

# ESTUDIO nº 1 DE ARPEADO O ARPEGGIO LARGO

Guitarra Flamenca

MANUEL GRANADOS

P i m a m i P i m a m i P i m a m i P i m a m i P i m a m i

T  
A  
B  
0 2 5 0 5 2 0 5 0 0 5 0 0 0 5 0 0 0 5 2 5 0 5 2

P i m a m i P i m a m i P i m a m i P i m a m i P i m a m i

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

T  
A  
B  
0 6 7 5 7 6 0 7 5 7 5 7 5 7 0 7 5 7 5 7 0 6 7 5 7 6

T  
A  
B  
0 7 9 0 9 7 0 9 0 0 9 0 0 0 9 0 0 0 9 0 0 9 7 9 0 9 7

T  
A  
B  
0 11 12 10 12 11 0 12 10 12 10 12 10 12 0 12 10 12 10 12 0 11 12 12 11

T  
A  
B  
0 5 6 4 6 5 0 6 4 6 4 6 4 6 0 6 4 6 4 6 0 5 6 4 6 5

BV.....

Musical notation for BV system 1, measures 1-4. Treble clef, key signature of one sharp (F#). Fingerings: 3, 4, 1, 1, 1. Bass clef tablature: 5 7 7 5 7 7 5 5 7 5 5 5 5 7 5 5 7 7 7 5 7 7.

Musical notation for BV system 2, measures 5-8. Treble clef, key signature of one sharp (F#). Fingerings: 2, 3, 1, 4, 0. Bass clef tablature: 0 7 8 6 8 7 0 8 6 8 6 8 6 8 0 8 6 8 6 8 6 8 0 7 8 6 8 7.

BVII.....

Musical notation for BVII system 1, measures 1-4. Treble clef, key signature of one sharp (F#). Fingerings: 3, 4, 2, 1, 1. Bass clef tablature: 7 9 9 8 9 9 7 9 8 7 8 9 8 7 7 8 9 8 7 8 9 9 8 9 9.

Musical notation for BVII system 2, measures 5-8. Treble clef, key signature of one sharp (F#). Fingerings: 3, 2, 4, 0. Bass clef tablature: 0 0 10 9 10 0 10 9 10 9 10 9 10 0 10 9 10 9 10 0 10 9 10 0.

Musical notation for BVII system 3, measures 1-4. Treble clef, key signature of one sharp (F#). Fingerings: 1, 3, 4, 2, 4, 2, 0. Bass clef tablature: 0 7 9 9 9 7 0 9 9 8 9 9 9 8 0 8 9 9 9 8 9 9 7 9 9 9 7.

Musical notation for BVII system 4, measures 5-8. Treble clef, key signature of one sharp (F#). Fingerings: 1, 2, 4, 3, 0. Bass clef tablature: 0 6 7 8 7 6 0 7 8 7 8 7 8 7 0 7 8 7 8 7 8 7 6 7 8 7 6.

Musical notation for BVII system 5, measures 1-4. Treble clef, key signature of one sharp (F#). Fingerings: 1, 3, 4, 4, 0, 0, 0, 3, 4, 0. Bass clef tablature: 0 7 9 9 9 7 0 9 9 0 9 9 9 0 0 9 9 9 0 9 9 0 7 9 9 9 7 0.