## Round the Bay of Mexico

Mountain Dulcimer: D-A-dd and D-A-AA

$\mathbf{M} \mathbf{D}$	Arr.	Steve	Smith
W1. 17.	ALT:	Sieve	SHILL

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	'Round	i	the		bay		of		Mex	κ- i-			0,			
Notes	D	-	Е	-	F#	-	G	-	A	G	-	-	F#	-	-	-
D A dd	0 0 0	-	0 0 1	-	0 0 2	-	0 0 3	-	1 0 4	1 0 3	_	-	0 0 2	-	_	-
D A AA	0 0 3	-	0 0 4	-	0 0 5	_	0 0 6	-	4 0 7	4 0 6	-	-	0 0 5	-	-	-

J n #	$\mathbf{D}_{\parallel}$								G				Ď			
6 #	0.								•			6				
	Way	7					oh		Sus-			i-	an-	na;		
	A	-	-	-	-	-	D	-	В	-	-	В	A	F#	-	-
	0 0 4	-	-	-	-	-	0 0 7	-	3 3 5	-	-	3 3 5	0 0 4	0 0 2	-	-
	0 0 7	-	-	-	-	-	0 0 10	-	0 6 8	-	-	0 6 8	0 0 7	0 0 5	-	-

J n 4	G		F#m						Em				<b>A7</b>			
<b>6</b> ##	•		•				J		•				À			
•	Mex	;-	i-		co		is	the	place	e that	Ι	be-	long	in,		
	В	-	В	-	Α	-	F#	F#	G	F#	E	D	F#	E	-	-
	3 3 5	-	3 3 5	-	2 2 4	-	2 2 2	2 2 2	1 1 3	1 1 2	1 1 1	$\begin{matrix} 1 \\ 1 \\ 0 \end{matrix}$	1 0 2	$\begin{matrix} 1 \\ 0 \\ 1 \end{matrix}$	_	-
	0 6 8	-	0 6 8	-	0 5 7	-	0 5 5	0 5 5	0 4 6	0 4 5	0 0 4	0 0 3	4 0 5	4 0 4	-	-

10 #	D								<b>A7</b>			D			
6 #															
•	'Round	đ		the	bay		of		Mex-	i-		o.			
	D	-	-	E	F#	-	G	-	F# -	E	-	D	-	-	-
	0 0 0	-	-	0 0 1	0 0 2	-	0 0 3	-	1 0 2 -	1 0 1	-	0 0 0	-	-	-
	0 0 3	-	_	$\begin{matrix} 0 \\ 0 \\ 4 \end{matrix}$	0 0 5	-	0 0 6	-	4 0 5 -	4 0 4	-	0 0 3	_	-	-