BOOK

Hal Leonard

GUITAR METHOD

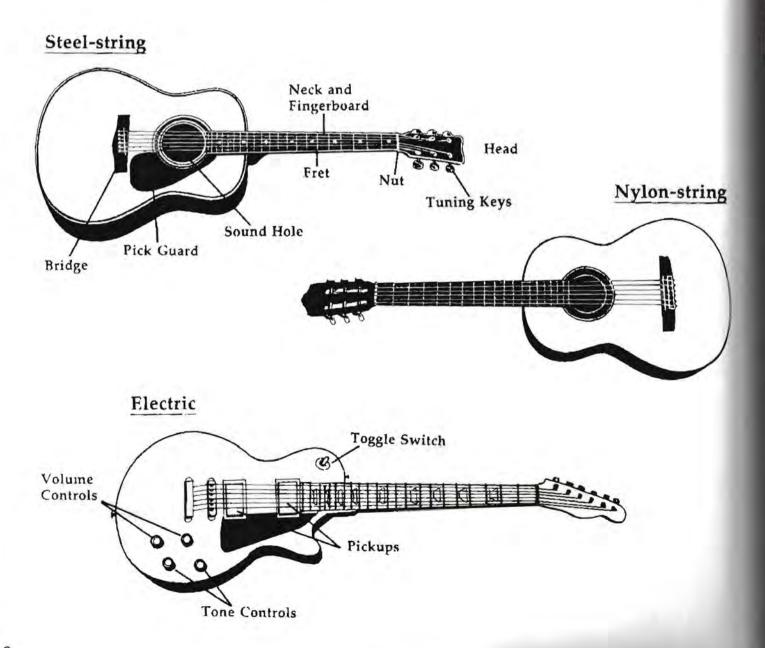
FOREWORD

Since the first edition of this method was published in 1977, I have talked with thousands of guitar teachers about how the method worked for them. This feedback has been essential in building supplements to the method and a catalog with real integrity. When I decided to revise Book 1, I sent out a survey to a panel of leading guitar teachers, who answered a series of questions and marked up the book. In your hands is the fruit of our labors, and a further reason why the Hal Leonard Guitar Method (published in 8 languages) will gain wider acceptance by teachers and students. Thanks to Kirk Likes, Larry Beekman, Jim Skinger, Harold Hooper, Jim Cooney, John Campbell, George Widiger, Mike Alwin, John Dragonetti, Tony Collova, Gary Wolk and Debi Kossoris.

WILL SCHMID

YOUR GUITAR

This book is designed for use with any type of guitar — acoustic steel-string, nylon-string classic or electric. Any of these guitars can be adapted to use in a wide variety of styles of music.



TUNING

(1) (Indicates Audio Track Number)

TUNING KEYS

Tuning to a Piano

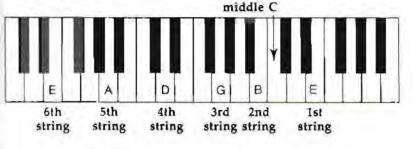
When you are tuning your guitar, you will adjust the pitch (highness or lowness of sound) of each string by turning the corresponding tuning key. Tightening a string raises the pitch and loosening it lowers the pitch.

The strings are numbered 1 through 6 beginning with the thinnest string, the one closest to your knee. Tune each string in sequence beginning with the sixth string, by playing the correct key on the piano (see diagram) and slowly turning the tuning key until the sound of the string matches the sound of the piano.

Tuning with an Electronic Guitar Tuner

An electronic tuner "reads" the pitch of a sound and tells you whether or not the pitch is correct. Until your ear is well trained in hearing pitches, this can be a much more accurate way to tune. There are many different types of tuners available, and each one will come with more detailed instructions for its use.

Keyboard

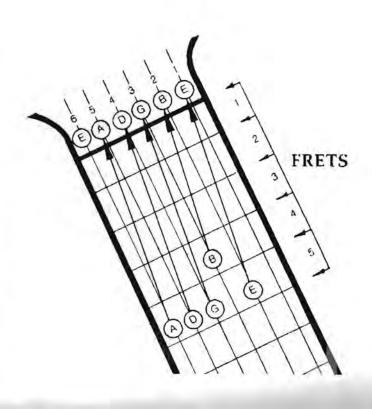




Relative Tuning

To check or correct your tuning when no pitch source is available, follow these steps:

- Assume that the sixth string is tuned correctly to E.
- Press the sixth string at the 5th fret. This is the pitch A to which you tune your open fifth string. Play the depressed sixth string and the fifth string with your thumb. When the two sounds match, you are in tune.
- Press the fifth string at the 5th fret and tune the open fourth string to it. Follow the same procedure that you did on the fifth and sixth strings.
- Press the fourth string at the 5th fret and tune the open third string to it.
- To tune the second string, press the third string at the 4th fret and tune the open second string to it.
- Press the second string at the 5th fret and tune the first string to it.

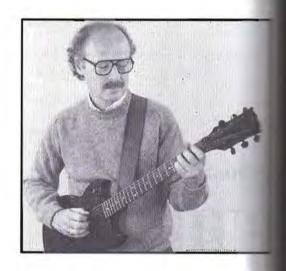


PLAYING POSITION

There are several ways to hold the guitar comfortably. On the left is a typical seated position, and on the right is the standing position. Observe the following general guidelines in forming your playing posture:

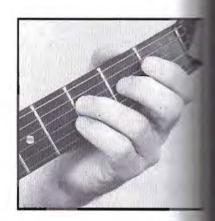
- · Position your body, arms and legs in such a way that you avoid tension.
- If you feel tension creeping into your playing, you probably need to reassess your position.
- · Tilt the neck upwards-never down.
- Keep the body of the guitar as vertical as possible. Avoid slanting the top of the guitar so that you can see better. Balance your weight evenly from left to right. Sit straight (but not rigid).





Left-hand fingers are numbered 1 through 4. (Pianists: Note that the thumb is not number 1.) Place the thumb in back of the neck roughly opposite the 2nd finger as shown below. Avoid gripping the neck like a baseball bat with the palm touching the back of the neck.





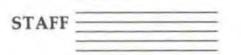
These photos show the position for holding a pick and the right hand position in relationship to the strings. Strive for finger efficiency and relaxation in your playing.





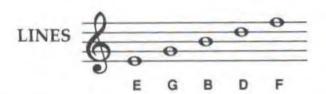
MUSICAL SYMBOLS

Music is written in **notes** on a **staff**. The staff has five lines and four spaces between the lines. Where a note is written on the staff determines its **pitch** (highness or lowness). At the beginning of the staff is a **clef sign**. Guitar music is written in the treble clef.



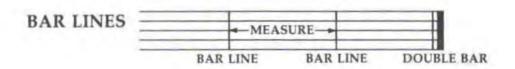


Each line and space of the staff has a letter name: The **lines** are, (from bottom to top) E - G - B - D - F (which you can remember as Every Guitarist Begins Doing Fine): The spaces are from bottom to top, F - A - C - E, which spells "Face."



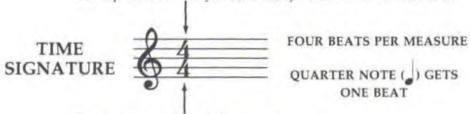


The staff is divided into several parts by bar lines. The space between two bar lines is called a measure. To end a piece of music a double bar is placed on the staff.



Each measure contains a group of beats. Beats are the steady pulse of music. You respond to the pulse or beat when you tap your foot.

The two numbers placed next to the clef sign are the time signature. The top number tells you how many beats are in one measure.



The bottom number of the time signature tells you what kind of note will receive one beat.

Notes indicate the length (number of counts) of musical sound.

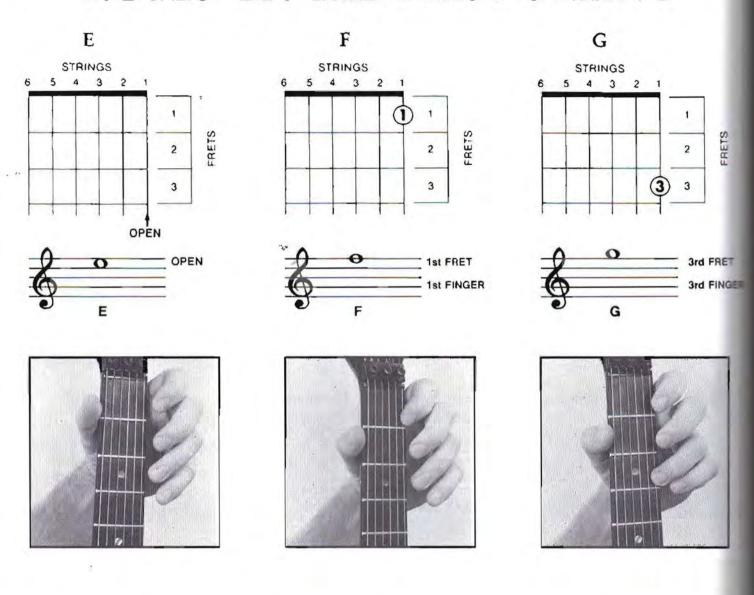
NOTES WHOLE NOTE = 4 beats

HALF NOTE = 2 beats

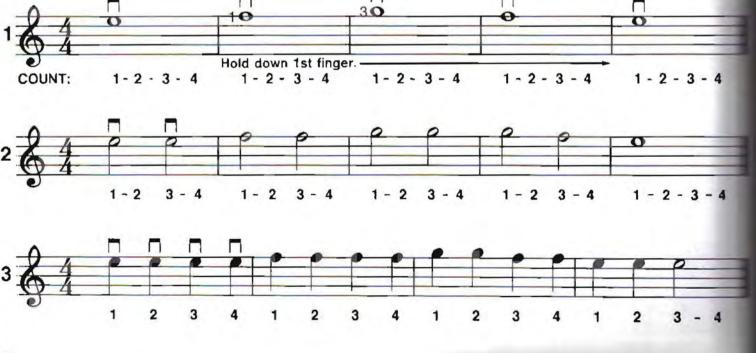
QUARTER NOTE = 1 beat

When different kinds of notes are placed on different lines or spaces, you will know the pitch of the note and how long to play the sound.

NOTES ON THE FIRST STRING



This sign (\sqcap) tells you to strike the string with a downward motion of the pick.



At first practice the exercises slowly and steadily. When you can play them well at a slow speed, gradually increase the tempo (speed).



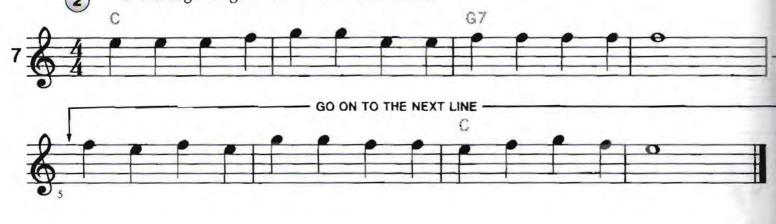
Touch only the tips of the fingers on the strings.



Keep the left hand fingers arched over the strings.

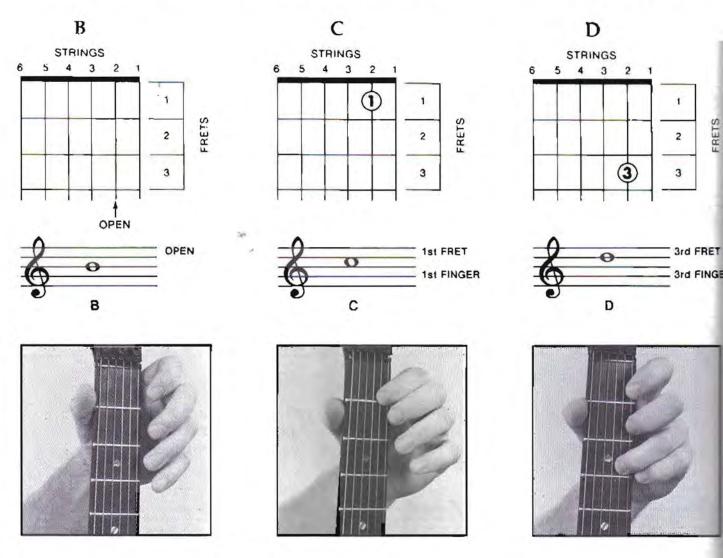


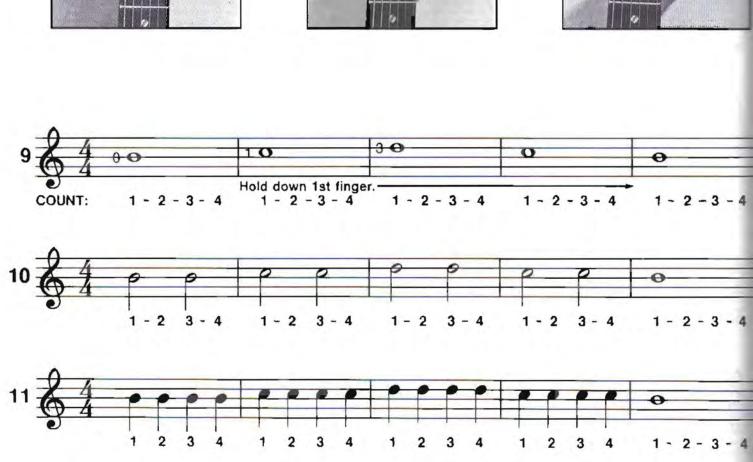
Some songs are longer than one line. When you reach the end of the first line of music, continue on to the second line without stopping. Grey letters above the staff indicate chords to be played by your teacher. Measure numbers are given at the beginning of each new line of music.



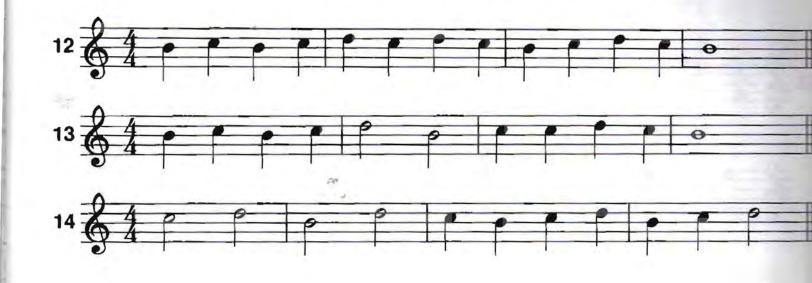


NOTES ON THE SECOND STRING





Always practice the exercises slowly and steadily at first. After you can play them well at a slower tempo, gradually increase the speed. If some of your notes are fuzzy or unclear, move your left hand finger slightly until you get a clear sound.



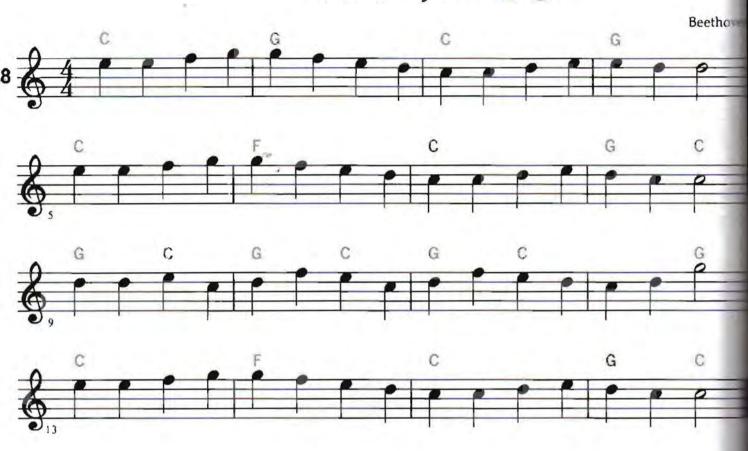
Moving From String To String

You have learned six notes now, three on the first string and three on the second string. In the following exercises you will be moving from string to string. As you are playing one note, look ahead to the next and get your fingers in position.



Practice these songs played on strings 1 and 2. Always begin slowly and then gradually increase the tempo. Gray chord symbols are used throughout the book to indicate that the chords should be played by the instructor.

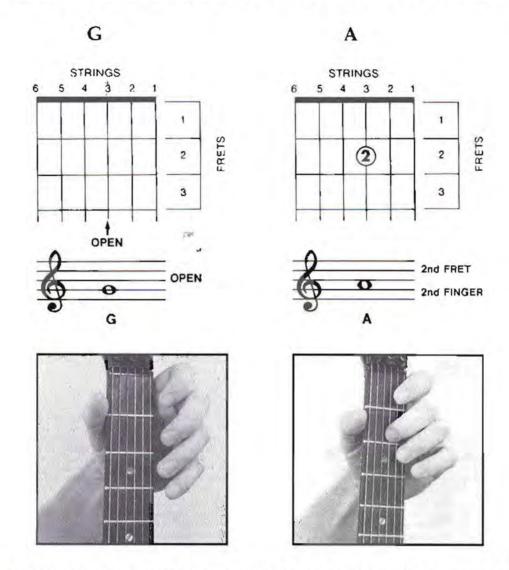
ODE TO JOY 4 5



The following piece is a round for from 1 to 3 players. Each new player begins when the previous player gets to the asterisk (*). Play it twice through without stopping.



NOTES ON THE THIRD STRING



Keep the fingers arched over the strings at all times so they will be in position to finger the next note.



Supplement with

ROCK TRAX - 1

The book/audio pak that teaches you:

- Rhythm guitar Lead guitar Solo licks
- Audio features complete rhythm section
- How to Improvise Rock for Beginners —

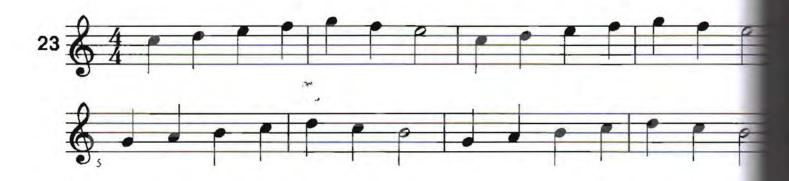
BOOK/CASSETTE HL00699167

> BOOK/CD HL00697272

The following exercises and pieces use notes on strings 1, 2 and 3.



Play for accuracy; then gradually speed up. Use as a finger warm up.



YANKEE DOODLE



A duet is a song that has two parts that can be played together. Practice both parts of the following duet. Ask your instructor or a friend to play the duet with you. If you have a tape recorder, you can record one of the parts and then play a duet with yourself. When you can play both parts, combine them in the optional solo below.





Supplement with EASY POP MELODIES

You won't halious

BOOK/CASSETTE HL00699148

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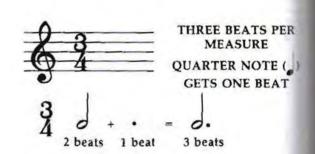
The Easy Pop Melodies stereo audio puts you in the band with guitar, drums, bass and keyboards/synthesizer back-up on one channel and the guitar melody on the other.

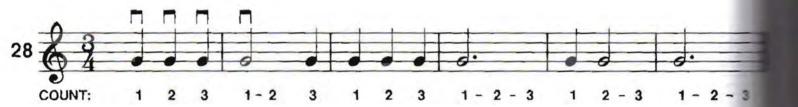




Some music has three beats per measure instead of four. This is indicated by the top number of the time signature. The bottom number (4) tells you that the quarter note gets one beat.

A dot after a note increases its value by one-half. In $\frac{3}{4}$ time a dotted half note () gets three beats.







3-STRING CHORDS

A chord is sounded when more than one note or string is played at the same time. To begin you will be playing chords on three strings with only one finger depressed.

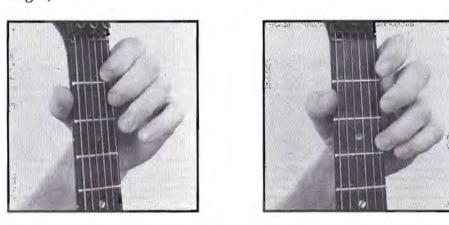
Strike strings 3, 2 and 1 with a downward motion. All three strings should sound as one, not separately.

C Chord G Chord G7 Chord STRINGS STRINGS STRINGS 1 (1) FRETS FRETS 2 2 2 X 0

An (o) under a string indicates that the string should be played "OPEN" (not depressed by a finger).

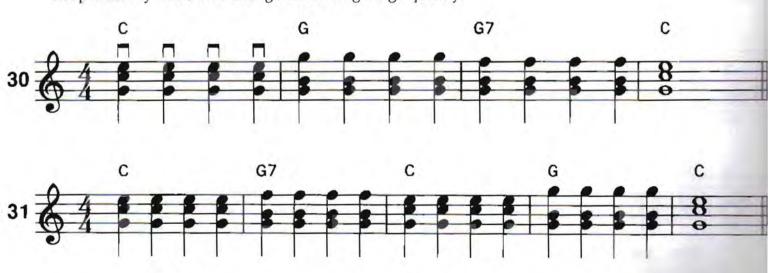
An (x) under a string indicates that the string should not be strummed.

X





Keep a steady beat, and change chord fingerings quickly.



The chords above are partial chords. If you are ready to learn the full versions of these chords. turn to the Chord Chart on page 51.

GUITAR SOLOS

You have been playing either the melody or the chord strums in the previous exercises. Now combine the chords and the melody. First, play through the melodies (the top notes only). When you feel you know the melodies well enough, strum each chord. Finally, combine the melody and the chords. Practice the exercise slowly and steadily and gradually increase the tempo as you progress.

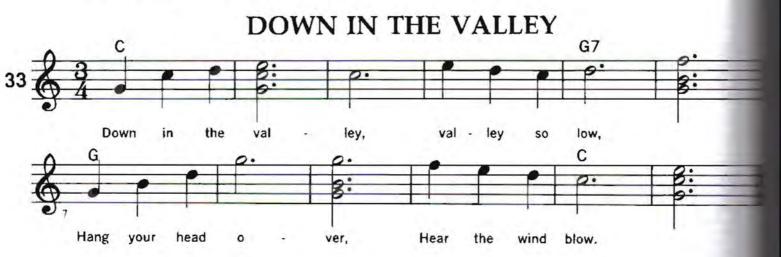
G7

G

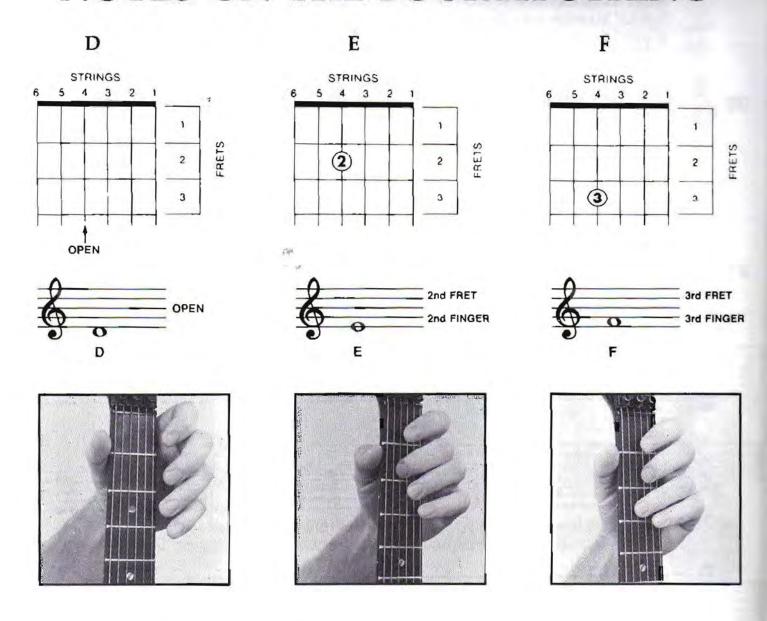
C



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NOTES ON THE FOURTH STRING



Practice each exercise carefully. Remember to keep your fingers arched over the strings.



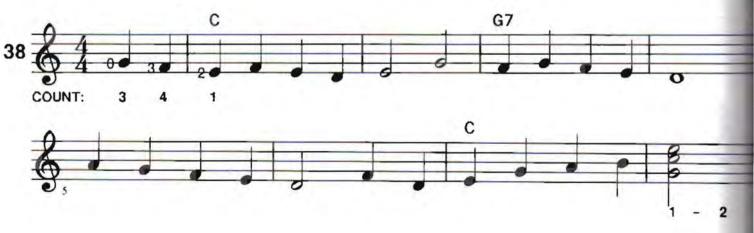
Pickup Notes

Music doesn't always begin on beat one. When you begin after beat one, the notes before the first full measure are called pickup notes. the following illustrations show several examples of pickup notes. Count the missing beats out loud before you begin playing.



When a song begins with pickup notes, the last measure will be short the exact number of beats used as pickups.

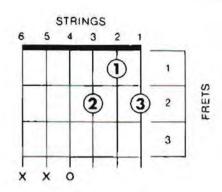
Practice playing both the notes and then the chord strums as a duet with your teacher, a friend or a tape recorder.



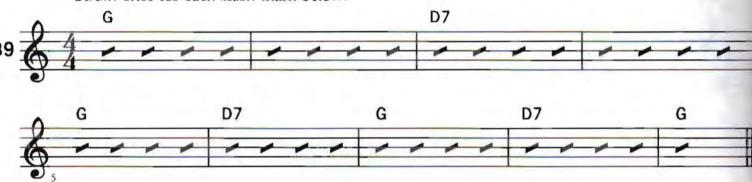
THE D7 CHORD

The D7 chord is a triangular formation of the fingers. You can play the full version of this chord right away. Arch your fingers so that the tips touch only one string each. Strum strings 4 through 1 for D7.

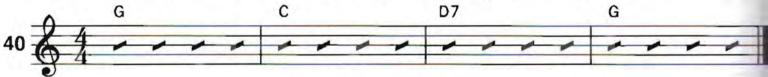




Strum once for each slash mark below.

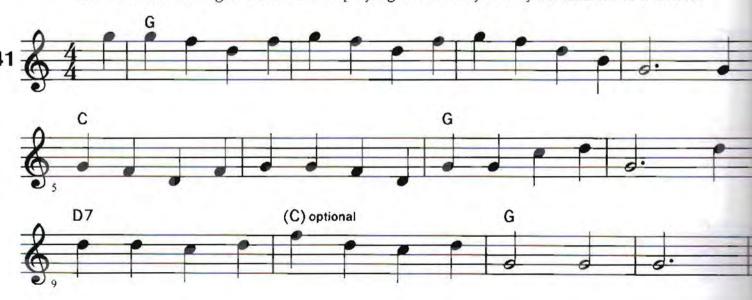


Review the fingering for the C chord and then practice Exercise 40 until you can play it well. Whenever you are moving between the C chord and the D7 chord, keep the first finger down.



12-BAR BLUES-ROCK 13 14

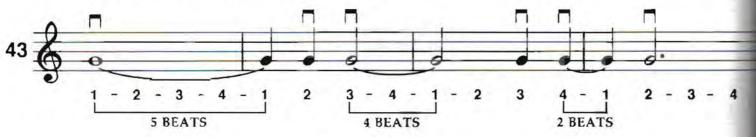
Trade off strumming the chords and playing the melody with your teacher or a friend.



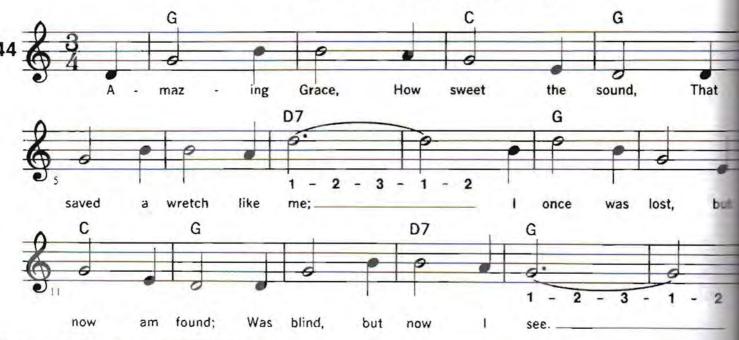


Ties

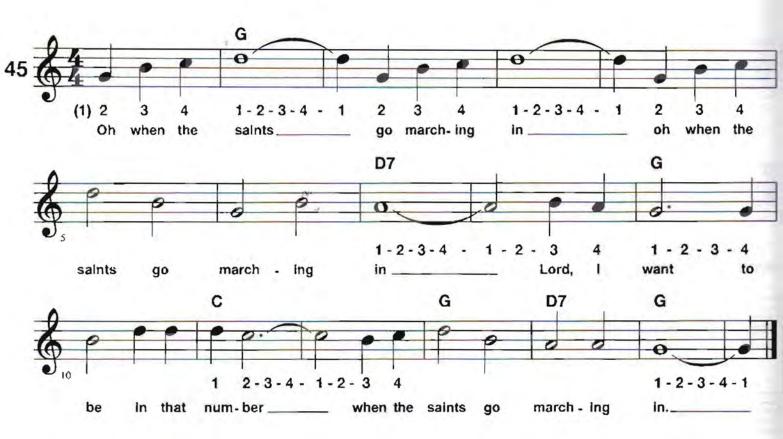
A curved line which connects two notes of the same pitch is called a tie. The first note is struck and held for the value of both notes. The second note should not be played again. Look at the following illustration of tied notes.



AMAZING GRACE 17

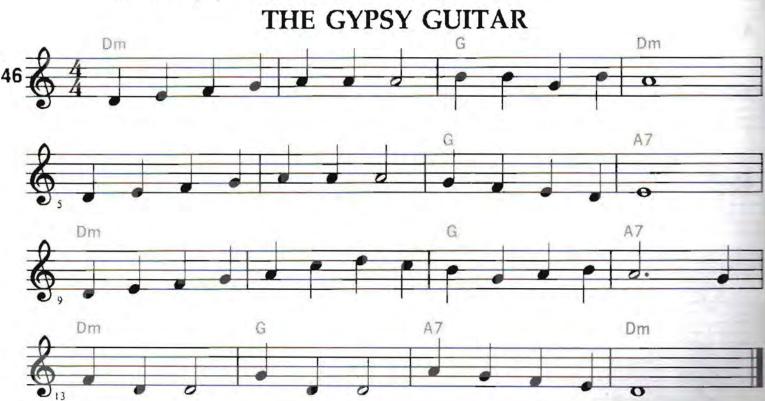


WHEN THE SAINTS GO MARCHING IN 18 19

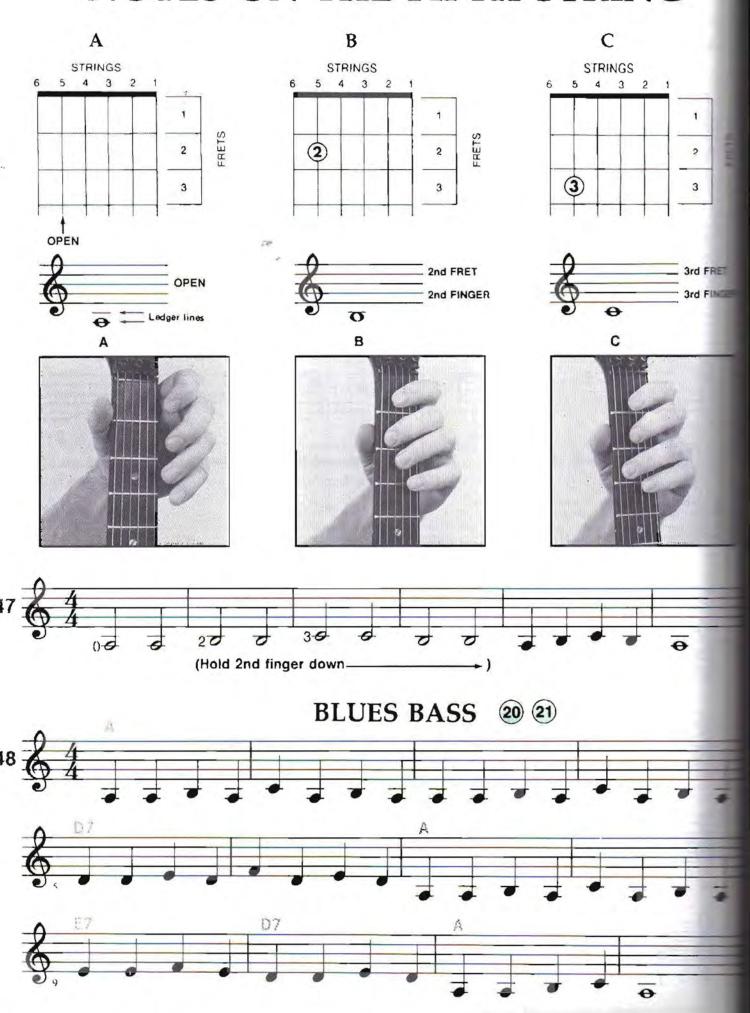


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Remember that the chord letters shown in grey are to be played by your teacher. You should play the melody only on this piece.



NOTES ON THE FIFTH STRING

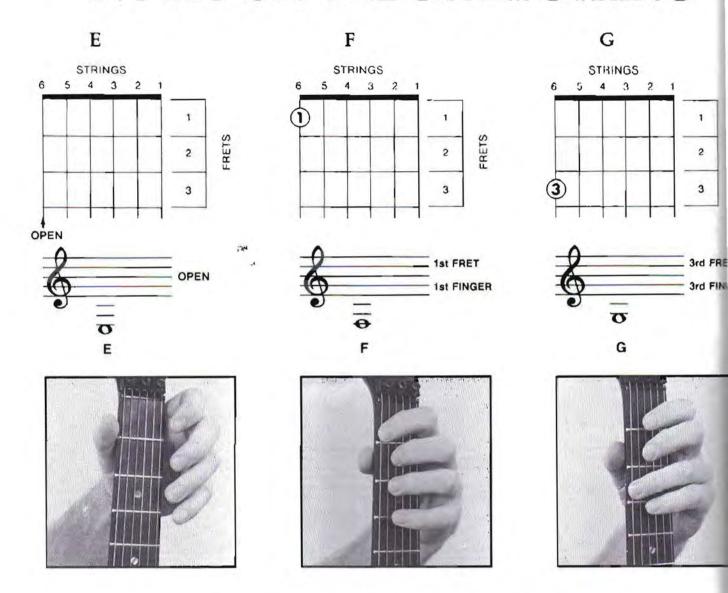


Practice these familiar melodies until you feel comfortable playing them. Remember to look ahead as you play so you can prepare for the next notes.

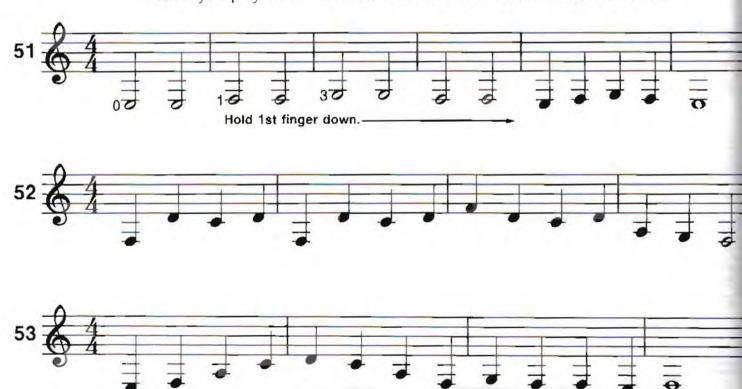
THE VOLGA BOATMAN



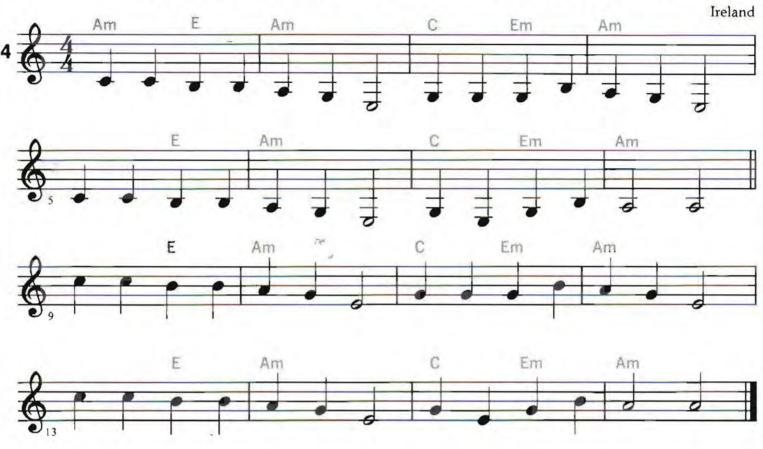
NOTES ON THE SIXTH STRING



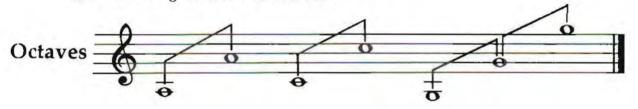
After you play these exercises, write the letter names below each note.



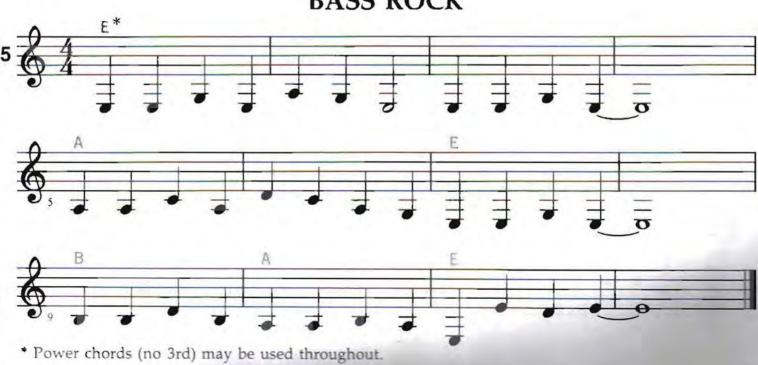
JOHNNY HAS GONE FOR A SOLDIER 23



The interval between notes that have the same letter name and are eight notes apart is called an **octave**. The second half of **Johnny Has Gone for a Soldier** is written one octave higher than the first half.

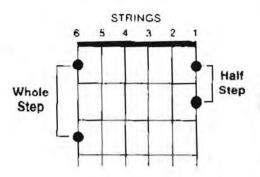






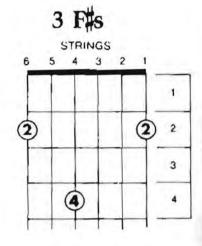
Half and Whole Steps

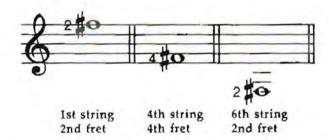
The distance between music tones is measured by half-steps and whole-steps. On your guitar the distance between one fret and the next fret is one half-step. The distance from one fret to the second fret in either direction is called a whole-step.



F-Sharp (F#)

When a sharp(#) is placed in front of a note, the note is raised one half-step and played one fret higher. A sharp placed before a note affects all notes on the same line or space that follow in that measure. Following are the three F#s that appear on the fretboard to the right:





Practice each of these finger exercises many times.







Key Signatures

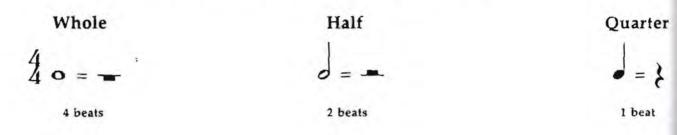
Instead of writing a sharp sign before every F in a song, one sharp is placed at the beginning of the line. This is called a key signature and indicates that every F in the song should be played as F#. In **Shenandoah** there will be an arrow above each F# to remind you to play F#.

Shenandoah is written for 1, 2 or 3 guitar parts. Part 1 (the melody) will demand that you count out the tied notes accurately. Use a metronome or tap your foot and count aloud at first. With your teacher, other friends, or a tape recorder, play part 2 and the chords.



Rests

Musical rests are moments of silence in music. Each type of note has a matching rest which has the same name and receives the same number of counts.



A rest often requires that you stop the sound of your guitar strings with your right hand as is shown in the photo to the right. This process is called **dampening** the strings. Use the edge of your right hand to touch the strings, and work for a quiet economy of motion with little unnecessary movement.

As you play the following exercises that contain both notes and rests, count aloud using numbers for the notes and say the word, "Rest," for each beat of silence.





The letter R is used in place of the word, "Rest."





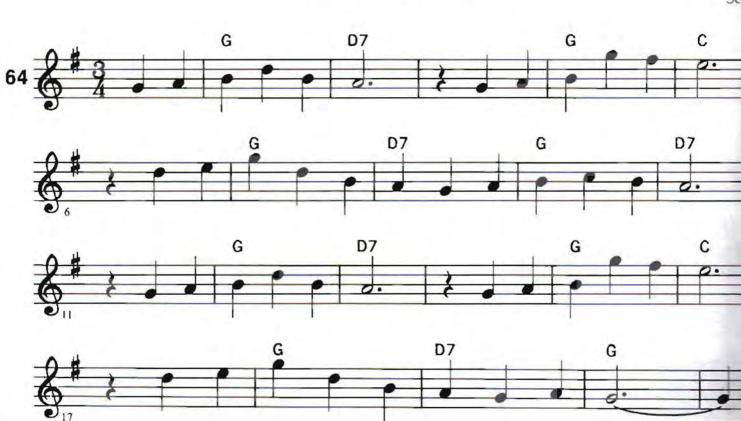
In $\frac{3}{4}$ a complete measure of rest (3 counts) is written as a whole rest (-).



ROCK 'N' REST 26

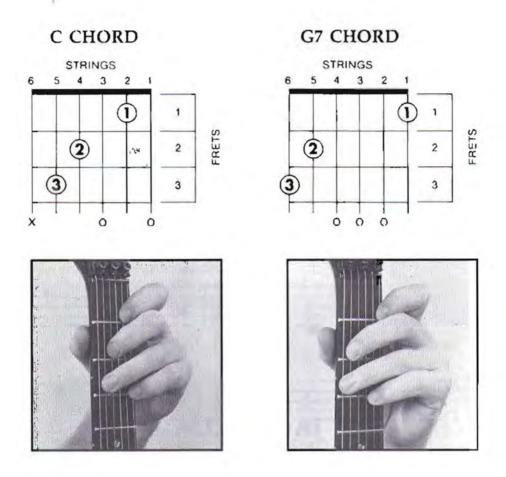


JACK STUART 2

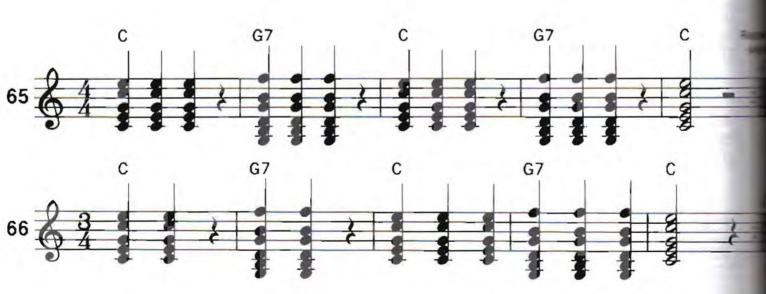


THE FULL C, G and G7 CHORDS

When you began playing the C chord and the G7 chord, you used only three strings. You can play these chords on more strings and the sound will be much fuller. Study the illustrations below for the five-string C chord and the six-string G7 chord. Place each finger in the position shown and strum the chord several times.



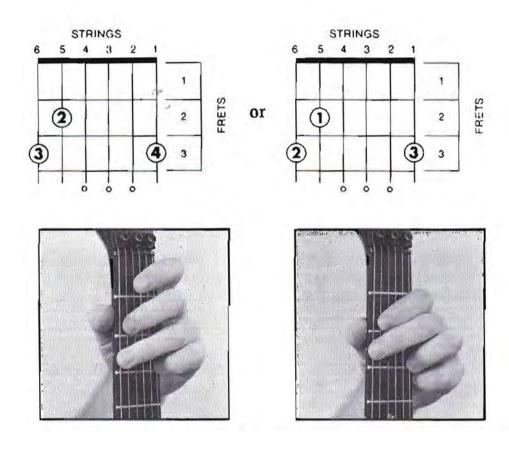
A double bar with two dots: is a repeat sign, and it tells you to play the music a second time.

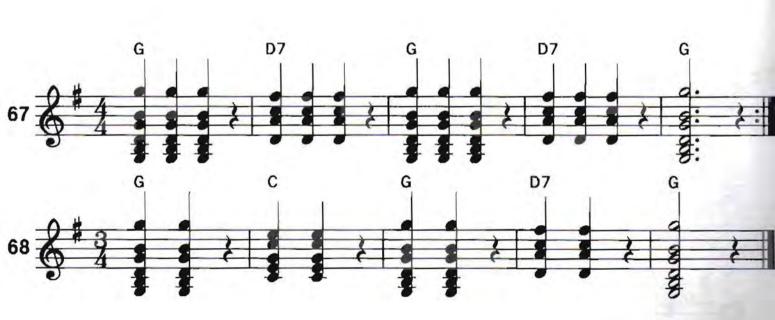


Earlier in the book you learned to play a three-string G chord. Now try the full six-string G chord for a fuller sound. Study the illustrations for the correct finger position. The formation using fingers 2, 3, and 4 will seem more difficult at first, but it will be easier to move to the C chord or the G7 chord. If your hand is small, use the formation with fingers 1, 2, and 3 or the G chord you learned earlier.



G CHORD



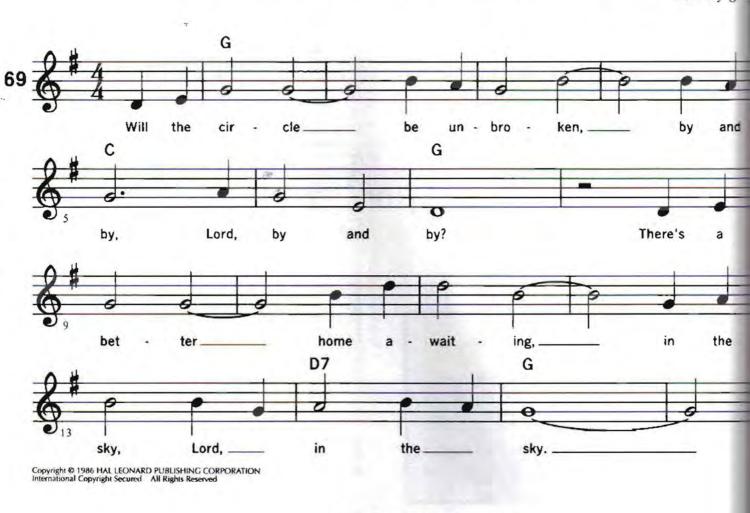


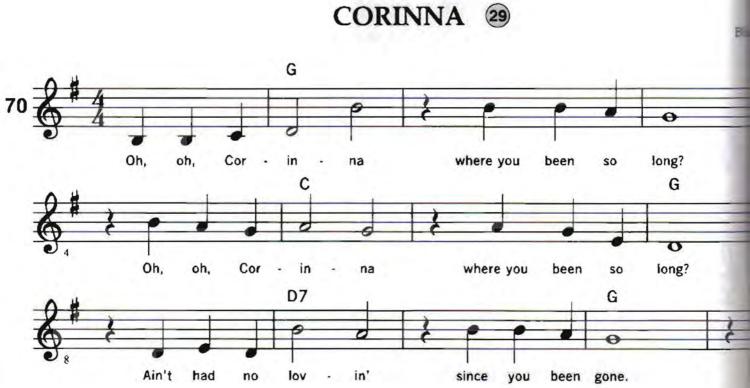
When you can play exercises 67 and 68 clearly and evenly, replace the rests with another strummed chord.

Practice trading off on melody and chords in these pieces.

WILL THE CIRCLE BE UNBROKEN

Country gos



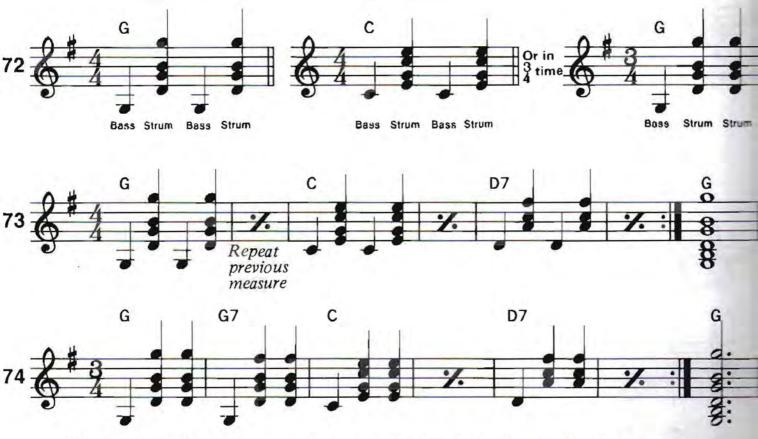


IRISH TUNE 3



The Bass Note/Strum

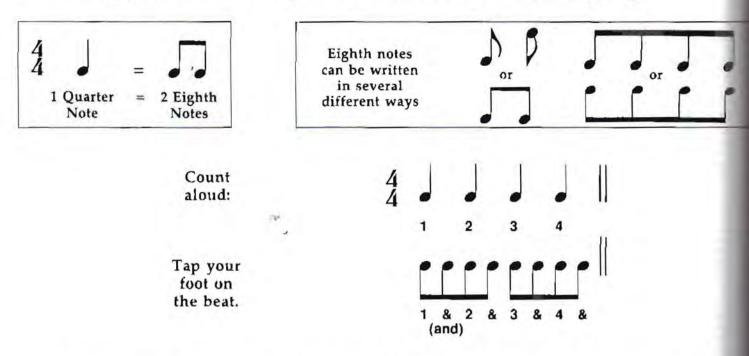
When you played chords before, you strummed one chord for each beat in the measure. You can vary the strumming by alternating between a **bass note** (usually the **lowest note** of a chord and the **name** of the chord) and the **remainder of the chord**.



When you can play the bass-strum patterns with a steady rhythm, use them to accompany the previous songs or other songs you already know.

EIGHTH NOTES

An eighth note is half the length of a quarter note and gets 1/2 beat in 4 or 3.



Eighth notes are played with a **down (** \sqcap **) stroke** of the pick on the beat and an **up (** \lor **) stroke** on the and (&).



Practice Exercise 76 with an alternating down and upstroke for all eighth notes and a down stroke for all quarter notes. It may help if you think that your pick is tied to your toe. When you tap your foot on the beat, the pick goes down. When your foot goes up on "and," your pick goes up.



Always practice slowly and steadily at first; then gradually increase the speed.









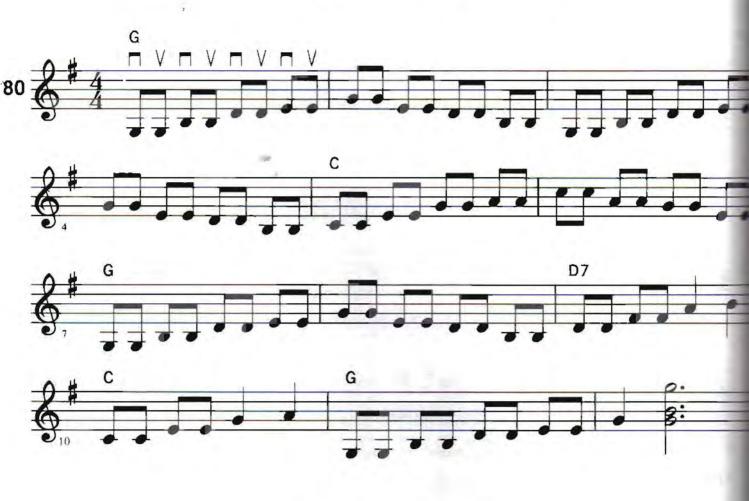
* Frere Jacques can be played as a round. Enter when 1st player reaches the asterisk (*).

SAILORS HORNPIPE



Always check the key signature before you begin. All F's should be played F# in BOOGIE BASS.

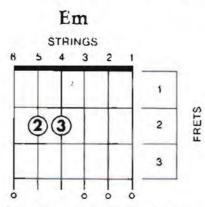
BOOGIE BASS 32 33



3-PART ROUND



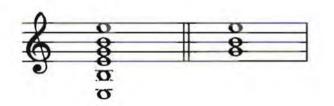
THE E MINOR CHORD

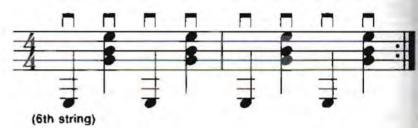


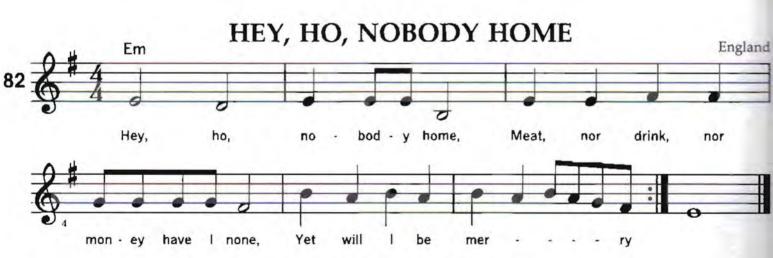
You've played the chords you learned in a variety of ways—as the full chord or only partial chords. The E minor chord can be played the same way. Study and play the example which shows the full six-string chord and a three-string partial chord.



When you are playing the E minor chord in the alternating bass note-chord pattern, use the sixth string for the bass note and the partial three-string chord. Practice the example until you can play it easily and clearly.



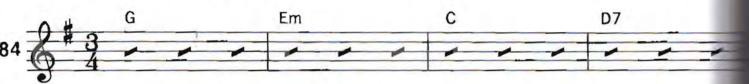




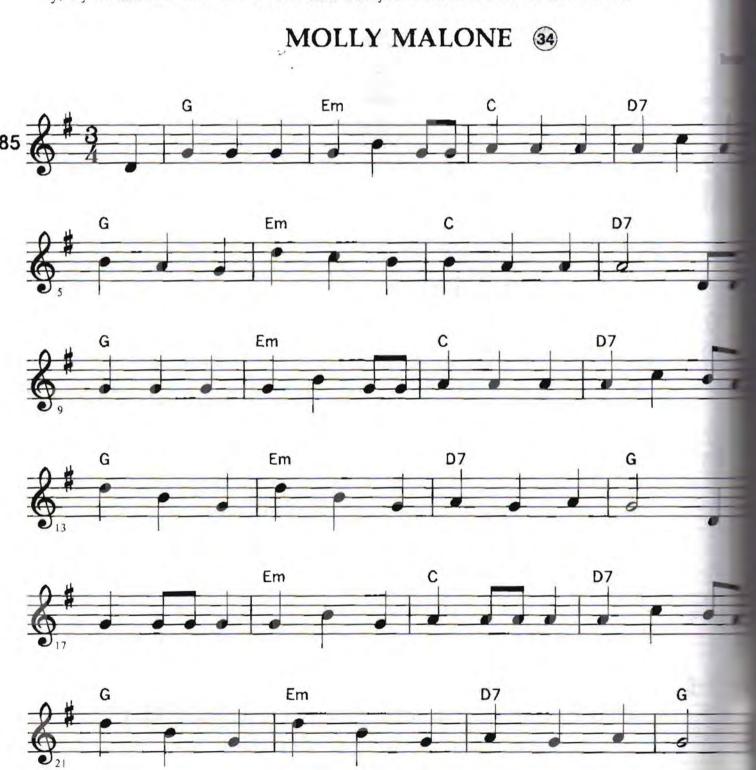


*Play as a round if you wish.

Whenever two chords have a common finger position (one or more fingers stay in the same place you should keep the common finger on the string. In the following progression there is a common finger between the G and Em chord and a common finger between the C and D7 chord. Practice the ample until you can play it steadily and without any hesitation between chord changes.



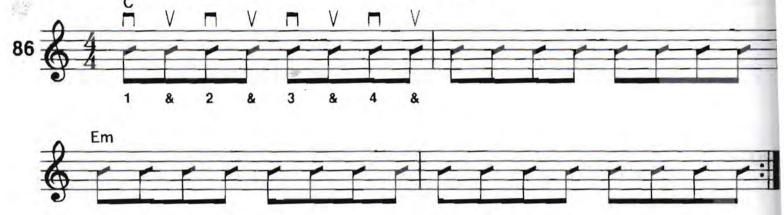
Practice trading off on the melody and chords on **Molly Molone**. When you can play the chords early, try a bass note with two after-strums that you learned in exercise number 74.



MORE ADVANCED STRUMS

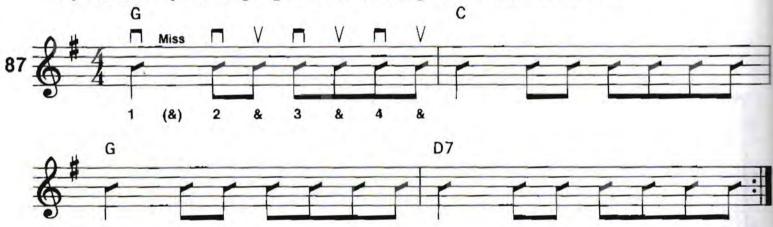
The down-up stroke pattern you have already played on eighth notes can also be applied to strums. As you practice strumming the following exercises, keep your wrist relaxed and flexible. The down-up motion will be much faster and easier if you use down-up motion of the wrist only rather than of the entire arm. This wrist motion feels a little like shaking water off the hand.

BASIC DOWN-UP STRUM

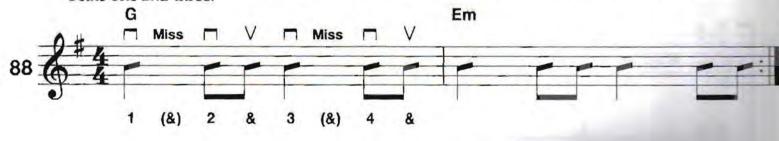


STRUM VARIATIONS

A variation of the basic down-up strum misses the upstroke or "and" of the first beat. Remember to keep the down-up motion going and miss the strings on the "and" of beat one.

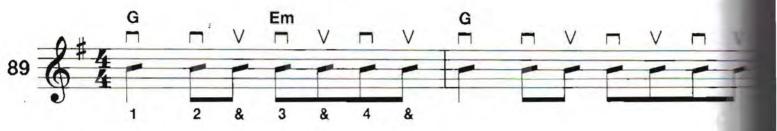


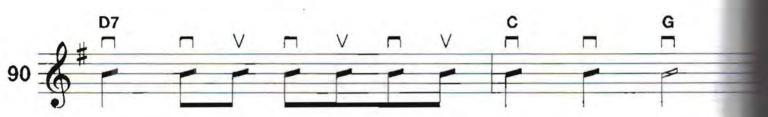
This variation misses two up strokes. Continue to strum but miss the strings on the "and" of beats one and three.



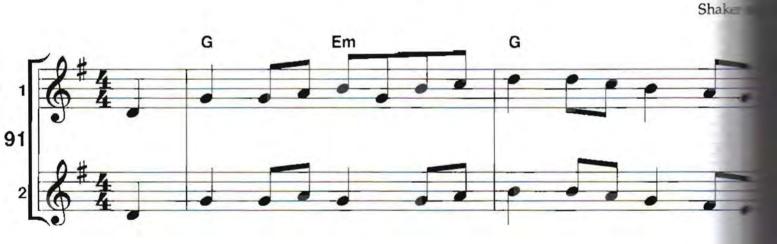
On "Simple Gifts" you can play the melody (Part 1), the harmony line (Part 2), or the chordal accompaniment.

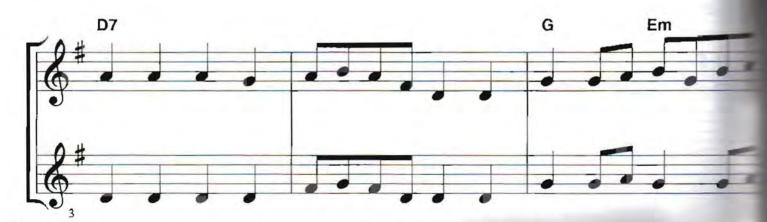
Practice these strums before playing "Simple Gifts."





SIMPLE GIFTS 35

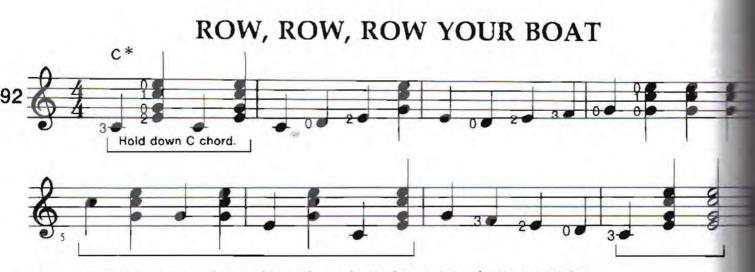






BASS-MELODY SOLOS

This style solo was developed on the Carter family recordings. The melody is played in the bass and long notes () or o) are filled in with strums. Emphasize the bass melody notes and play lightly on the strums.



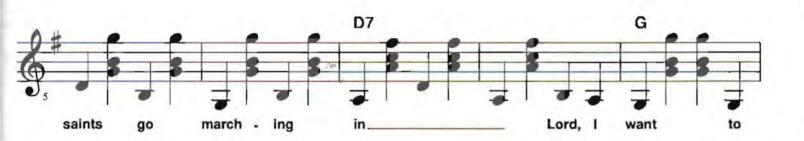
*You can hold your 1st finger down throughout the entire solo if you wish.

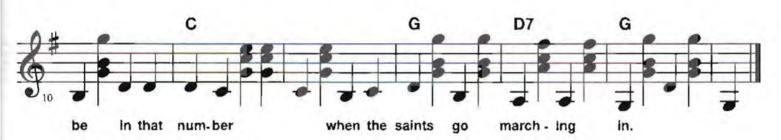


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WHEN THE SAINTS GO MARCHING IN

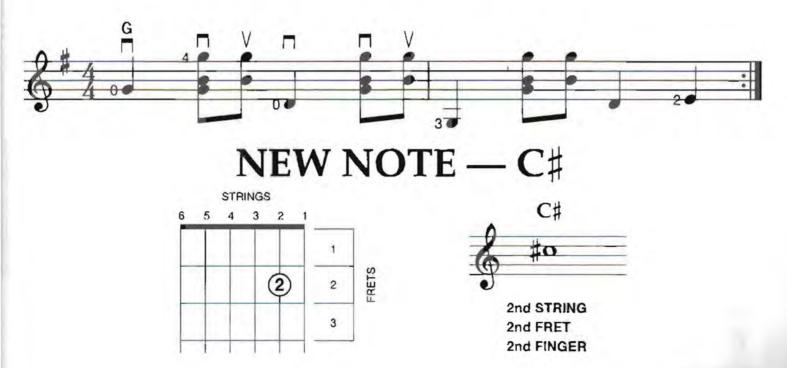






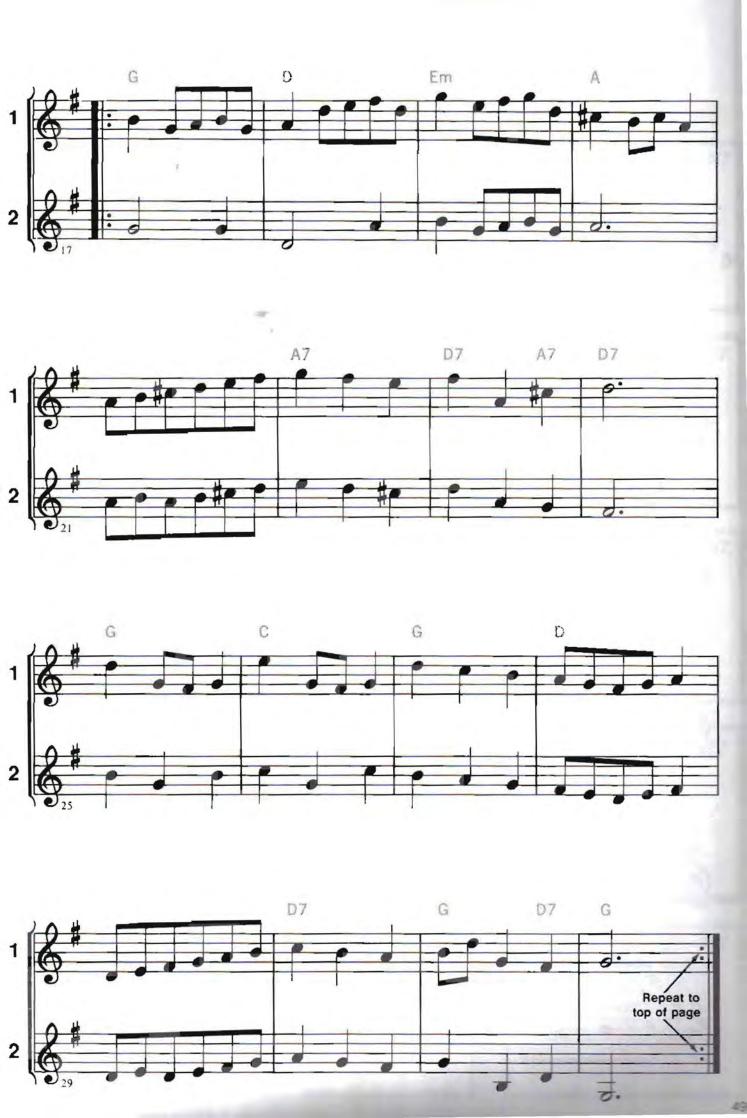
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When you feel that these solos are coming along well, you might wish to try a variation on the strums. Instead of a single down stroke (), play a down-up stroke (). Practice this exercise; then put the down-up stroke in the solos.









GUITAR ENSEMBLE 41

3-part round

After learning this Russian "Tumba" round, you may wish to play it with two or three other guitarists. Each player begins when the previous player has reached line 3 at the asterisk. A more advanced player such as your teacher may play the chords (repeating them throughout). Play the round three times through with gradually accelerating speed.



CHORD CHART

In this chart you will find the chords learned in this book as well as several other common chords you may see in music you are playing.

