

SWIFT LESSONS

FAST TRACK
GUITAR GUIDE

By Rob Swift

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WITH HD INSTRUCTIONAL
STREAMING VIDEOS!

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Introduction

Hello and thank you for reading *The Fast Track Guitar Blueprint!* This beginner guitar manual will provide you with an understanding of the instruments basic techniques, and practice methods.

Within these pages you will find lessons on common chord progressions, scales, and strumming patterns. Take time to practice each technique slowly and refer to the video resources provided.

As you progress through each chapter, you will discover the building blocks to performing thousands of well-known songs! Daily practice of each technique will assure the development of your repertoire and the skills to entertain your friends and family for years to come.

Let's Get Started!

Getting Started

Step 1- Buying Your First Guitar

What to Look for When Shopping Around



Buying your first guitar is an important step in the process of becoming a full-fledged guitarist. By purchasing your own instrument, you are making a statement to yourself that you are committed to learning how to play the guitar. Before you begin the exciting process of shopping around, it's best to take in the following advice:

I. Assess your price range. With guitars you get what you pay for. It is very common to find a lack-luster instrument selling for \$125, while a model of far better quality is selling for \$175! That small price jump can make a noticeable difference in quality.

II. Know your options: Visit “mom and pop shops,” big-name musical instrument retailers, Craigslist, ebay & Amazon to compare the reviews and prices of various models. The ability to make an educated-decision based on the feel, sound quality and playability is important. Consider renting a guitar for the first month of lessons. A good teacher will serve as a guide throughout the buying process, and will teach you to play well enough to “test drive” your options.

II. Condition is everything: Over the years I have seen too many aspiring players get cheated into buying damaged goods. The images to the right are examples of what to avoid. They include:

“High Action”: Excessive distance between the strings and the fret board.

“Warping”: Abrupt sinking and swelling of the body.

“Splitting”: Visible cracking of the finish and, in more extreme cases, the wood itself.



Splitting like this is common amongst instruments subjected to extreme temperatures



These strings are much too far from the fret-board, making them difficult to press down.



This warped body has caused the bridge piece to separate from the soundboard.

Getting Started

Step 2- Tools of the Trade

Recommended Accessories to Make Learning Easier

The world of guitar is full of accessories that claim to be a secret weapon to quick success. These products will come and go, as these tools of the trade continue to serve a real purpose. *(Images are clickable)*



- Extra Strings (Try Earthwood Light Gauge for beginners, Ernie Ball Slinky 9-10 gauge on electric guitars.)



- Ubertuner by KLIQ, (Electronic tuner)



- Music Stand



- Capo (For fast key changes)



- Guitar Picks (Start with medium thickness).



- Finger Ease (maintains strings and promotes tough fingertips!)



- String Winder/Snipper (for fast string changing).



Getting Started

Step 2- Choosing an Instructor

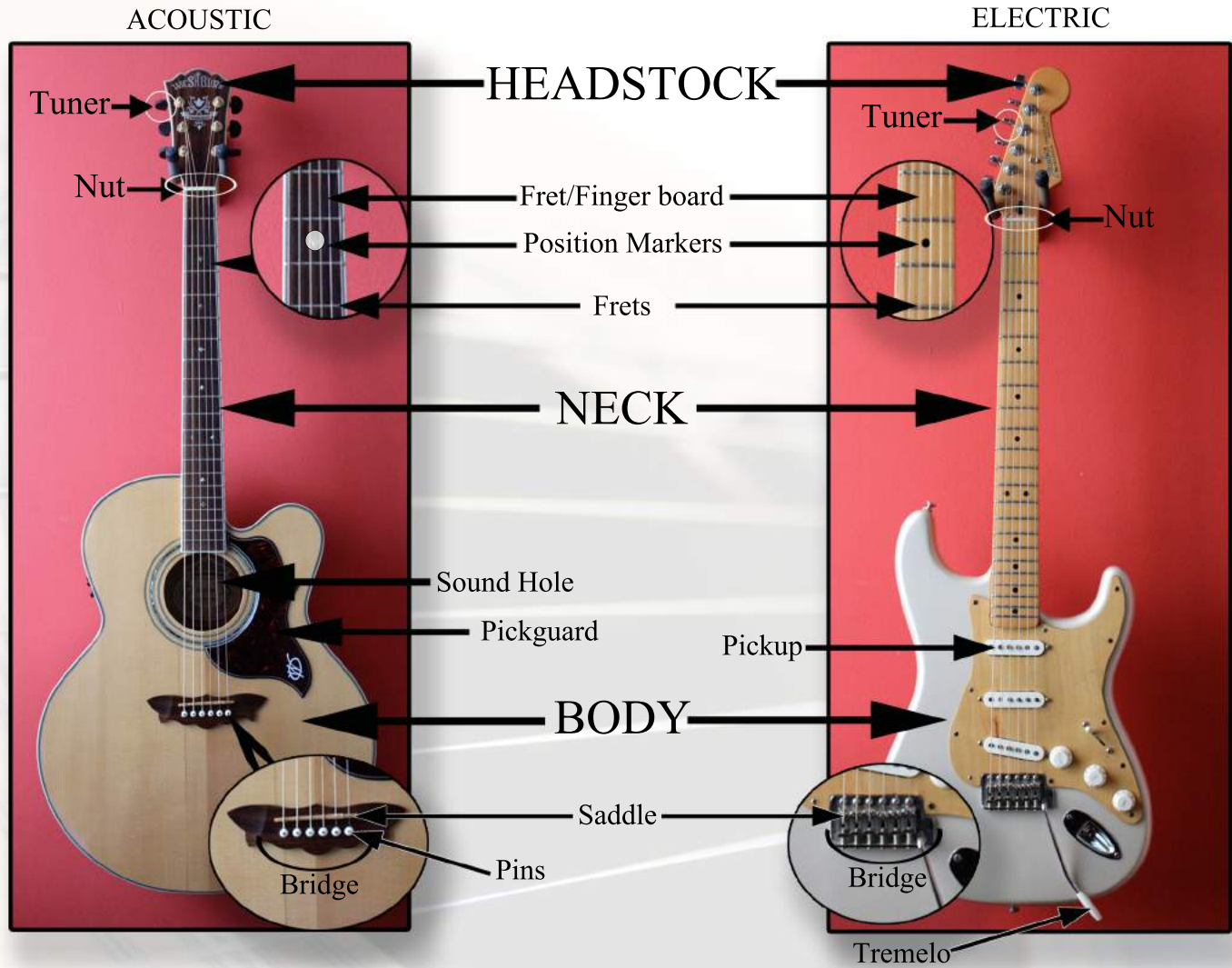


In the digital age, beginner guitarist tend to feel overwhelmed by the amount of books, websites, and instructional videos available. This is why having a professional guitar instructor is very helpful.

In every city, there are dozens of instructors, each with a different philosophy and teaching style. Choose yours wisely, and base your decision on customer reviews and that instructor's online presence. The most professional and dedicated guitar teachers will offer video resources that provide a glimpse into who they are and what you can expect from their lessons.

Terminology

Parts of the Guitar/Names of Fingers



FINGER NAMES



Language of Guitar

Common Terms and Their Definitions



A

Acoustic - Non-electronic musical instruments or devices. The term “acoustic guitar” is a retronym, created after the invention of electric guitars.

Action - The distance of the strings above the fret board. Higher “action” can make producing notes more difficult.

Amplifier or “Amp” - An electronic speaker and equalizer made to increase the volume of an electric guitar by accepting the audio signal produced by the instruments pickups (magnets).

Arpeggio - to break a chord apart, playing each note separately and sequentially.

B

Bar - A unit in which time is measured throughout a musical piece. Most commonly, a bar equals 4 beats, (4/4 time).

Barre Chord - A technique in which open position chords are made into moveable shapes. Any chord in which the index finger is fretting more than one string, usually to prevent open strings from sounding.

Beat - A unit in musical time, the pulse in which we tap our feet.

Bending - To raise the pitch of a note by pushing upward or pulling downward while maintaining pressure.

BPM - Beats per minute, or tempo. The speed at which a music piece is performed.

C

Capo - A mechanical barre that attaches to the neck of your guitar. The main purpose of a capo is to change the key of a progression, while maintaining easy, familiar chord shapes like the ones taught in this book.

Chord - A group of two or more notes played simultaneously or in “harmony.”

Chord chart - A diagram which shows how to play a chord: finger positions and which strings to strum.

Chord progression - A sequence of chords played one after another.

Chorus - A section within a song that is repeated over and over, often featuring the catchiest melody, and most grand instrumentation.

Count in - A count at the start of a piece of music that tells musicians when to begin, how fast to play, and what time of feel or rhythm the music will have.

Language of Guitar

Common Terms and Their Definitions



D

Dampen - To muffle the strings slightly with the palm of the strumming hand.

Down Stroke - Strumming from lowest string to highest string or from ceiling to floor.

Drop-D Tuning - To tune your low E string down a full step, to the pitch D. Used often by rock guitar players. Check out “Spoon Man” by Sound Garden for a perfect example.

E

Eighth Note - Half a beat, or half the value of a quarter note.

Electric Guitar - Typically a solid body guitar that needs to be plugged into an amplifier to be heard. Popular models include the Fender Stratocaster and the Gibson Les Paul.

Electric Acoustic - An acoustic guitar equipped with a built-in pickup, allowing it to be played through an amp.

F

Fingerstyle - To strum or pluck your strings without a pick, using your finger nails or fingertips. Popular among folk, flamenco and classical guitar players.

Four/four time - Rock and pop music’s most common time signature, it consist of four quarter beats in one bar of music.

Fretboard / Fingerboard - The flat piece of wood that makes up the playing area of the guitar.

Frets - The metal strips along your fretboard.

Fretting - Pressing your finger down behind a fret, in order to produce a desired note.

G

Gig - Any event in which you will be performing.

Gig Bag - A soft, protective case used to protect your guitar. The best gig-bags are well-padded and feature extra compartments to hold sheet music, spare strings, and accessories.

Language of Guitar

Common Terms and Their Definitions



H

Half Note - A beat twice as long as a quarter note. Last half of a measure in 4/4 time.

Hammer-on - To connect or tie two notes together by first picking one, and then quickly slamming another finger down onto a higher fret.

Harmonize - to perform two or more notes simultaneously. This is done by combining notes found within scales.

Hybrid Picking - Any technique that combines the use of a flat pick with finger-picking.

I

Inlay - Ornamentation found on your fretboard that is used to mark the odd numbered frets and also the location of the octave (where notes produced by the open strings repeat on that same string, 12th fret.)

Interval - The distance between two notes, measured in reference to the major scale.

Intonation - Your instrument's ability to play and sustain the proper pitch. A symptom of bad intonation would be notes on the fretboard being sharp or flat even though the open strings are in perfect tune.

In Tune - All the like notes across the fretboard are playing at the same frequency. Guitars can be tuned to a variety of tunings, but the individual pitches must meet the universal standards in order to match other instruments you may be performing. I would suggest using a tuner whenever you plan to play with other musicians.

J

K

L

Lead guitar - The melodic section of a guitar arrangement that is played over the chord progression. A "lead player" is often responsible for short phrases called licks and also guitar solos.

Luthier - A guitar maker and guitar repair expert. While many maintenance tasks can easily be accomplished on your own, more serious adjustments and repairs should be done by an experienced luthier.

M

Machine Heads - Another term for tuners. The knobs found on your headstock that are used to tighten and loosen your strings.

Major Chord - A harmony between the 1st, 3rd, and 5th notes found in your major scale.

Melody - A pattern of musical notes played one after another.

Minor Chord - A harmony between the 1st, flatted 3rd, and 5th notes found in your major scale.

Language of Guitar

Common Terms and Their Definitions



N

Note - The many single pitched sounds produced by your guitar. A note is defined by letter name, with sharps and flats in between. These note names are defined by their exact frequencies, or the speed of its vibration.

Nylon String Guitar - An acoustic guitar which has three nylon strings. This type of guitar is primarily used by classical players, but is also common in many types of jazz including bossa nova. These types of guitars may also be referred to as “classical guitars.”

O

Octave - The doubling of a frequency. The word octave refers to the major scale, which consist of 8 notes. From one end of the major scale to the other, you will find the same note with one being higher pitched than the other.

Open - A string picked without the fretting hand.

Open Chords - Chord shapes that use open strings to complete their necessary intervals. These chords are mainly found on the first three frets, many of which are taught in this book.

P

Palm-mute - The string(s) is being dampened with the strumming hand by pressing the palm down on the saddle with just a bit of the palm touching the strings.

Pentatonic Scale - A five-note scale, a term most often applied to the minor pentatonic scale that is used extensively in rock and blues guitar playing.

Picking - Plucking a string on the guitar, either with the fingers or a flatpick. Sometimes refers to playing a single-note melody line.

Pickups - A magnet fixed beneath the strings on an electric guitar, which produces a signal to be amplified by a guitar amplifier.

Plectrum - A triangular or raindrop shaped piece of plastic used for plucking the guitar strings. More commonly referred to as a “pick.”

Positions - A reference to the placement of the left hand’s index finger on the fretboard.

Power Chord - A chord consisting of the first (root), fifth, and sometimes, eighth degree (octave) of the scale. Power chords are most often used in playing rock music.

Pull-off - A technique used to tie two notes together, one after the other. This is done by placing two fingers on the same string, usually a half or whole step apart, and then peeling the finger closest to the picking hand away from the string.

Language of Guitar

Common Terms and Their Definitions



Q

Quarter Note - A unit of measurement in musical time. A quarter note is used to define a full beat, making it twice the value of an 8th note.

R

Rhythm Guitar - A supporting role in band which involves the consistent strumming of chord progressions.

Ritardando - To slow the pace of a music work. This is done often at the end of a piece, just before the final chord is strummed.

Root - The first note of a scale and also the note in which a chord's name is derived. Often the lowest note in a chord.

S

Setup - Part of a series of adjustments meant to provide the optimal performance of your guitar. This usually includes altering the distance of the strings to the fretboard.

Sharp - To raise a pitch one half-step. Can also be used to describe note that is slightly above pitch or "out of tune."

Slide - Most commonly a lead guitar technique in which two notes are tied together by producing a note, then gliding the finger across the string while maintaining constant pressure.

Solid Body - Refers to electric guitars with a solid (non-hollow) body. Includes many guitars intended for jazz.

Staccato - Notes that are short and detached.

Standard Tuning - A six-string guitar tuned to E-A-D-G-B-E.

Strumming - A technique in which the strong hand plays each note of a chord simultaneously, either with down or up strokes. This technique can be accomplished with the use of a pick, the finger nails or with the pads of the fingers.

Syncopate - the quickening and slowing of specific beats to create an excited, and danceable effect.

T

Tablature or TAB- A system of writing music for fretted instruments in which a number or letter appears on lines representing the strings, indicating the fret to be played.

Tempo - The speed of a piece of music.

Three/quarter time - A time signature of three quarter beats in one bar of music.

Language of Guitar

Common Terms and Their Definitions



T

Tone - The distinctive qualities of an instrument or a player's sound. Equalization of the amplifier and guitar, in addition to the player's technique can affect the treble and bass frequencies.

Tempo - The overall speed of a piece of music. This is defined by the BPM (Beats Per Minute.)

Transcription - To develop a written copy of a musical work by ear, either with musical notation or guitar tablature.

Transpose - To change the key of a piece of music.

Tuning - Tightening or loosening the tuning keys until the desired pitch (frequency) is reached.

Tuning Key - knobs found on the headstock that are used to tighten or loosen a string. Tightening the strings will result in a higher pitch or frequency, as loosening it will cause the pitch to drop.

U

Up stroke - To strum your strings from highest to lowest pitch, from the floor to the ceiling. Usually focuses on the treble strings, E, B, and G.

V

Verse - A section of a musical composition that lyrically preframes a more general concept found in the "chorus". While a verse may be very catchy, it tends to be longer, with more variation than the chorus.

Vibrato - to quickly modulate a pitch by slightly bending the string, back and forth in a rapid motion.

W

Whammy Bar - Used to stretch the strings, causing the pitch to raise.

Whole Note - A note that lasts the duration of an entire measure.

X

Y

Z

Notes on the Guitar



The Musical Alphabet and How it Applies to the Guitar

MUSICAL ALPHABET

A, B \flat , B, C, C \sharp , D, E \flat , E, F, F \sharp , G, G \sharp :

NOTES ON THE FRETBOARD

| | | 3rd fret | 5th fret | 7th fret | 9th fret | 12th fret | | | | | | |
|-----------|------------|------------|-----------|------------|----------|------------|------------|-----------|------------|---|------------|---|
| 1st ... E | F | F \sharp | G | G \sharp | A | B \flat | B | C | C \sharp | D | E \flat | E |
| 2nd ... B | C | C \sharp | D | E \flat | E | F | F \sharp | G | G \sharp | A | B \flat | B |
| 3rd ... G | G \sharp | A | B \flat | B | C | C \sharp | D | E \flat | E | F | F \sharp | G |
| 4th ... D | E \flat | E | F | F \sharp | G | G \sharp | A | B \flat | B | C | C \sharp | D |
| 5th ... A | B \flat | B | C | C \sharp | D | E \flat | E | F | F \sharp | G | G \sharp | A |
| 6th ... E | F | F \sharp | G | G \sharp | A | B \flat | B | C | C \sharp | D | E \flat | E |

Tips for Memorization

Memorizing the notes in the musical alphabet and where those notes lie on the fretboard is essential for future learning. Once you have mastered the musical alphabet, memorize the notes found on the E, and A strings, as this will allow you to recognize the keys in which our scales, and barre chords are being played.

Here are some helpful tips:

- 1) All natural notes (A B C D E F G) are a whole step (2 frets) apart, except between B-C and E-F, which are a half step (1 fret) apart.
- 2) Notes A and D are what I call “loner-notes,” meaning there are no sharps (#) or flats (b) associated with those letters. “Loner-notes” are always followed by a flat of the next letter.
- 3) Flats (b) are always followed by naturals of the same letter name.
- 4) A sharp (#) is always followed by a natural of the next letter.
- 5) You can only have two notes with the same letter name before moving on to a “natural” of the next letter. Example: C, C \sharp , D,

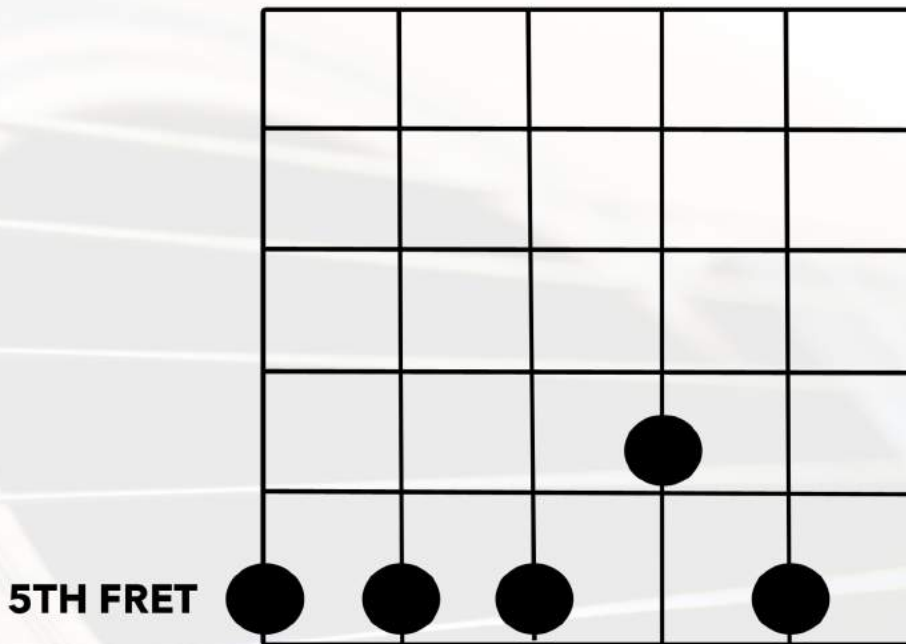
Tuning the Guitar

Common Method of Tuning Your Guitar by Ear



String Names

E A D G B E



The black dots on the diagram indicate what fret to press. Each of these positions produce a pitch that matches the open string below.

Follow These Steps to Tune Your Guitar:

- 1) Match your low E string to the 12th white key of a piano or use a pitch pipe. If these items are not available, use an online resource.
- 2) Match your A string to the 5th fret of the Low E string. This takes practice, and when in doubt, always downtune your string and work your way up to the desired note. This will help you to avoid breaking or “popping” the string.
- 3) Pressing behind the 5th fret of the A string, match your open D string.
- 4) Pressing behind the 5th fret of the D string, match your open G String.
- 5) Pressing behind the 4th fret of the G string, match your open B string.
- 6) Pressing behind the 5th fret of the B String, match your open E string.

Basic Technique

General Playing Tips & Positioning



Fretting Hand:

Follow these general rules to play a perfect note on the guitar:

- 1) Place fingertip behind the inside fret (or fret closest to you.)
- 2) Press firmly at all times.
- 3) Bring your wrist forward, with your knuckles raised to the ceiling.
(Especially useful for chords).
- 4) Place your thumb behind the neck for added support. The tip of your thumb should come just above the halfway point behind the neck.
- 5) Remember to keep the heel of your palm away from the neck of the guitar.
With proper thumb placement, this should be automatic.

Basic Technique

General Playing Tips & Positioning (Continued)



Picking Hand:

Using a pick can be awkward at first, so here are some useful tips:

- 1) Hold the pick between the index and thumb fingers.
- 2) “Choke” up on the pick for control, so that its tip resembles a small birds beak.
- 3) Do not hold your fingers downward. Rather, keep your wrist parallel to the strings.
- 4) Be sure not to squeeze your pick too hard, as this will limit your sensitivity.
- 5) Keep your hand relaxed and open. Your free fingers will soon become useful playing tools for “hybrid picking”, which are techniques that mix the use of a pick with a finger-style approach.

Basic Technique

Holding Your Guitar with Proper Posture



Stay Comfortable

- 1) Keep the edge of your guitar snug against your hip.
- 2) Maintain a wide stance, with the instruments' 'waist' supported on your leg. The waist is the skinniest part of the guitar body.
- 3) Wrap your strumming arm around the body, and hug the guitar firmly. This will prevent slipping, and can also limit the amount of finger strength needed to fret the strings.
- 4) Hold the guitar out on a slight angle, approximately 45 degrees. This ensures that you are not blocking your fretting hand with your own body and also gives the elbow more room to adjust,. Consider the position of your elbow when making certain chords, as it will influence the angle of the wrist and finger tips.
- 5) For added pressure, many guitarist gently press their chest into the back of the instrument, while pulling slightly with both arms. This is a trick that many players use subconsciously and can be very effective when combined with ample pressure from the fingertips.



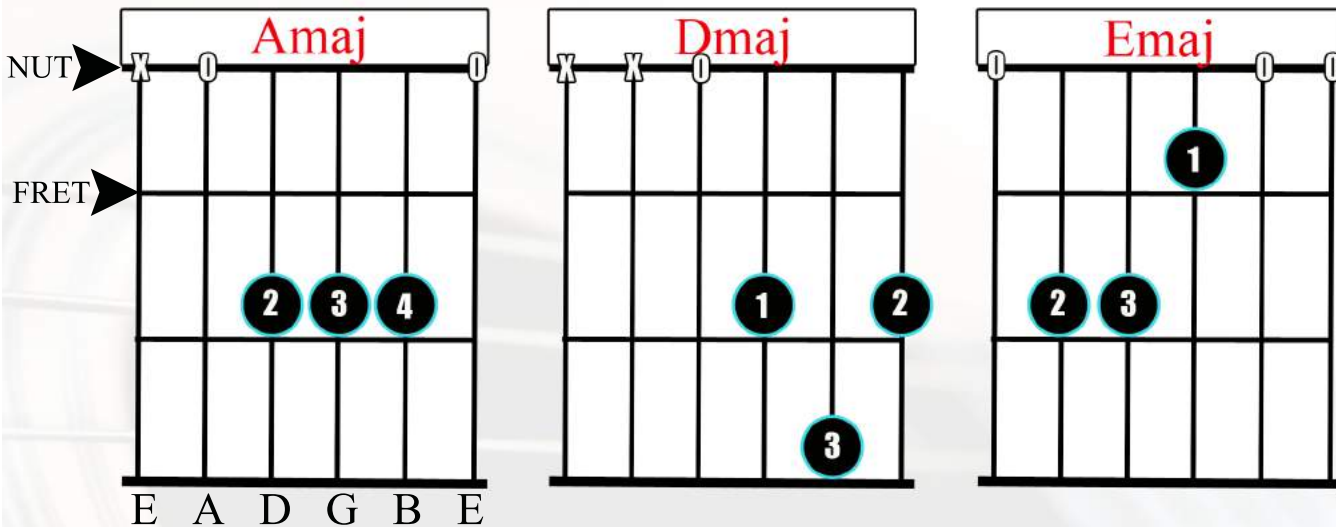
Photo courtesy of Natalia Serejko and our dog Otis Brown.

First Chords

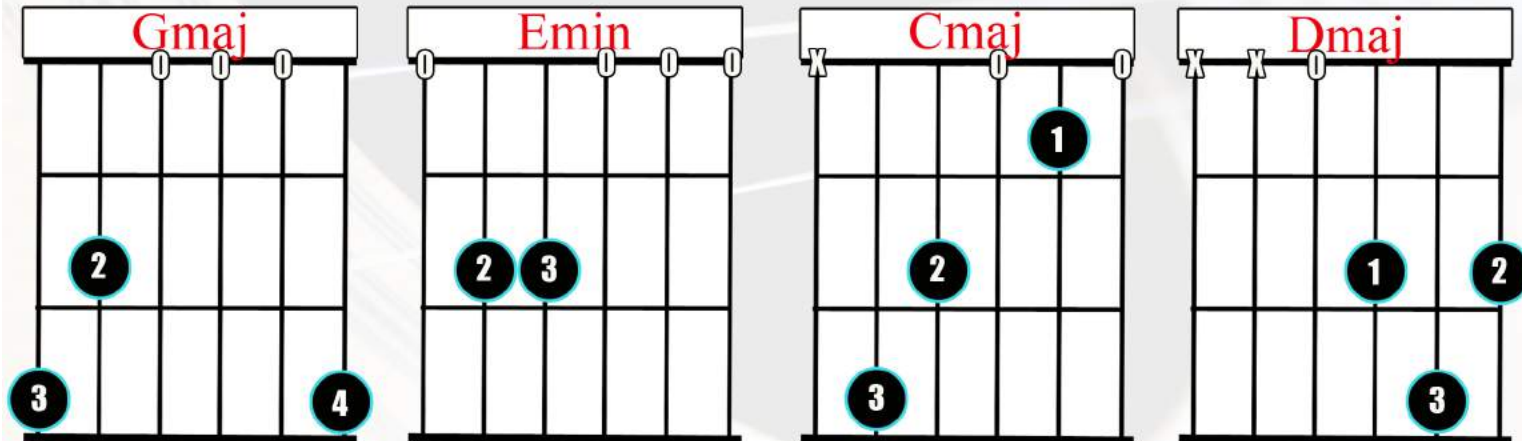
Reading Chord Diagrams



Lesson 1:



Lessons 2-3



Reading Chord Diagrams:

- 1) Vertical lines represent strings E, A, D, G, B, E from left to right.
- 2) Horizontal lines represent frets, with your nut at the top of the diagram.
- 3) Numbers represent your fingertips: 1 = Index, 2 = Middle, 3 = Ring, 4 = Pinky.
- 4) 0's indicate a string is to be played open.
- 5) X's indicate a string is not to be played.

Tablature Reading

How to Read Basic “Tabs”; Applied to the Major Scale



The A Major Scale



| | | | | | | | | |
|----------|----------|----------|----------|----------|----------|----------|--|----------|
| E | | | | | | | | 0 |
| B | | | | | | | | 2 |
| G | | | | | | | | 2 |
| D | | | | 4 | 6 | 7 | | 2 |
| A | | 4 | 5 | 7 | | | | 0 |
| E | 5 | 7 | | | | | | |

TABLATURE KEY:

Horizontal lines represent the six strings on your guitar from players’ perspective. (The bottom line represents the thick, low E string).

The Numbers indicate which frets are to be pressed on a given string. This exercise tells us to begin on the **5th** fret of our **Low E** string.

The number zero (0) indicates that an open string is to be played.

Stacked numbers indicate that notes are to be played in unison, creating what we call “chords.” In this example, we are asked to perform an Amaj chord.

About the Major Scale - **W W H W W W H**

“Scales” are simply an arrangement of whole steps (2 frets distance) and half steps (1 fret). The major scale runs on the pattern **W W H W W W H**, resulting in a series of notes that sound great to the human ear.

The major scale is easily the most important element of music theory. Playing different combinations of these notes in harmony can result in different types of chords, each creating its own unique mood. This scale is also used to create melodies and chord progressions. Choose a note in the musical alphabet to establish the “Key” and apply the major scale pattern to it to discover which chords work together within that key!

Using a Capo



What is a capo and what is it for?

A capo is a mechanical “barre” used to shorten the length of the guitar neck, thus raising the instruments pitch, and “key” of the music being performed. The main benefit of a capo is that it allows a guitarist to reach the key that they are comfortable singing in, while maintaining easy chord shapes like the ones demonstrated throughout this book.

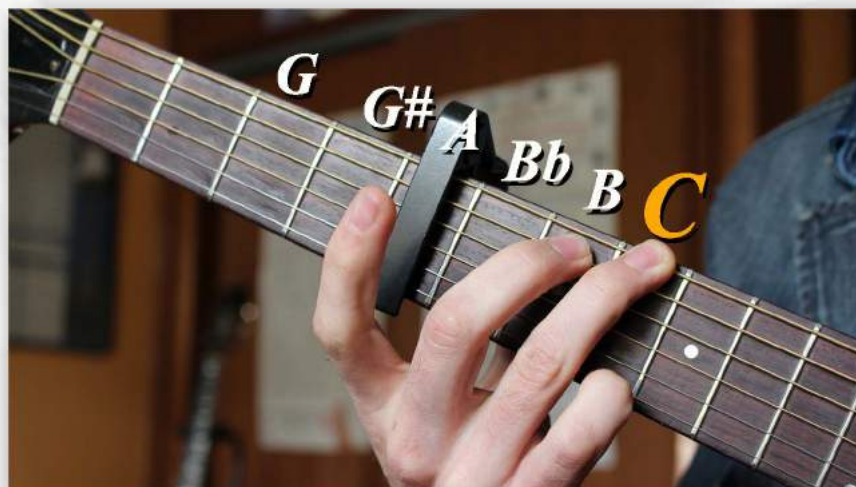
How do I use it?

A capo clamps onto the neck of the guitar with the barre side positioned behind any fret on the fret-board. By placing your capo behind the first fret, you are raising the open strings by one half-step or one note up in our musical alphabet. Likewise, any chords you perform after placing your capo will also be raised one half-step.

Once you have decided on which fret to place your capo, you can determine the adjusted key by adding a half-step for each fret you passed along the way. For example, a Gmaj chord played with a capo on fret five would actually sound like a Cmaj chord.

No Capo **Capo 1** **Capo 2** **Capo 3** **Capo 4** **Capo 5**

Gmaj, G#maj, Amaj, Bbmaj, Bmaj, Cmaj



Who uses a capo?

A capo is an essential tool for guitarists of all levels and playing styles. Many well-known tunes have been written with the use of a capo, and can not be properly replicated without it. Excellent examples include The Beatles’ “Here Comes the Sun,” and also Bob Dylan’s classic “Don’t Think Twice, it’s Alright.”

First Progressions

VIDEO



The Basic Blues Progression

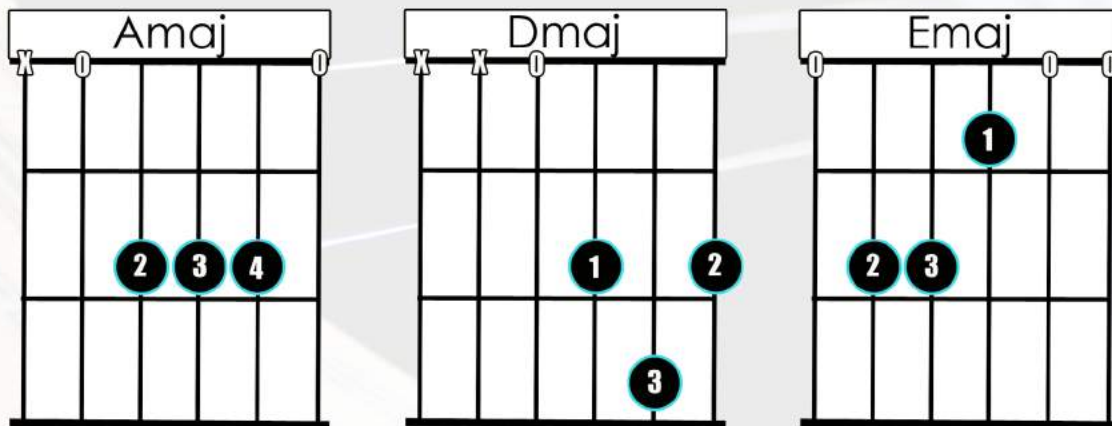
This chord progression is created from the Amaj Scale

1 2 3 4 5 6 7 8
A B C# D E F# G# A

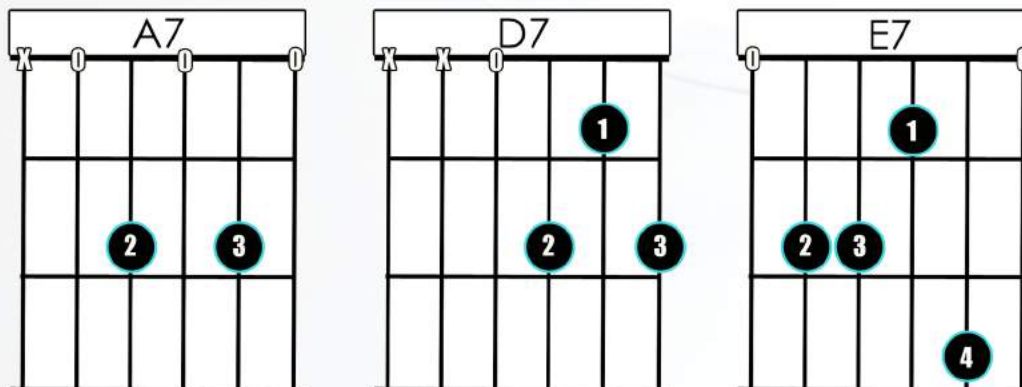
The common 12-Bar Blues is a must-know technique for the beginner guitarist. One of the most used chord progressions in popular music, it is at the core of thousands of well known songs including “Sweet Home Chicago” by Robert Johnson, “Red House” by Jimi Hendrix, “Johnny B. Goode” by Chuck Berry and countless others!

This basic chord progression features simple open-position chord shapes. Learn this progression and you will add thousands of songs to your repertoire. Let’s get started!

Progression: A(16) D(8) A(8) E(4) D (4) A(8):



Let’s try the blues “7th Chord” Versions:



First Progressions

“The 50’s Progression” - 1.6.4.5

VIDEO



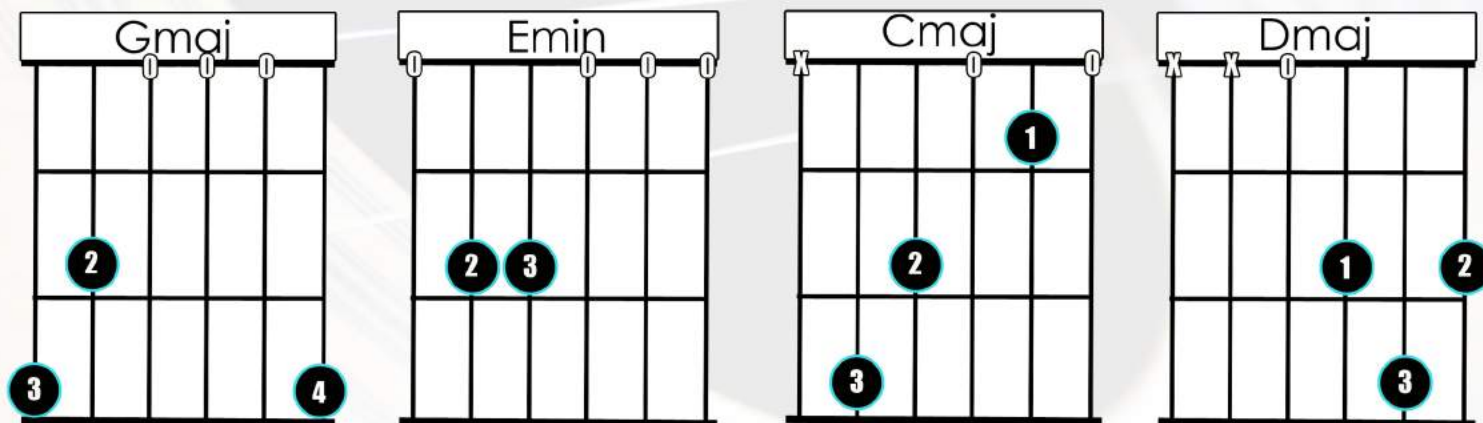
This chord progression is created from the Gmaj Scale

1 2 3 4 5 6 7 8
G A B C D E F# G

The 1.6.4.5 progression is one of the most common chord sequences in popular music. Well known tunes that put this progression to work include “Stand By Me,” “Earth Angel,” “Last Kiss,” “In the Still of the Night,” and “Unchained Melody.”

This basic chord progression features four essential chord shapes. Learn this progression to instantly gain access to a wider variety of musical styles including rock, folk, and pop.

Progression: G(8) Em(8) C(4) D(4) G (8):



Practice each chord shape individually, being sure to remove your hand regularly. This will help the development of your muscle memory. Once you can confidently play each shape, move on to practicing the transitions one by one. After several repetitions, move on to playing the progression in its entirety.

Your goal should be to play this progression evenly, with each strum falling on the beat. Remember to begin by playing at a slower, more comfortable tempo; through practice you will be able to play this progression at full speed, even with more complicated strumming patterns.

First Songs

VIDEO



“Stand By Me” By Ben E. King

Chord Progression: G (8) Em (8) C (4) D (4) G (8):

Capo on fret 2 for original key of A.

Use the “R&B” Strumming Pattern:

1 & 2 & 3 & 4 & * indicates a slap of the strings.



G Em

When the night has come and the land is dark

C D G

and the moon is the only light to see

G Em

No I won't be afraid No I... won't be afraid

C D G

Just as long as you stand...stand by me

Chorus

G

So darling, darling stand... by me

Em

Oh Oh, stand by me

C D G

Oh stand, stand by me, stand by me

If the sky that we look upon should tumble and fall...
and the mountains...should crumble to the sea

I won't cry...I won't cry, No I won't shed a tear

Just as long as you stand...stand by me

Chorus Repeats

Whenever you're in trouble won't you stand by me

Oh now, now stand by me...oh stand by me stand by me



First Progressions

“The Pop Hit Formula” - 1.5.6.4

This chord progression is created from the Gmaj Scale

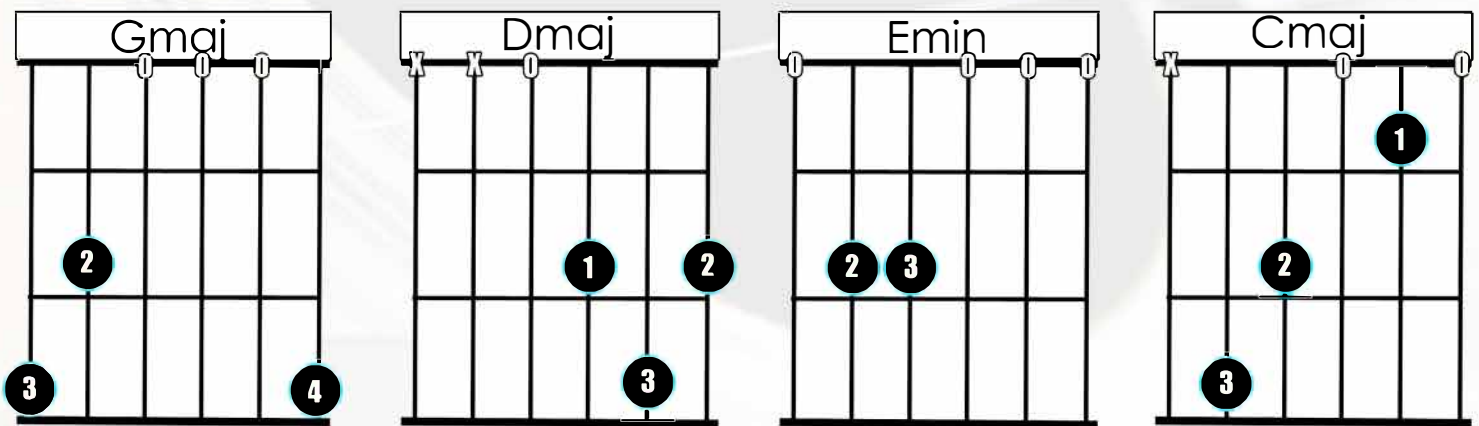
1 2 3 4 5 6 7 8
G A B C D E F# G

In this lesson, we take a look at a variation of the same chord progression used in the tune “Stand By Me.” By adjusting the order in which these essential chords are played, we discover the building blocks to thousands of other well-known pop songs!

The 1.5.6.4 Progression is one of the most utilized formulas in music. Well-known tunes that put this progression to work include The Beatles “*Let it Be*,” Jason Mraz’s “*I’m yours*,” and Adele’s “*Someone Like You*.”

“Let it Be” Progression – Key of G

Verse: G// D// Em// C// G// D// C// G//



Practice Tips:

By now, we should have already worked these individual chord shapes into muscle memory. The challenge at hand is to develop smooth transitions between each chord. At a slow, manageable tempo, practice strumming each chord twice, counting “1 & 2 &.” Gaining speed and fluidity between changes is a process obtained by gradually increasing the playing speed. I suggest using a “metronome” app, available on any smart phone.

First Songs

“Let it Be” by The Beatles

Strum Pattern

1 & 2 & a



VIDEO



Verse: G// D// Em// C// G// D// C// G//

Chorus: Em // D // C // G // G // D // C // G //

Capo on fret 5 for original key of Cmaj.

G D Em C

When I find myself in times of trouble, Mother Mary comes to me,

G D C (optional riff, see next page) G

Speaking words of wisdom, let it be.

G D Em C

And in my hour of darkness, She is standing right in front of me,

G D C (riff) G

Speaking words of wisdom, let it be.

Chorus

Em D C G (G) D C G

Let it be, let it be, let it be, let it be. Whisper words of wisdom, let it be.

G D Em C

And when the broken hearted people living in the world agree,

G D C (riff) G

There will be an answer, let it be.

G D Em C

But though there may be parting, There is still a chance that they will see,

G D C (riff) G

There will be an answer, let it be.

Chorus 2x (optional, extended riff 2x see next page)

G D Em C

And when the night is cloudy, There is still a light that shines on me,

G D C (riff) G

Shine until tomorrow, let it be.

I wake up to the sound of music, Mother Mary comes to me,

Speaking words of wisdom, let it be.

Chorus 3x

Extended walk-down riff, see next page.

First Songs

VIDEO



“Let it Be” By The Beatles PG 2-2

Gospel Style Walk-Down:

Now that you have committed the “Let it Be” chord changes and strumming pattern to memory, let’s add in the element of Paul’s gospel style walk-downs. First, let’s learn the transition performed between chords Cmaj and Gmaj, at the conclusion of each verse. This should be played after singing the lyrics “Let it Be.”

| | Cmaj | Gmaj |
|---|-------|------|
| E | 0 | 3 |
| B | 1 | 0 |
| G | 0 | 0 |
| D | 2 | 0 |
| A | 3 2 0 | 2 |
| E | | 3 |

Extended Walk-Down:

The final, extended transition ties together the chord progression C, G, D, C, G. This should be performed at the end of each chorus, not including those that are performed back to back. Review your chord sheet to locate each place where you will play this transition.

| | C | G | D | C | G |
|---|-------|-------|---|---|---|
| E | 0 | 3 | 2 | 0 | 3 |
| B | 1 | 0 | 3 | 1 | 0 |
| G | 0 | 0 | 2 | 0 | 0 |
| D | 2 | 0 | 0 | 2 | 0 |
| A | 3 2 0 | 2 | | 3 | 2 |
| E | | 3 1 0 | | | 3 |

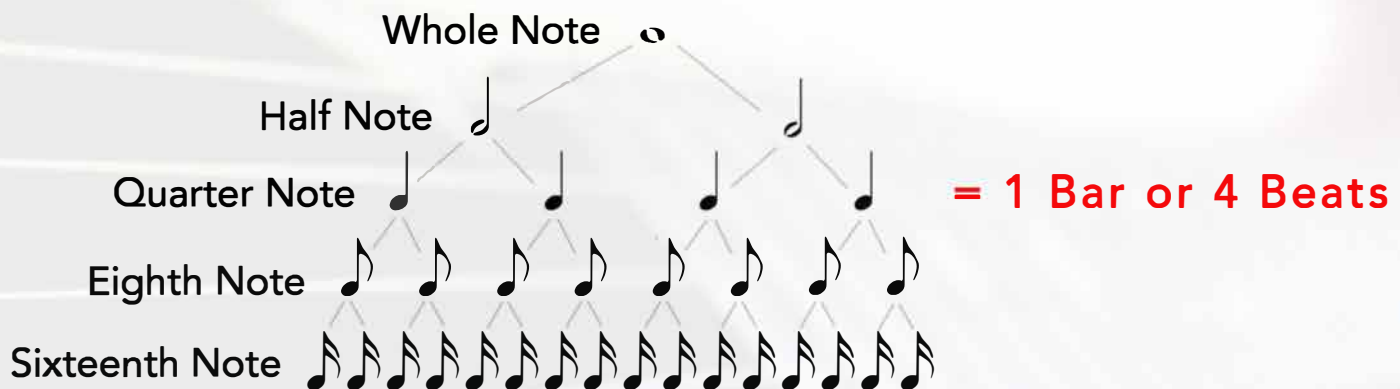
Rhythms & Strumming I-2



Guitar Rhythm and Strumming (Scan QR For Videos)

One of the most common questions I receive, as a guitar instructor, is "how do I figure out a strumming pattern." In this lesson we will learn the basic guidelines to strumming your guitar; when to strum downward, & when to strum upward. While the concepts and techniques described in this lesson are universally used, they are not "rules"; you will find that each player has a slightly different approach to rhythm guitar.

First we must be familiar with the different types of notes; there are 5 tiers.



Now, let's take a look at how each of these note types are commonly strummed:

A Whole Note – Down (1 strum over 4 beats)

Half Note – Down (2 strums over 4 beats)

Quarter Note – Down (4 strums over 4 beats)

8th Note – Down on the beats, up in between the beats: (8 strums over 4 beats)

1 & 2 & 3 & 4 &



Basis for Common Strumming Patterns

16th Note – Downs on the numbered beats and also on the "&'s", ups on the "e's/a's":

1 e & a 2 e & a 3 e & a 4 e & a (16 strums over 4 beats)



Basis for Advanced Strumming Patterns

Rhythms & Strumming 2-2

Counting Essential Patterns

VIDEO



Click/Scan

Now that you have discovered how to strum the five tiers of musical note values, you can begin learning some popular "strumming patterns," which are created by mixing these note types together, and/or placing rest (empty space) on certain beats. Here are three of the most common patterns:

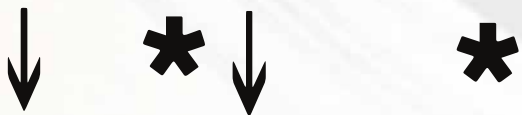
Pop Strumming Pattern: See "Last Kiss"

1 & 2 & 3 & 4 &



R&B Strumming Pattern: See "Stand By Me"

1 & 2 & 3 & 4 &



* = *Slap of the Strings*



Country Strumming Pattern: See "I've Just Seen a Face"

1 & 2 & 3 & 4 &



Final Thoughts

Building Skills, Confidence and Staying Focused!



Congratulations, by completing the lessons found within these pages, you have taken your first steps toward becoming an accomplished guitarist! The techniques you have learned will continue to serve you as you reach the intermediate and advanced skill levels!



To continue your journey toward guitar greatness, I have compiled a short list of helpful tips & tricks that are at the center of my teaching and learning philosophy:

- 1) ***Speed comes last*** - Practice slowly and allow the pursuit of speed to be a gradual process.
- 2) ***This is your time*** - Develop a sense of calm when you practice and always prepare for sessions free of distraction.
- 3) ***Bit by bit*** -. When learning a challenging piece, it's important to tackle it one section at a time.
- 4) ***Repetition is the key*** - Every lick, riff, and chord change comes with patient repetition. Remember, the mind and body are of one machine, requiring 1500 perfect repetitions before a technique is committed to muscle-memory.
- 5) ***Fuel the fire*** - Mastering the guitar requires constant inspiration, and there's no better place to find it than in your personal music collection. Fill your days with fantastic music, and discover your guitar heroes as you go.
- 6) ***Join the community*** - Music has the amazing ability to bring people together, build their friendships, and make good times even sweeter. Gather with your fellow music lovers at jam sessions, open mics, and festivals and enjoy the guitar life.
- 7) ***Build your repertoire*** - I can not emphasize enough how important it is to build a solid list of performance ready songs. There is no finer gauge for measuring your progress.
- 8) ***A creative outlet*** - Nothing has driven me more than my desire to compose music that I can be proud of, usually as a gift or tribute to friends and family. Using music as a creative outlet is active and applied learning, leading to great retention of skills and concepts.
- 9) ***Hearing is believing*** - At least once a week, record yourself performing your favorite piece.
- 10) ***Your learning style*** - Find what works for you and run with it!

All the best. -Rob

About the Author



Rob Swift is a professional musician, audio engineer, and educator based out of Philadelphia, Pa. For nearly two decades he has dedicated his life to music, teaching hundreds of aspiring players how to reach their goals on the guitar. In 2012 Swift began archiving his lesson plans on YouTube, providing millions of players around the world with powerful video resources.