

# LANDSLIDE

As recorded by FLEETWOOD MAC

Words by STEVIE NICKS  
Music by STEVIE NICKS



## A intro

$\text{♩} = 80$

C

G/B

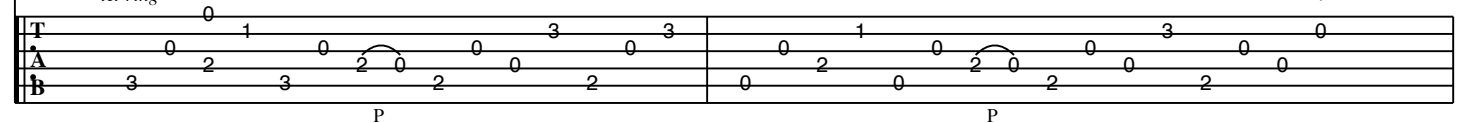
Am7

G/B



Gtrs I, II **mf**

let ring



C

G/B

Am7

G/B



let ring



$\text{♩} = 80$

C

G/B

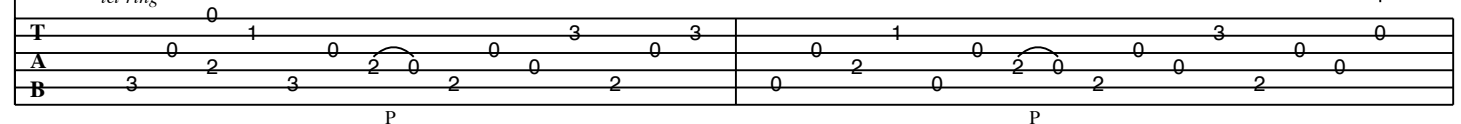
Am7

G/B



Gtrs I, II **mf**

let ring



7

C G/B Am7 G/B

let ring

|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| T | 0 | 1 | 0 | 0 | 3 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 1 | 0 | 0 | 3 |
| A | 0 | 2 | 0 | 2 | 0 | 0 | 0 | 0 | 0 | 0 | 2 | 0 | 2 | 0 | 0 | 0 |
| B | 3 | 3 | 2 | 2 | 0 | 2 | 0 | 0 | 0 | 0 | 0 | 2 | 0 | 2 | 0 | 0 |

**B** 2

Am7 G/B C G/B

Gtr I *mf*  
let ring

T 0 1 0 1 0 3 0 0  
A 0 2 0 2 0 0 0 0  
B 0 2 0 2 0 2 0 0

T 0 1 0 3 3 0 0 0  
A 0 2 0 2 0 2 0 0  
B 3 2 3 2 2 2 0 0

Gtr II *mf*  
let ring

T 0 1 0 0 3 0 0 0  
A 0 2 0 2 0 0 0 0  
B 0 2 0 2 0 2 0 0

H

11

Am7 G/B C G/B

let ring

3 3 3 3 1 3 0 3 0 0 0 0 2 3 2 0 2 2 2 0 0

H

let ring

0 1 0 1 3 0 3 0 1 0 1 3 0 3 0 0 2 3 3 2 0 0 0 2

H H H H

C Riff B

Am7 D7/F# G D7/F#

let ring

0 1 1 0 2 1 2 3 2 0 0 1 0 3 0 0 0 2 0 2 1 2 0 0 3 3 2 2

H P

let ring

0 1 1 0 2 0 0 2 0 1 3 2 2 0 1 0 0 2 0 2 2 0 0 3 3 2 2

H P H H P

Em C G/B

15

let ring

T 0 0 0 0 0 0 1 1 1 0 3 3 3 3 2 0

A 2 0 2 2 2 2 3 2 3 2 0 2

B 0 2 2 0 0 3 3 2 2

let ring

T 1 0 0 3 0 0 1 0 1 0 3 0 0

A 2 2 2 2 0 2 3 2 2 2 0 0

B 0 2 0 0 2 2 3 2 2 2 0 0

H

Am7 D7/F# G D7/F#

17

let ring

T 0 1 1 0 2 0 1 3 2 1 0 0 1 0 3 3 2 2 1 2 0 0

A 2 0 2 0 0 2 0 0 0 0 0 0 0 0 0 2 0 2 0 0

B 0 0 0 2 0 2 0 2 2 3 2 2

H P H H P

let ring

T 2 1 0 2 0 2 0 1 1 2 1 0 0 0 0 0 2 0 2 0 0

A 2 2 0 2 0 2 0 0 2 0 0 0 0 0 0 2 0 2 0 0

B 0 0 0 2 0 2 0 2 2 3 3 2 2

P H H

**D End Riff B**

The image displays a musical score for guitar, consisting of two systems. Each system includes a treble clef staff with a melody, a bass clef staff with a bass line, and a guitar-specific staff with fret numbers and techniques like 'let ring'.

**System 1:**

- Treble Clef:** Melody line starting on G4, moving through various intervals and octaves.
- Bass Clef:** Bass line starting on G2, moving through various intervals and octaves.
- Guitar Staff:** Fret numbers (0, 2, 3, 0, 0, x, 0, x) and techniques like 'let ring'.
- Chords:** Em, C, G/B.

**System 2:**

- Treble Clef:** Melody line starting on G4, moving through various intervals and octaves.
- Bass Clef:** Bass line starting on G2, moving through various intervals and octaves.
- Guitar Staff:** Fret numbers (0, 2, 2, 2, 0, 2, 2, 0, 3, 0, 2, 2, 0, 2, 0, 0) and techniques like 'let ring'.
- Chords:** H, P.

## E Guitar Solo

21

Am7 G/B C

Gtr III *mf*

Full

Full

Full

Gtr I *mf* let ring

Gtrs I, II

P

P

P

Gtr II *mf* let ring

H

The image displays a musical score for guitar, organized into two systems. Each system consists of three staves: a top staff for the melody, a middle staff for the guitar (Gtrs I, II), and a bottom staff for the bass line.

**System 1:**

- Melody:** The first staff shows a melody line with a key signature of one sharp (F#) and a common time signature (C). It includes a "Full" instruction with an upward arrow pointing to a specific note.
- Guitar:** The second staff is labeled "Gtrs I, II" and includes a "let ring" instruction with a dotted line.
- Bass:** The third staff shows a bass line with a "P" instruction.

**System 2:**

- Melody:** The first staff continues the melody line, featuring a "Full" instruction with an upward arrow.
- Guitar:** The second staff continues the guitar part, including a "let ring" instruction.
- Bass:** The third staff continues the bass line, featuring a "P" instruction.

The score is written in standard musical notation, including notes, rests, and various musical symbols. The key signature is one sharp (F#) and the time signature is common time (C).

F Chorus

C                      G/B                      G                      D7/F#

29

*p*                      *mf*

H   P   H   P   H   P   P

Gtr I *mf*  
let ring

T 0 1 0 0 3 2 0 2 0 2 3 1 0 3  
A 0 0 2 0 2 0 2 0 2 1 2 0 0  
B 0 0 2 2 2 3 2 2

Gtr II *mf*  
let ring

T 0 1 0 1 0 0 2 1 0 0 1 0  
A 2 0 2 0 0 2 0 0 2 0 2 0  
B 0 0 2 2 2 2 3 3 2 2

H   P



Am7 D7/F# G D7/F#

33

Full Full

H sl.

let ring

H P H H P

let ring

P H H

Em C G/B Am7 G/B

35

Gtr I

let ring

T A B

Gtr II

let ring

T A B

H P P

38

C G/B Am7 G/B

let ring

T 3 1 3 1 3 3 3 3 3 3 0 1 3 1 3 1 0

A 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

B 3 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

H

40

C G/B Am7 G/B

Gtrs I, II **mf**

let ring

T 0 1 0 0 3 0 3 0 1 0 0 3 0 0

A 0 2 0 2 0 0 0 0 2 0 2 0 0 0

B 3 3 3 2 0 2 2 0 0 2 0 2 0 0

P P

42

C G/B Am7 G/B

let ring

T 0 1 0 0 3 0 3 0 1 0 0 3 0 0

A 0 2 0 2 0 0 0 0 2 0 2 0 0 0

B 3 3 3 2 2 0 2 0 0 2 0 2 0 0

P

44

C G/B Am7 G/B

Gtr III *p*

let ring Full

T A B

10

Gtrs I, II *mf*

let ring

T A B

0 1 0 0 3 0 3 0 2 1 0 2 0 3 0 0

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

P P

C G/B Am7 G/B

46

let ring

Full Full

T A B

10 11 10 11 10 (10) 10 8 11 11 10 11

let ring

T A B

0 1 0 0 3 0 0 0 2 1 0 2 0 3 0 0

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

P

48

C G/B Am7 G/B C G/B

let ring

Full

Full

T 10 11 10 11 8 11 10 11

A 10 10 10 10 8 10 10 10

B

let ring

T 0 1 3 3 1 3 3 3 0 1 3 3 3 0 1 3 3

A 0 2 0 0 0 0 0 0 0 2 0 0 0 0 0 0 0

B 3 2 3 2 0 2 0 2 0 2 0 2 2 2 3 2 3

P P

## G outro

Am7 G/B C G/B Am

let ring

P