

# TUMBLING DICE

ダイスをころがせ

Words & Music by Mick Jagger & Keith Richard

この曲もギターはオープンGチューニングで、4フレットにカポタストをつけて演奏している。2本のギターは、ともにエフェクターなどつけず、アンプに直接プラグ・インしているナチュラルなものだ。少しディストーションしているが、アタッチメントは使わずに、アンプで自然にディストーションさせた方が良さだろう。Guitar IIは、スライド奏法を行っている。これは、左手の小指などにスライド・バーをつけてプレイしているものだ。冒頭のギター・ソロの部分では、スライド・バーを使わず、指でフレットを押え、チョーキングを行っている部分もあるが、スライド・

バーはつけたままにしておき、他の指を使ってうまくフレットを押えるようにしよう。この曲では、ピアノも弾かれているが、スペースがないので省略させてもらった。これは、シンプルにコードを8分音符で刻んでいるものであり、問題なくプレイできるだろう。この曲のベース、ドラムは、ほとんどオーソドックスな8ビートのパターンを弾いている。テンポも演奏しやすいミディアムだ。リズムがはしらないように注意して、ノリの良い演奏を心がけたい。

118

Intro *B*

Vocal

Um \_\_\_\_\_ Yeah \_\_\_\_\_

Other

< Chorus >

Open G, Capo: 4

Guitar I

(G)

Woo \_\_\_\_\_

Open G, Capo: 4

Guitar II

Slide Guitar

Bass

Drums

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*B* *A* *B*

Wo - man think I'm tas - ty al - ways trying to waste me make \_\_\_\_ me burn the can - dle right down

(G) (G)

*B* *F#* *B* *F#* *B* *E*

Ba - by \_\_\_\_ Ba - by \_\_\_\_ (I) don't need jewels \_\_\_\_ in my crown

(G) *Ba by* *Ba by* (C)

(D) (G)

**Vocal** *F#* *B*  
 'Cause all \_\_\_\_\_ you wo - men is low \_\_\_\_\_ down gamb - lers Cheat -

**Other**

**Guitar I** *(D)* *(G)*

**Guitar II**

**Bass**

**Drums**

**Vocal** *B* *F#* *B*  
 - ing like I don't know how \_\_\_\_\_ Ba - by \_\_\_\_\_ I know

**Other**

**Guitar I** *(G)* *Ba* *by* *(D)* *(G)*

**Guitar II**

**Bass**

**Drums**

$F^\sharp$   $B$   $E$   $F^\sharp$   
 cra - zy ——— There's fe - ver in the funk house ——— now ——— This  
 cra - zy ——— fe - ver in the funk house now  
 (D) (G) (C) (D)

$C$   $B$   
 low down bitch - in' got my ——— poor feet a - ich - ing Do ——— you know the dance it still wild  
 (G)

**Vocal**

B F# B F# B E

Ba - by I can't stay You got to roll me and

**Other**

**Guitar I**

(G) Ba by (D) can't (D) stay (G) roll me (C)

**Guitar II**

**Bass**

**Drums**

122

**Vocal**

E B D B

all me the tum - bl - ing dice Al - ways in a hurry I

**Other**

**Guitar I**

(C) all me the tum - bl - ing dice (G) (G)

**Guitar II**

**Bass**

**Drums**

ne - ver stop to wor - ry      Don't see the time flash - ing by      Ho - ney got no

(G)      Ho - ney (D) (G)

F# B E F# E B

I'm all si - x and se - vens (and) nines      Say now, ba - by, I'm the  
(D) (G) (C) (D) (G)

mo - ney      si - x and se - vens (and) nines

**Vocal** *B* rank out - si - der You can be my part - ner in crime *F#* *B* Ba - by I

**Other**

**Guitar I** *(G)* *(D)* *(G)*

**Guitar II**

**Bass**

**Drums**

**Vocal** *F#* *B* *E* can't stay (You) got (to) roll me (and) call me the tum - bl - ing Oh yeah,

**Other** can't stay Roll me

**Guitar I** *(D)* *(G)* *(C)*

**Guitar II**

**Bass**

**Drums**

125

The musical score for 'The Rose Tree' is presented in a multi-staff format. The top two staves are for vocal parts, both in treble clef with a key signature of three sharps (F#, C#, G#). The first staff has a 'B' above it, and the second staff has an 'F#' above it. The third staff is for guitar, in treble clef with a key signature of one sharp (F#). It includes chord diagrams for (G), (D), and (G). The fourth staff is for tenor and bass voices, with 'T' and 'B' labels. The fifth staff is for guitar, in bass clef with a key signature of three sharps. It includes fingerings and a 'CD' marking. The sixth staff is for guitar, in bass clef with a key signature of three sharps. It includes fingerings and a 'CD' marking. The seventh staff is for guitar, in bass clef with a key signature of three sharps. It includes fingerings and a 'CD' marking. The eighth staff is for guitar, in bass clef with a key signature of three sharps. It includes fingerings and a 'CD' marking.

Vocal

F# B E F# G B

Oh, my, — my, — my, — I'm the lone

Other

Guitar I

(D) (G) (C) (D) (G)

Slide Guitar

Guitar II

Bass

Drums

126

Vocal

B F# B

— crap shoo - ter Play - in' the field — e - very night — night, — Ba - by —

Other

Guitar I

(G) Ba by — (D) (G)

Guitar II

Bass

Drums

can't stay \_\_\_\_\_ You got to roll \_\_\_\_\_ me call me the tum - bl - ing

can't (D) stay (G) roll (C) me call me the tum - bl - ing

roll \_\_\_\_\_ me call me the tum - bl - ing Yah \_\_\_\_\_ got to

Yah \_\_\_\_\_ got to roll me (G) (D) got to

roll \_\_\_\_\_ me call me the tum - bl - ing Yah \_\_\_\_\_ got to

Yah \_\_\_\_\_ got to roll me (G) (D) got to

roll \_\_\_\_\_ me call me the tum - bl - ing Yah \_\_\_\_\_ got to

Yah \_\_\_\_\_ got to roll me (G) (D) got to

**Vocal**

*E B F# E B F#*

roll me got to roll me, um, um yeah got to

**Other**

roll me got to roll me got to

**Guitar I**

(C) (G) (D) (C) (G)<sub>s</sub> (D)<sub>s</sub>

**Guitar II**

**Bass**

**Drums**

128

**Vocal**

*E B E B*

roll me, um um got to roll me, um yeah got to

**Other**

roll me got to roll me got to

**Guitar I**

(C) (G) (C) (G)

**Guitar II**

**Bass**

**Drums**

129

roll me, ah, Yeah, \_\_\_\_\_ got to roll \_\_\_\_\_ me I'm \_\_\_\_\_ the tum - bl - ing

roll me (C) keep on roll - ing got to roll me (C) got to (G)

1 2 0 2 4 4 2 0 4 2 0 0 2

2 4 2 2 2 1 4 1 8 6 4 1

Repeat & F.O.