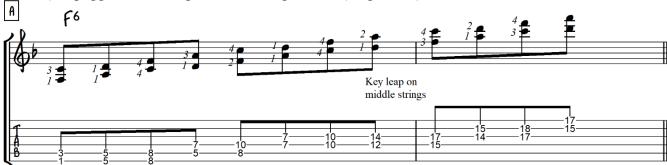
## New Plan for Me to Finally Learn Double Line Textures,

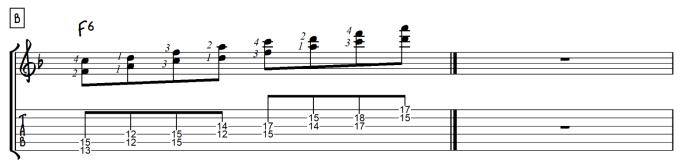
(Too many years of procrastination) Ted Greene, 1984-05-9 and 10

Tuned to Dbb (C##)

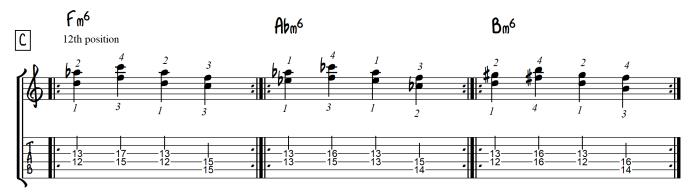
- 1) A little more emphasis on watching the top note after you are friendly with the fingerings (which must be tested at a brisk tempo).
- 1a) Play the top voice as a single line occasionally if necessary for visual purposes.
- 2) Learn one key really well before moving to others.
- 3) Stay mainly on *lower* string sets when you have a choice.
- 4) Do THREE types of studies: Examples:
  - a) Arpeggios traversing the whole fingerboard (lengthwise)

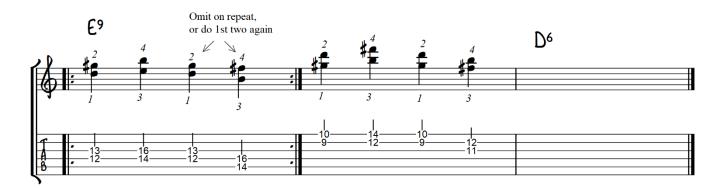


b) At least 3 separate "positions" horizontally across fingerboard, i.e., staying in one spot at a time as best one can.



c) Little fragments within these positions.





- 5) Lots of reverb is virtually a prerequisite.
- 6) *Hop* the fingers (lift) don't hold the "back" two down, unless doing double hammer-ons and/or pull-offs.
- 7) Lean back from the guitar so you can see more of what's "coming up next."
- 8) One of the main vehicles Blues (in Eb first) of various types, low strings, upstairs register. Include lots of open triads too.

Example, on "V" use:

Beats:

F/3 Bb/3Cb Eb/5Db/5Gb/5 Db Ab/34 & 123 & 1 2 3 4 4 1

FOR ME TO FINALLY LEARN DOUBLE LINE TEXTURES (TENAND H'NECESSARY FOR Y ISUAL PURPOSES "COMING UP NEXT"