i bet you look good on the dancefloor

Words and Music by Alex Turner



riot van

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Tremolo arm (wammy bar)

I. Vibrato with tremolo arm

Create vibrato using small, rapid inflections of the tremolo arm.

2. Tremolo arm dive and return

Play note and depress tremolo arm by degree shown. Release arm to return to original note.

3. Tremolo arm scoop

Depress the arm just before picking the note and release.

4. Tremolo arm dip (or doop)

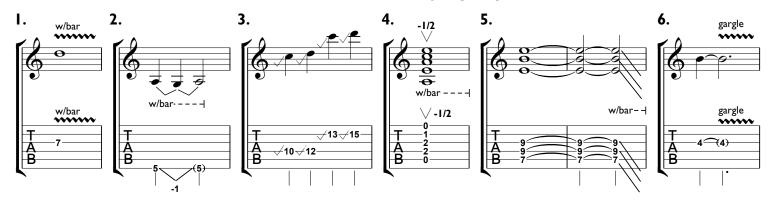
Pick the note, then lower the arm and quickly release.

5. Sustained note and dive bomb

Play note, hold for length of time shown and then depress arm to lower the pitch until the strings go slack.

6. Gargle

Pick the note and flick the tremolo arm rapidly with the same hand, making the pitch quiver.



Harmonics & Other techniques

I. Natural harmonics

Instead of fretting properly, touch the string lightly with the fretting hand at the fret shown in the tab. Pick as normal. Diamond noteheads show the resultant pitch.

2. Artificial harmonics

The first tab number is fretted and held with the fretting hand as normal. The picking hand then produces a harmonic by using a finger to touch the string lightly at the fret shown by the bracketed number. Pick with another finger of the picking hand.

3. Pinched harmonics

Fret the note as shown, but create a harmonic by digging into the string with the side of the thumb as you pick it.

4. Tapped harmonics

Fret the note as shown, but create the harmonic through tapping lightly with the picking hand at the fret shown in brackets.

5. Touch harmonics

Fret the first note, hold it, then touch the string lightly at the fret shown at the end of the slur with the picking hand.

6. Violining

Turn the volume control to zero, pick the notes and then turn the control to fade the note in smoothly.

7. Fingering (fretting hand)

Small numbers show the finger with which each note is to be fretted.

8. Fingerpicking notation (PIMA)

Notation that shows which finger should be used to pick each note when playing finger style. p = thumb, i = index, m = middle, a = ring.

