

# Shaving a Dead Man

Traditional

Arrangement (c) copyright 2010 by Donald J. Borchelt

The image displays a guitar tablature for the song "Shaving a Dead Man". The music is in 2/4 time and features a key signature of one sharp (F#). The tablature is organized into five systems, each with a measure number (2, 6, 10, 15, 20) and a chord label above the staff. The chords used are D, G, A7, and D. The notation includes fret numbers (0, 2, 4, 5, 7, 9), accidentals (sharps), and articulation marks such as slurs, accents, and slurs with "SI" (sustain) and "H" (hammer-on) labels. The first system starts with a double bar line and a key signature change to one sharp. The second system begins at measure 6. The third system begins at measure 10 and includes slurs with "SI" and "2 → 4" markings. The fourth system begins at measure 15 and includes a hammer-on "H" marking. The fifth system begins at measure 20 and includes slurs with "SI" and "2 → 4" markings.

25 A7 D

0 0 0 0 0 0 12 12 12 12 16 12 14 12 16 12 16 12 14 12

30 G D G D

14 12 12 12 16 12 14 12 16 12 12 12 16 12 14 12 16 12 14 12 14 12

35 A7 D

H 0 0 12 10 10 0 0 10 12 0 0 0 0 0 5 0 0 0 0 H 0 0 12 10 10 0 0

39 A7 D

H 0 0 12 10 10 0 0 10 12 0 0 0 0 0 5 0 0 0 0 H 0 0 0 0 0 0 0

43 A7 D

H 0 0 12 10 10 0 0 10 12 0 0 0 0 0 5 0 0 0 0 H 0 0 12 10 10 0 0

47 A7 D

H 0 0 12 10 10 0 0 10 12 0 0 0 0 0 5 0 0 0 0 H 0 0 0 0 0 0 0

2. D

51

This is a tune that comes originally from the old-time clawhammer pioneer Oscar Wright. Wright's original open E tuning (g#BEBE) is almost unique to this piece, giving him the dominant below the tonic in two octaves. I have set this in standard open D (aDF#AD), however, with the capo on the 2nd fret. I have had to make adjustments to the melody of the B part in the low break, but I think the overall feeling of the tune is still there.

I based my version on the playing of Tim Rowell, who runs the Traditional Music Program at the Real School of Music in Burlington, Massachusetts. Tim's playing on this has a very lyrical feel, which I have tried to emulate.