

Flood

Throwing Muses
University

Words & Music by Kristin Hersh
Transcribed by Chris Palmer

Voice Clean Guitar Electric Bass
Standard tuning Standard tuning Standard tuning

♩ = 125

A Intro

v.

el. guit.

el. bs.

1 2 3 4 5 6

w/light tremolo, reverb

C#m9 **Bsus4, 2** **Aadd9**

mf *mf* *mp*

let ring

□ □ V □ V □ V P □ □ □ V V P V V □ □ □ V V P V □

TAB

6 6 0 6 6 4 0

4 4 0 2 0 4 4

0 2 2 2 0 2

4 (4) 2 0

B Verse

v.

7 8 9 10 11 12 5x

mf Fly and you get high right? all right

el.guit.

let ring

C#m9 **Bsus4, 2** **Aadd9**

el.bs.

f

13 14 15 16

You're my bri- i- ght light

full

C#m9 **Bsus4, 2** **Aadd9**

let ring

17 18 19

v.

el.guit.

C#m9 **Bsus4, 2**

let ring

3 4 P P

6 6 0 6 6 4 0 4 4 0 0 2 0 4 4

4 0 2 4 4 2 2 4

Bridge

20 21 22

high

oh god I'm

Asus2 **C** **Em**

f

let ring

high

3x

(7) 5 4 5

0 2 2 0 0 2 2 0 0 2 3 2 3 2 2 2 3

0 2 0 2 2 0 2 2 (0) (3) 3 2 3

v.

23 24 25 26

high

el.guit.

Am H

let ring

TAB

0 2 0 2 2 0 | 0 2 0 2 2 1 | 0 2 0 2 2 1 | 0 0 0 0 1 1 1 1 2 2 2 2 2 2 2 2 0 0 0 0

e.l.bs.

TAB

0 2 0 2 2 | 0 2 0 2 2 | 0 2 0 2 2 | 0 0 0 0

D Chorus

27 28 29 30

wa- ter falls of light flood my

TAB

4 5 | 7 9 | 7 | 4 5

Bsus4 Asus2 Bsus4

let ring

TAB

0 0 0 0 0 0 0 0 | 0 0 0 0 0 0 0 0 | 0 0 0 0 0 0 0 0 | 0 0 0 0 0 0 0 0
 4 4 4 4 4 4 4 4 | 4 4 4 4 4 4 4 4 | 2 2 2 2 2 2 2 2 | 4 4 4 4 4 4 4 4
 4 4 4 4 4 4 4 4 | 4 4 4 4 4 4 4 4 | 2 2 2 2 2 2 2 2 | 4 4 4 4 4 4 4 4
 2 2 2 2 2 2 2 2 | 2 2 2 2 2 2 2 2 | 0 0 0 0 0 0 0 0 | 2 2 2 2 2 2 2 2

let ring

TAB

2 2 2 2 2 2 2 2 | 2 2 2 2 2 2 2 2 | 0 0 0 0 0 0 0 0 | 2 2 2 2 2 2 2 2

v.

31 32 33 34

eyes with light flood my eyes with

TAB

7 9 7 9 5 4 5

el.guit.

C#m7 **Asus2** **Bsus4** **C#m7**

let ring ----- 4

TAB

0 0 0 0 0 0 0 0 | 0 0 0 0 0 0 0 0 | 0 0 0 0 0 0 0 0 | 0 0 0 0 0 0 0 0

6 6 6 6 6 6 6 6 | 2 2 2 2 2 2 2 2 | 4 4 4 4 4 4 4 4 | 6 6 6 6 6 6 6 6

6 6 6 6 6 6 6 6 | 2 2 2 2 2 2 2 2 | 4 4 4 4 4 4 4 4 | 6 6 6 6 6 6 6 6

4 4 4 4 4 4 4 4 | 0 0 0 0 0 0 0 0 | 2 2 2 2 2 2 2 2 | 4 4 4 4 4 4 4 4

el.bs.

let ring ----- 4

TAB

6 2 6

4 4 4 4 4 4 4 4 | 0 0 0 0 0 0 0 0 | 2 2 2 2 2 2 2 2 | 4 4 4 4 4 4 4 4

35 36 37 38

my- y- y- y- y- y- y- y- y- fry y ach- i- ing eye sight

sl. sl.

TAB

6 6 6 6 6 6 6 6 | 6 12 9 7 | 7 | 6

Bsus4 **Asus2**

let ring ----- 4

TAB

0 0 0 0 0 0 0 0 | 0 0 0 | 0 0 0 0 0 0 0 0 | 0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0 | 0 0 0 | 0 0 0 0 0 0 0 0 | 0 0 0 0 0 0 0 0

6 6 6 6 6 6 6 6 | 6 6 6 | 4 4 4 4 4 4 4 4 | 2 2 2 2 2 2 2 2

6 6 6 6 6 6 6 6 | 6 6 6 | 4 4 4 4 4 4 4 4 | 2 2 2 2 2 2 2 2

4 4 4 4 4 4 4 4 | 4 4 4 | 2 2 2 2 2 2 2 2 | 0 0 0 0 0 0 0 0

let ring ----- 4

TAB

6 /6 4 2 4 0 2

4 4 4 4 4 4 4 4 | 4 /6 4 | 2 4 | 0 2

ad lib.

fry

5x

v.

39 40 41 42

my my ach- i- ing eye sight

6 9 9 7 7 6

C#m7

Bsus4

Asus2

el.guit.

let ring

0 0 0 0 0 0 0 0 | 0 0 0 0 0 0 0 0 | 0 0 0 0 0 0 0 0 | 0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0 | 0 0 0 0 0 0 0 0 | 0 0 0 0 0 0 0 0 | 0 0 0 0 0 0 0 0

6 6 6 6 6 6 6 6 | 6 6 6 6 6 6 6 6 | 4 4 4 4 4 4 4 4 | 2 2 2 2 2 2 2 2

4 4 4 4 4 4 4 4 | 4 4 4 4 4 4 4 4 | 2 2 2 2 2 2 2 2 | 0 0 0 0 0 0 0 0

el.bs.

4 0 2 4 4 2 2 4 0 2

43 44 45 46

C#m7

Bsus4

Asus2

let ring

0 0 0 0 0 0 0 0 | 0 0 0 0 0 0 0 0 | 0 0 0 0 0 0 0 0 | 0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0 | 0 0 0 0 0 0 0 0 | 0 0 0 0 0 0 0 0 | 0 0 0 0 0 0 0 0

6 6 6 6 6 6 6 6 | 6 6 6 6 6 6 6 6 | 4 4 4 4 4 4 4 4 | 2 2 2 2 2 2 2 2

4 4 4 4 4 4 4 4 | 4 4 4 4 4 4 4 4 | 2 2 2 2 2 2 2 2 | 0 0 0 0 0 0 0 0

4 0 2 4 4 2 2 4 0