

Chanson angloise

Nicolas Vallet

Lute or Vihuela

③ = Gb

1 0 2 0 3 2 0 4 0 5 3 5 3 6 2 3 2

TAB 3 4

The first system of guitar tablature consists of two staves, T and B. The T staff has a 3/4 time signature. The notes are: 0, 0, 2, 4, 0, 3, 2, 0, 4, 0, 5, 3, 5, 3, 6, 2, 3, 2. The B staff has notes: 0, 1, 0, 2, 0, 3, 0, 2, 0, 5, 5, 3, 0, 3, 0, 3, 2. There are three measures with a repeat sign.

7 0 2 0 8 4 0 9 0 0 2 4 0 10 4 0 2 4 0 3 11 2 0 4 0 2 4

TAB

The second system of guitar tablature consists of two staves, T and B. The notes are: 0, 2, 0, 4, 0, 0, 0, 2, 4, 0, 4, 0, 2, 4, 0, 3, 2, 0, 4, 0, 2, 4. There are three measures with a repeat sign.

12 0 1 0 3 1 0 13 3 0 1 3 0 2 14 2 3 0 1 3 0 15 1 0 3 0 1 3

TAB

The third system of guitar tablature consists of two staves, T and B. The notes are: 0, 1, 0, 3, 1, 0, 2, 0, 1, 3, 0, 2, 0, 2, 0, 1, 3, 0, 1, 0, 3, 0, 1, 3. There are three measures with a repeat sign.

16 4 0 2 17 2 3 3 18 5 3 2 19 3 3 1 0 3 20 0 1 0

TAB

The fourth system of guitar tablature consists of two staves, T and B. The notes are: 4, 0, 2, 2, 3, 3, 5, 0, 5, 0, 0, 3, 2, 3, 3, 1, 0, 3, 0, 1, 0. There are three measures with a repeat sign.

21 0 3 22 2 0 23 4 2 24 0 2 3 25 2 3 0

TAB

The fifth system of guitar tablature consists of two staves, T and B. The notes are: 0, 3, 2, 0, 4, 2, 0, 2, 3, 2, 3, 0. There are three measures with a repeat sign.

26 4 2 4 27 0 28 0 0 2 29 2 0 3 0 2 3

TAB

The sixth system of guitar tablature consists of two staves, T and B. The notes are: 4, 2, 4, 0, 2, 0, 0, 2, 2, 0, 3, 0, 2, 3. There are three measures with a repeat sign.

30 5 3 2 3 0 2 31 3 0 3 0 1 3 32 0 1 3 1 0 3 33 1 3 0 1 3 0

TAB

The seventh system of guitar tablature consists of two staves, T and B. The notes are: 5, 3, 2, 3, 0, 2, 3, 0, 3, 0, 1, 3, 0, 1, 3, 1, 0, 3, 1, 3, 0, 1, 3, 0. There are three measures with a repeat sign.

34 35 36 37

T 0 2 3 5 2 2 4 5 2 4 0 0 2 3 0 2 3 0

A 0 0 0 2 2 2 0 0 2 3 0 3 0

B 0 0 0 2 2 2 0 0 0 0 0 0 0 0 0 0 0 0

38 39 40

T 4 2 4 0 0 0

A 0 2 2 2 0 0

B 0 2 0 0 0 0