

Gravel Walks

Traditional Irish Reel

This is a very dynamic tune, beginning in A major for the A part, then to A minor for the B and C parts, and then in the D part, the key of C major. In the fretted dulcimer arrangement, you should strum the piece throughout. Once a chord or finger position is noted in the fretted dulcimer tablature, keep this position until another tablature number appears. On the hammered dulcimer, play the 16th notes by bouncing one hammer from the first sixteenth note to the second, rather than hammering each 16th note individually.

Arrangement for Dulcimers © Bonnie Carol 2001

Keys of A, Am & C
Mixolydian & Dorian Melody
Tune D A D D, capo 4
Strummed

$\text{♩} = 120$

A PART

A

G

Strummed

Capo 4

Bass D	0	0	0	ETC.																
Middle A	0	0	0	ETC.																6
Treble D	0	0	0	ETC.																
Treble D	0	8	0	6+	0	8	0	0	8	0	5	0	5							

Bass D	0	ETC.																		6
Middle A	0	8	0	6+	7	8	9	10	8	7	6	5	0	5						
Treble D	0	8	0	6+	7	8	9	10	8	7	6	5	0	5						
Treble D	0	8	0	6+	7	8	9	10	8	7	6	5	0	5						

B PART

Am

G

Bass D	0	ETC.																		6
Middle A	0	11	0	10	0	9	0	0	8	0	5	0	5							
Treble D	0	11	0	10	0	9	0	0	8	0	5	0	5							
Treble D	0	11	0	10	0	9	0	0	8	0	5	0	5							

1 Am				G				2 Am				G			
0 ETC.				6				0 0 ETC.				6			
0 11 0 10 0 9 0				10 8 7 6 5 0 5				0 5 6 7 8 9 10 9 11				10 8 7 6 5 0 5			

hammer on

C PART Am				G				Am				G			
0 0 ETC. 6 0 0 ETC.				5 6 6				0 0 ETC. 6 0 0 ETC.				5 6 6			
6 0 0 0 0 5				6 0 0 5 5 7				6 0 0 0 8 9				10 10 8 7 5 5			

D PART C				G				1 C				G			
6 6 6				6 0 6				6 6 6				0 0 ETC. 6			
6 10 6 11 6 10 6				6 10 6 5 0 5				6 10 6 11 6 10 6				10 8 7 6 5 0 5			

2 Am				G				Final Ending Am			
0 ETC.				6 6				0 0 0 0			
0 5 6 7 8 9 10 9 11				10 8 7 6 5 0 5				0 0 0 0			

hammer on