

How Will I Laugh Tomorrow (When I Can't Even Smile Today)

Suicidal Tendencies

Gtr 1 ☺
Acoustic: 

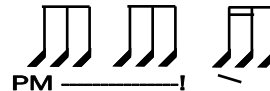
T	0 0h1 0	1 0 1	0 0h1 0	
A	2 2 2	2 0	2 2	0 0
B	0 2 2	3 2 2	0 2 2	3 2 4 2 4 2
				3 5 3 5 3

☺
Gtr 2
Distortion:
○ ○ ○ 

T				
A	2		2	5
B	0	3	0	3 5 7 7 5 7 3
		1		3 3 5 5 3 5 3



T	0 0h1 0	1 0 1	0 0h1 0	
A	2 2 2	2 0	2 2	0 0
B	0 2 2	3 2 2	0 2 2	3 2 4 2 4 2
				3 5 3 5 3

○ ○ ○ 

T				
A	2		2	4 4 4 5 5 5 5 4
B	0	3	0	4 4 4 5 5 5 5 4
		1		2 2 2 3 3 3 3 2

1st three verses to coda: ☺

Gtrs 1&2
Distortion:  x4

T	• 2	5 (5) 2	4 5 (5) 5 5 4	•
A	• 2	5 (5) 2	4 5 (5) 5 5 4	•
B	• 0 0 0 0 0 3	(3) 0 0 0 0 0	2 2 2 2 2 3 (3) 3 3 2	•
				3

PM PM PM PM PM x3 PM PM PM

T			
A	4 5 7 (7) 7	4 5 7 (7)	
B	0 0 2 0 0 3 0 5 (5) 0 5 0 3 2 0	0 0 2 0 0 3 0 5 (5)	

PM PM PM PM PM x4 Last Chorus to coda: Double Tempo:

T				
A	0 2 2 0 2 2 0 2 2 5	0 2 0 2 (2)		Pick Slide
B	0 0 0 0 0 0 0 0 3 3	0 0 0 0 3 3 (0)		X

PM x7 PM PM

T			
A		2	5 4 5 4 5
B	0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0	3 2 3 2 3

PM x4

T			
A	(4) (2)	5 4 7 5 2	5
B	(4) (2)	5 4 7 5 2	5
	(2) (0) 0 0 0 0 0 0	0 0 3 2 5 2 0	3

PM PM

T			
A	3	4 5 5 4	5
B	3	4 5 5 4 4 2	5
	1	2 3 3 2 4 2	3 0 0 0 0 0

1st time to coda: x4

T																		
A		4	5	5	4			5	4	5	4	5						
B	3	4	5	5	4	4	2			5	4	5						
	3	2	3	3	2	4	2	0	0	0	0	0	0	0	0	0	0	0
	1	1	1	1	1	1	1	2	0									

Gtr 2 Solo
Gtr 1:

T																		
A	(4) (2)		5	4	7	5	2			5	4	5	4	5				
B	(4) (2)		5	4	7	5	2			5	4	5	4	5				
	(2) (0)	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
			0	0	3	2	5	2	0									
										0	0	0	0	0	0	0	0	0

T																		
A	(4) (2)		5	4	7	5	2			5	4	5	4	5				
B	(4) (2)		5	4	7	5	2			5	4	5	4	5				
	(2) (0)	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
			0	0	3	2	5	2	0									
										0								

T																		
A		4	5	5	4					5								
B		4	5	5	4	4	2			5								
		2	3	3	2	4	2			3	0	0	0	0	0	0	0	0

1, 2, 3 4.

T																		
A		4	5	5	4			4	5	4	4	5	4	4	5	4		
B		4	5	5	4	4	2	4	5	4	4	5	4	4	5	4		
		2	3	3	2	4	2	2	3	2	2	2	2	2	3	2	2	2

to coda: ☺

T																		
A	5	4			5	4		0	0	h1	0			1				
B	5	4			5	4		2				2		2				
	3	2			5	4		0				2		2				
					3	2						0		0				

End