

Teach Yourself To Play Mandolin

DAN FOX

Everything you need to know to start playing now!

In addition to video lessons, the companion DVD includes Alfred's exclusive TNT 2 software which allows users to customize the audio tracks in this book for practice. Use it to slow down tracks, isolate and loop parts, and change tempos and keys.

To install, insert the DVD into the disc drive of your computer.

Windows

Double-click on My Computer, right-click on the DVD drive icon, and select Explore. Open the DVD-ROM Materials folder, then the TnT2 folder, then the Windows folder, and double-click on the installer file.

Macintosh

Double-click on the DVD icon on your desktop. Open the DVD-ROM Materials folder, then the TnT2 folder, then the Mac folder, and double-click on the installer file.

TNT 2 SYSTEM REQUIREMENTS

Windows

XP, Vista, 7, 8 QuickTime 7.6.7 or higher 1.8 GHz processor or faster 900 MB hard drive space 2 GB RAM minimum DVD drive for installation Speakers or headphones Internet access for updates

Macintosh

OS 10.4 and higher (Intel only) QuickTime 7.6.7 or higher 900 MB hard drive space 2 GB RAM minimum DVD drive for installation Speakers or headphones Internet access for updates



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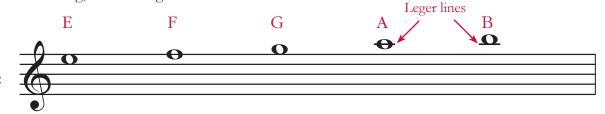
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NAMING THE NOTES ON THE 1st STRING

Since the mandolin can play notes higher than those written on the staff, it is sometimes necessary to extend the five lines of the staff with short, temporary lines called leger lines. Leger lines are used to notate the high A and B which are played on the 1st string, the E string.

The five basic notes on the 1st string are:



Notice the use of the leger lines for the notes A and B. Also notice that the note E, which is played open on the 1st string, can also be played on the 2nd string 7th fret. The fingering number above the note will tell you whether to play it open ("o") or fingered (4).

Exercise: Practice naming the notes below.



PLAYING THE NOTES ON THE 1st STRING

These photos show the proper placement of the fingers for the notes on the 1st string. Remember to press hard directly behind the fret.

Important! Unlike the 2nd and 3rd strings, the 1st finger plays the note on the 1st (not the 2nd) fret.

 \mathbf{E} Open (no fingers)



A



F 1st finger, 1st fret



B 4th finger, 7th fret



G 2nd finger, 3rd fret





16TH NOTES

A 16th note looks like or when it stands alone. When they are written in groups of two or more, 16th notes look like this:



A 16th note is played twice as quickly as an eighth note and four times as quickly as a quarter note. In $\frac{2}{4}$, $\frac{3}{4}$ and $\frac{4}{4}$ times there are four 16th notes in each beat. Count them as 1 e & uh, 2 e & uh, etc.

Always play 16th notes with alternating down- and upstrokes of the pick.

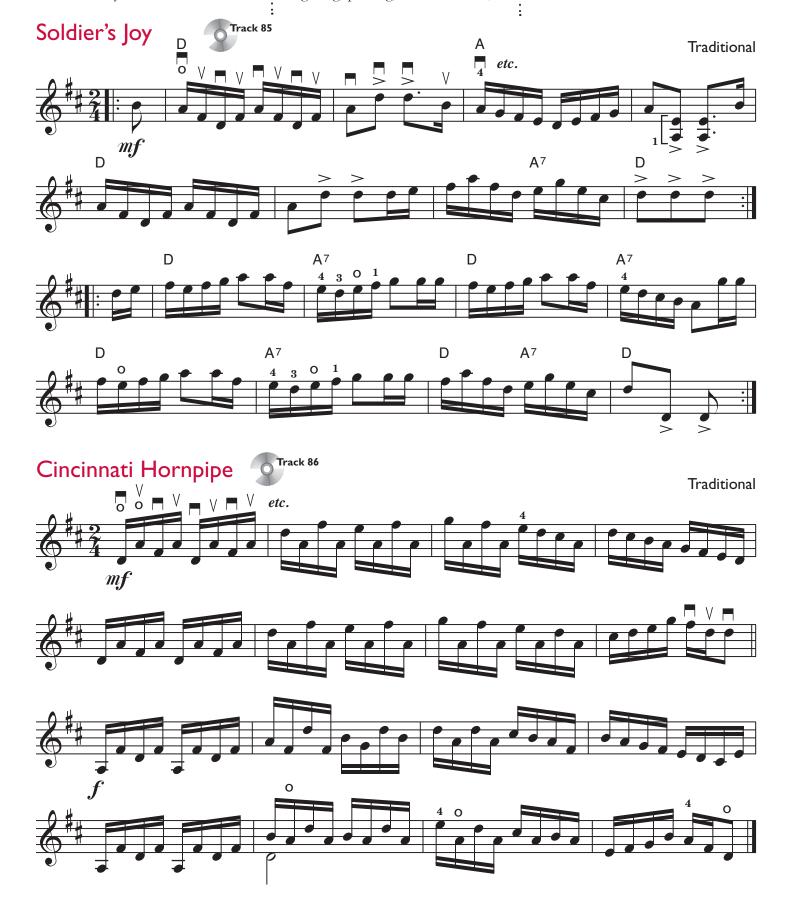
Make sure you can play the exercises on this page before attempting the tunes that follow.



CROSSPICKING

Crosspicking refers to picking that moves from string to string. It's one of the harder things to do on the mandolin, but is a wonderful effect when you master it. Here are

two old fiddle tunes that require a lot of crosspicking. Learn them at a very slow tempo paying great attention to details such as fingering, picking, and of course, tone. Once you have mastered the basics, start increasing the tempo gradually till you can play it at about $\rfloor = 80$ to 100.



COMMON TIME AND CUT TIME

The symbol \mathbb{C} used as a time signature is another way of saying $\frac{4}{4}$ time.

The symbol \mathfrak{C} calls for "cut time." It means to play the same number of notes per measure as $\frac{4}{4}$, but to count only two beats to each measure. This is especially useful when the tempo gets fast enough to make counting four beats to the measure awkward. Cut time is used for fast show tunes, marches and other music meant to be played brightly. Play this famous march in cut time. Count as indicated, and keep the tempo bright (J = 96-120).

