

Lucky
Hoobastank

C# Afinação (C# G# C# F G# C#)

Introdução

C#[-0-0---0--0---0-0---0--0--]
G#[-0-0---0--0---0-0---0--0--]
F[-8-8--13-12---8-8--11-10--]
C#[-7-7--12-12---7-7--10--9--]
G#[-5-0--10--0---5-0---8--7--]
C#[-5-0--10--0---5-0---8--7--]

Verso 1

C#[-0-0---0--0---0-0---0--0--]
G#[-0-0---0--0---0-0---0--0--]
F[-8-8--13-12---8-8--11-10--]
C#[-7-7--12-12---7-7--10--9--]
G#[-5-0--10--0---5-0---8--7--]
C#[-5-0--10--0---5-0---8--7--]

A Bateria começa aqui

C#[-0-0---0--0---0-0---0---0--0---0--]
G#[-0-0---0--0---0-0---0---0--0---0--]
F[-8-8--13-12---8-8--11--13--7--10--]
C#[-7-7--12-12---7-7--10--12--7--10--]
G#[-5-0--10--0---5-0---8--10--7--10--]
C#[-5-0--10--0---5-0---8--10--7--10--]

Refrão

C#[-0---0---0--0--]
G#[-0---0---0--0--]
F[-8--13--11--6--]
C#[-7--12--10--5--]
G#[-0--10---8--3--]
C#[-0--10---8--3--]

C#[-0---0-----0--0--0--]
G#[-0---0-----0--0--0--]
F[-8--13--4--11--6--8--]
C#[-7--12--1--10--5--7--]
G#[-0--10--1---8--3--0--]
C#[-0--10--1---8--3--0--]

Verso 2

C#[-0-0---0--0---0-0---0--0--]
G#[-0-0---0--0---0-0---0--0--]
F[-8-8--13-12---8-8--11-10--]
C#[-7-7--12-12---7-7--10--9--]
G#[-5-0--10--0---5-0---8--7--]

C#[-5-0--10--0---5-0---8--7--]

C#[-0-0---0--0---0-0---0---0--0---0--]

G#[-0-0---0--0---0-0---0---0--0---0--]

F[-8-8--13-12---8-8--11--13--7--10--]

C#[-7-7--12-12---7-7--10--12--7--10--]

G#[-5-0--10--0---5-0---8--10--7--10--]

C#[-5-0--10--0---5-0---8--10--7--10--]

Refrão

C#[-0---0---0--0--]

G#[-0---0---0--0--]

F[-8--13--11--6--]

C#[-7--12--10--5--]

G#[-0--10---8--3--]

C#[-0--10---8--3--]

C#[-0---0-----0--0-----]

G#[-0---0-----0--0-----]

F[-8--13--4--11--6-----13--]

C#[-7--12--1--10--5--7--12--]

G#[-0--10--1---8--3--7--10--]

C#[-0--10--1---8--3--7--10--]

Ponte

C#[-----]

G#[-----]

F[-8-----]

C#[-0-xxx-5h7777h10-10-10--]

G#[-0-xxx-5h7777h10-10-10--]

C#[-0-xxx-5h7777h10-10-10--]

C#[-----]

G#[-----]

F[-----]

C#[-0-xxx-4h5555h7-7-7--]

G#[-0-xxx-4h5555h7-7-7--]

C#[-0-xxx-4h5555h7-7-7--]

C#[-----]

G#[-----]

F[-----7777-----13-13-13-13--]

C#[-8888--7777--8888h12-12-12-12--]

G#[-8888--7777--8888h10-10-10-10--]

C#[-8888--7777--8888h10-10-10-10--]

C#[-----]

G#[-----]

F[-8-----]

C#[-0-xxx-5h7777h10-10-10--]

G#[-0-xxx-5h7777h10-10-10--]

C#[-0-xxx-5h7777h10-10-10--]

C#[-----]
G#[-----]
F[-----]
C#[-0-xxx-4h5555h7-7-7--]
G#[-0-xxx-4h5555h7-7-7--]
C#[-0-xxx-4h5555h7-7-7--]

C#[-----]
G#[-----]
F[-----7777-----13-13-13-13--]
C#[-8888--7777--8888h12-12-12-12--]
G#[-8888--7777--8888h10-10-10-10--]
C#[-8888--7777--8888h10-10-10-10--]

Instrumental

C#[---xxxx---xxxx---xxxx-----]
G#[---xxxx---xxxx---xxxx-----]
F[-8-xxxx-8-xxxx-8-xxxx-----]
C#[-7-xxxx-7-xxxx-7-xxxx--5h7777h10-10-10--]
G#[---xxxx---xxxx---xxxx--5h7777h10-10-10--]
C#[---xxxx---xxxx---xxxx--5h7777h10-10-10--]

C#[---xxxx---xxxx---xxxx-----]
G#[---xxxx---xxxx---xxxx-----]
F[-8-xxxx-8-xxxx-8-xxxx-----]
C#[-7-xxxx-7-xxxx-7-xxxx--55555-333--]
G#[---xxxx---xxxx---xxxx--55555-333--]
C#[---xxxx---xxxx---xxxx--55555-333--]

Refrão

C#[--0-----]
G#[--0-----]
F[--0-sustente o acorde--]
C#[--0-----]
G#[--0-----]
C#[--0-----]

C#[-0---0-----0--0--]
G#[-0---0-----0--0--]
F[-8--13--4--11--6--]
C#[-7--12--1--10--5--]
G#[-0--10--1---8--3--]
C#[-0--10--1---8--3--]

Final

C#[-0---0---0--0--]
G#[-0---0---0--0--]
F[-8--13--11--6--]
C#[-7--12--10--5--]
G#[-0--10---8--3--]
C#[-0--10---8--3--]

C#[-0---0-----0--0--0--]

G#[-0---0-----0--0--0--]

F[-8--13--4--11--6--8--]

C#[-7--12--1--10--5--7--]

G#[-0--10--1---8--3--0--]

C#[-0--10--1---8--3--0--]