play the guitar—on the dominant role of the mind. The role of the mind was the primary focus of the *Introduction* in my book *The Shearer Method Classic Guitar Foundations* and will remain a thread of continuity throughout this book and the entire series.

## **ABOUT THIS BOOK**

This book continues the technical and musical development begun in Book  $1-The\ Shearer\ Method$ : Classic Guitar Foundations. Material in the present text assumes mastery of foundations, such as proper positioning, free-stroke technique, arpeggios, and music reading. Thus, if you are new to guitar study, it is *strongly* advised to first thoroughly work through Book 1. Moreover, Book 1 lays the foundation for important approaches to study and practice (e.g. *visualization* and *pre-reading*) which are referred to here and in subsequent volumes.

Technical emphasis in Book 2 centers on rest-stroke, scale forms, arpeggios without *p*, shifting, barring, slurs, and ornamentation. Areas of music study include theory, chords, reading in keys and a continued study of rhythm and meter. In addition the book outlines strategies for visualization, pre-reading, and air guitar, ultimately applying these skills to memorization and performance. Finally all of the concepts and technique learned may be further applied in the section at the end of the book called *Music of the Masters*. Here you'll find of a variety of selections from the standard repertoire organized by historical period, including Renaissance, Baroque, Classical, and Romantic.



## USING THE MULTIMEDIA DISC

This book comes with a single disc that contains all of the multimedia presentations, both *video* and *audio*. The videos play in a standard DVD player or computer but the audio (TNT2 encoded) *will only* work in your computer. The book serves as the foundation for the method. However, subjects that require clarification beyond the text are demonstrated in the accompanying videos which visually help you to form better understanding. As you work through this book, refer to videos whenever you see the symbol. The concepts involved in learning the classic guitar can often be complex—feel free to review both the text and videos frequently.

In addition, the audio portion of the disc contains all of the duets, and a few helpful selections from the solo pieces. Refer to these whenever you see the audio symbol . The audio plays on any computer using the TNT2 (*Tone and Tempo*) software that comes with the disc. This allows you to:



- speed up or slow down tempo.
- control the volume for each track.
- solo the student's or teacher's part.
- turn the metronome on or off.
- loop sections to repeatedly rehearse them.

(See the multimedia disc instructions opposite the media disc pouch.)



## **SLURS**



A slur occurs when two notes are played with only one right-hand articulation. The second note sounds by movement of a left-hand finger. Slurs can be either upward or downward and are indicated by a curved line as shown below.

Ex. 13



**Upward Slur**— In an upward slur, the second note is "hammered" on by the left-hand finger, directly behind the fret. The resulting sound comes not only from the string's vibration carried over from the preceding note, but also from the impact of the string against the fret.

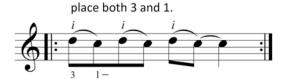
**Downward Slur**— In a downward slur, the second note is articulated by "pulling off" or plucking the string with the left-hand finger to sound a lower note.

Correctly executing a slur requires that the second note sound as loud as the first. In addition, it's very important to play slurs in correct rhythmic context. Beginners frequently slur too fast resulting in a rhythmic distortion. Practice Ex. 14, with steadiness of movement in both rightand left-hands. Set your metronome as indicated or slower.

Ex. 14



Downward slurs of two fingered notes, requires preparation of *two* left-hand fingers on the string. In the following, place both 3 on D and 1 on C, then "pull off" 3 to sound C.



Next, place both 3 on D and 2 on C‡, then "pull off" 3 to sound C#.

