PREPARING TO PLAY



An excellent guitarist is an excellent technician. The higher your playing goals, the greater your need for technical competence. Careful application of the concepts and skills presented in this chapter will ensure progress.

POSITIONING THE BODY

Review the classical playing position.

- 1) The player is seated on the front edge of the chair.
- 2) The left leg is positioned on a small footstool.
- 3) The right leg is placed so that the bottom right edge of the guitar body rests upon it.
- 4) The upper back edge of the guitar body rests on the chest.
- 5) The guitar body is low, neck is at a 45° angle.



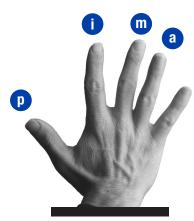
Photo 1: Sitting Position 45° neck angle

FINGERNAILS

It is recommended that you play without using the right hand fingernails until all of the right hand strokes are properly executed. Left hand fingernails should be as short as possible



LEFT HAND



RIGHT HAND

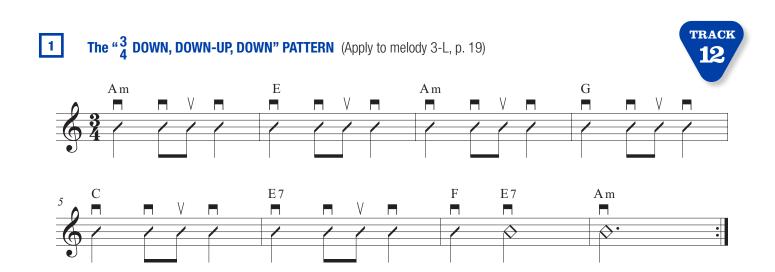
STRUM PATTERNS

Guitarists are often given the freedom to strum chordal accompaniment patterns as they see fit when performing with a melody instrument. Knowing which strum pattern to use is a subjective decision. However several guidelines for making the decision and example strum patterns are presented on these pages.

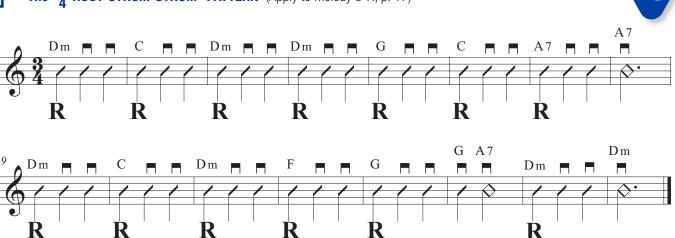
General guidelines for choosing an appropriate accompaniment pattern:

- match the time signature of the melody and accompaniment pattern
- match the accompaniment to the speed, feel and volume of the melody
- play a supportive accompaniment that is not too loud and not too soft
- be flexible and responsive with your accompaniment to the changes and flow of the melody
- use your creativity to play an accompaniment that simply "sounds good" to you

Below are several specific patterns for you to develop and apply to melodies in this text. You are encouraged to apply these and others that you invent to songs from other sources.



The "3 ROOT-STRUM-STRUM" PATTERN (Apply to melody 3-H, p. 17)



TRACK

RIGHT HAND ARPEGGIOS

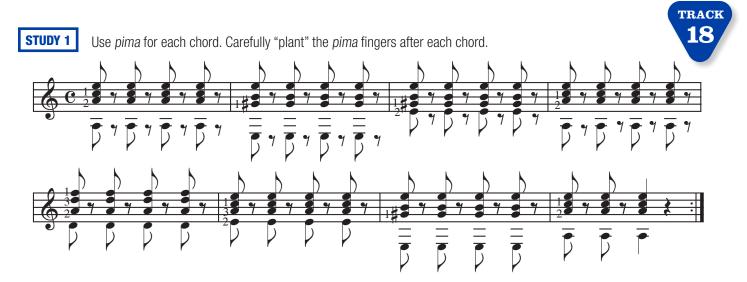


RIGHT HAND FINGERS

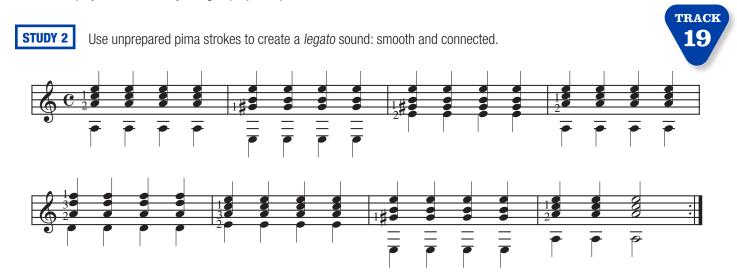
Fingers are controlled by two sets of muscles. One set pulls the fingers toward the palm in a grasping motion. The other pulls the fingers away from the palm. When a finger stroke is executed correctly, it feels as if you are scratching the string with your finger. Your fingers move from the knuckle nearest the wrist. The two joints nearest the fingertip remain firm. In the execution of both free and rest strokes, the finger is allowed to follow through toward the palm of the hand.

RIGHT HAND THUMB

The right thumb moves from where it is attached to the wrist. When it finishes playing, it rests against the i finger. Playing open bass strings, practice moving your thumb correctly. Then, play JUST THE LOWEST NOTE of each chord in Study 1. After you have perfected the thumb movement, play the whole study.



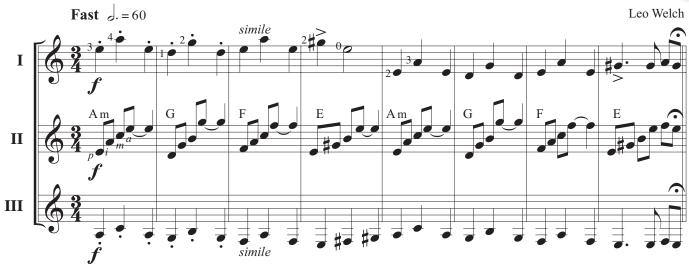
Play JUST THE LOWEST NOTE of each chord in Study 2 using the thumb and unprepared strokes. After you have perfected this thumb movement, play the whole study using unprepared pima strokes.



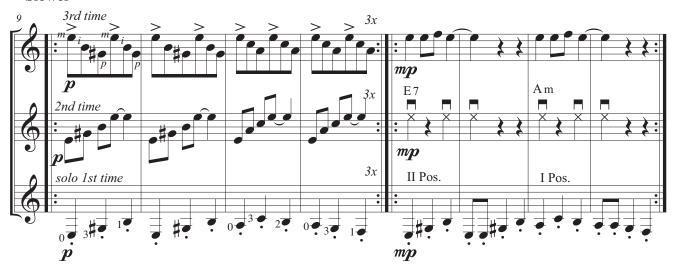
6-K

Malaguena





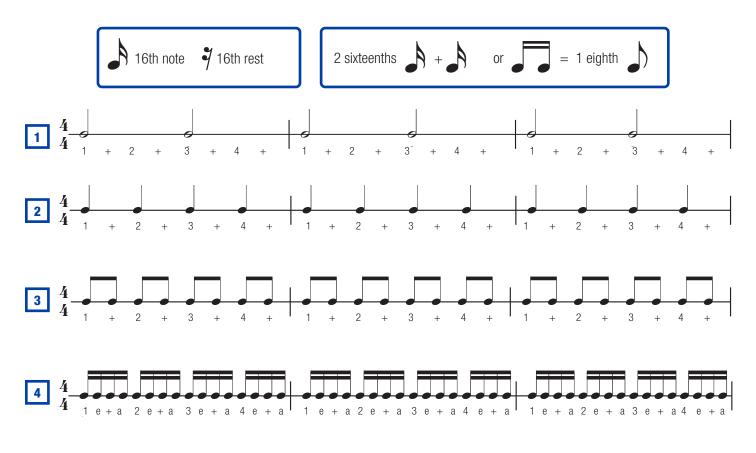
Slower





PLAYING 16th NOTES

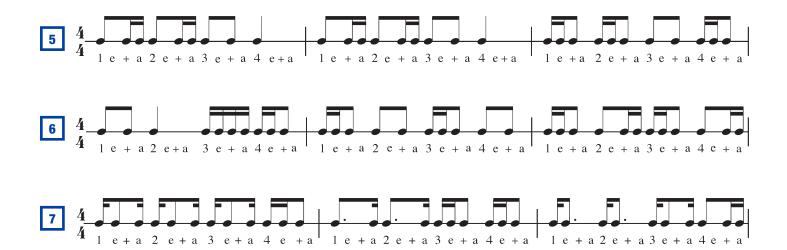
Two sixteenth notes are simply a subdivision of the eighth note. The customary counting method is shown in all examples below. Count aloud as you practice them.



TRIO RHYTHM RECITAL

8-G

Trio Rhythm Recital 8.1: 16th notes: Play lines 5, 6 and 7 below using alternating *i-m* rest strokes. (see Trio Rhythm Recital 8.1 Scoring Rubric for details)



Do WORK SHEET 5, p. 127

BLUES PERFORMANCE TECHNIQUES

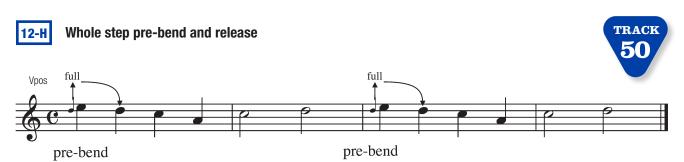
PITCH BEND AND RELEASE

In lines 12-D and 12-E on the previous page, each bend **raised** the pitch. It is also possible to **release a bent note down**, thereby lowering the pitch. The execution of a release requires the left hand to **continue contact with the string**. The following examples contain a bend and a release.





In the following exercise, bend the string **before** picking (*pre-bend*). Knowing how far to pre-bend requires careful practice and muscle memory.



12-I Apply full bend techniques to the following tune.

