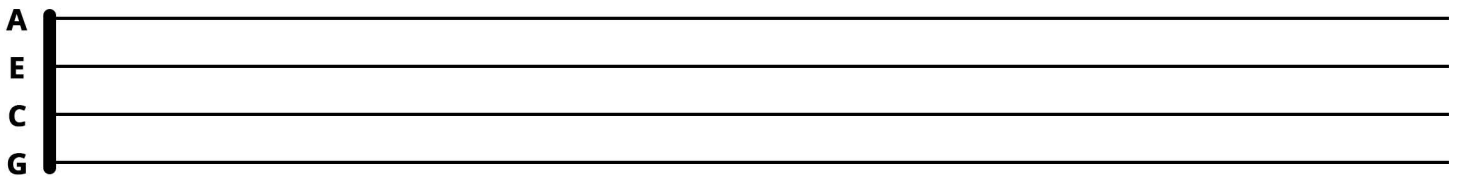
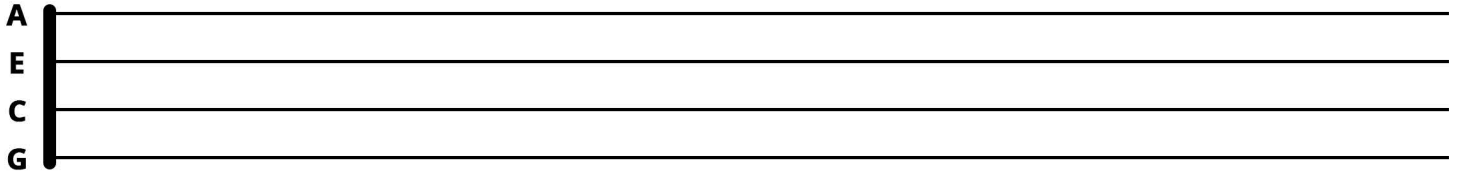
$2^h 3$ = Hammer On
 $2^s 3$ = Slide
 $2^p 1$ = Pull Off
 $1^b 2$ = Bend

⏮ = Repeat
 ▣ = Down Strum
 ▾ = Up Strum



Artist: _____

Song: _____



Fingers

I= Index
M= Middle
R= Ring
P= Pinky

Symbols

$2 \overset{h}{\frown} 3$ = Hammer On
 $2 \overset{s}{\frown} 3$ = Slide
 $2 \overset{p}{\frown} 1$ = Pull Off
 $1 \overset{b}{\frown} 2$ = Bend

$\overline{\text{||}}$ = Repeat
 \square = Down Strum
 ∇ = Up Strum