

GUITARGAMES.NET'S

**LEARN THE GUITAR NECK IN
10 EASY LESSONS!**

by William Wilson

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- B and E don't have Sharps
- Name all the Notes on the Neck

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INTRODUCTION

How well do you know the guitar neck?

Would you like to find notes instantly anywhere on the guitar neck? Do you want to improve your playing and open new musical possibilities? Very little experience is necessary to learn the notes on the guitar. Can you play a G chord? How about the introduction to *Smoke On the Water*? Then chances are you can learn the guitar neck. The two prerequisites are a strong desire to learn and the dedication to stick with it. Oh yeah, you also need a guitar and a premium membership at guitargames.net.

What will you learn?

This series of lessons will teach you all the note names on the guitar neck. It will not cover reading music, forming scales, chords, etc. But, it will make learning and playing just about anything on the guitar a whole lot easier.

Why learn the note names on the guitar?

Knowing the neck allows players to be able to play music on any part of the guitar. It helps players make fewer mistakes and not get lost. It opens up new possibilities for writing music, scales and chords can be found with greater ease, and learning as well as remembering music is made simpler.

How do the lessons work?

This system was developed based on extensive research into how our memories work and how people learn. It teaches you the basic organization of music and how it applies to the guitar fretboard. The lessons combine online and written activities with playing the guitar. You will learn three landmarks on the fretboard and make use of easy devices for memorizing large amounts of information. This is not a “miracle product,” it is a solid approach to mastering the guitar fretboard.

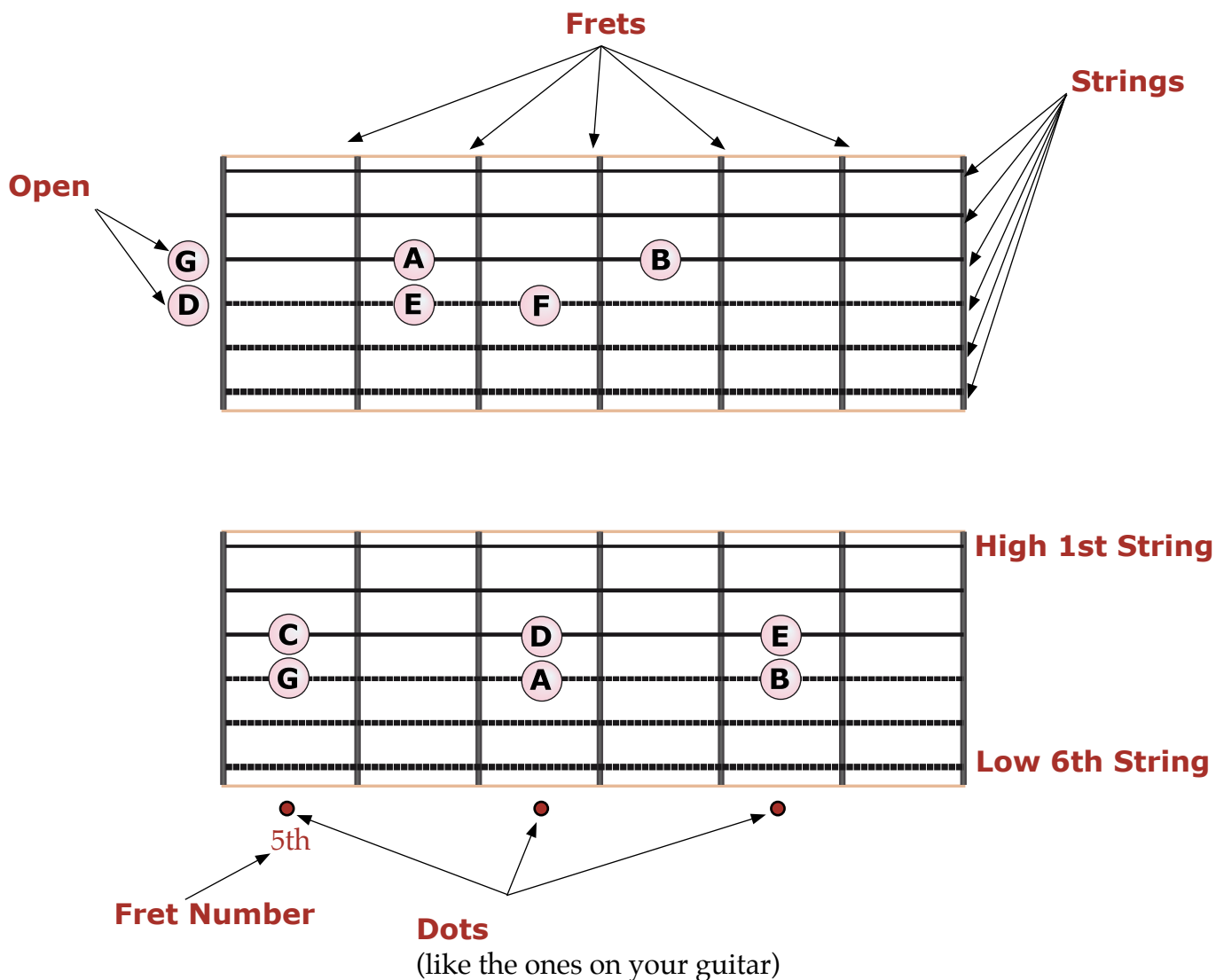
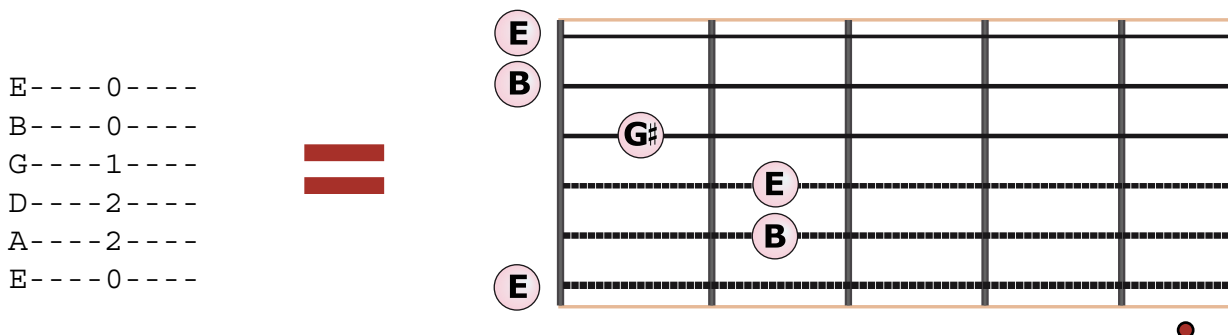
Begin today! Do one lesson a day and you will be done in a week and a half. The lessons can also be spread out for those short on time. Each lesson should take between 30 to 45 minutes.

Already know the first position?

Although skipping lessons is not recommended, there is one exception. Many players already know the notes on the first position. If you are such a player you can start Lesson 1 at “B and E don’t have Sharps,” then skip ahead to Lesson 4. Of course, if choose not to skip ahead, the early lessons can serve as a good review.

A Note on the Fretboard Diagrams

The fretboard charts in this document show the guitar neck in a horizontal position with the 6th string on the bottom. This setup will be familiar to most guitarists since it is the same as the ubiquitous "Tab" system.



LESSON 1

- Learn the Open Strings
- B and E don't have Sharps
- Name all the Notes on the Neck

The Names of the Open Strings

The open strings on the guitar are:

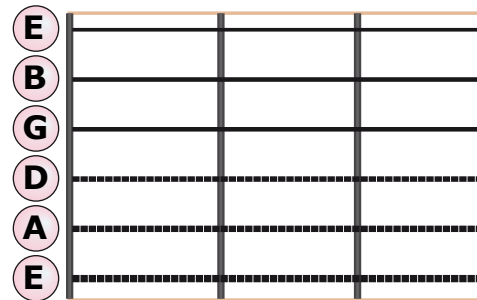
E A D G B E

(from the low 6th string to the high 1st string)

To remember this think of the following sentence:

Remember the guitar strings the rest of your years:
Elephants And Donkeys Grow Big Ears.

Notice that the first letters of the words in "Elephants And Donkeys Grow Big Ears" are "E A D G B E" just like the open guitar strings. This is a quick and easy way to remember the open string note names.



It's also important to understand how the strings are related not just to memorize them; to understand this you'll need to know a little about how music is organized. Let's start with the musical alphabet. The musical alphabet runs from "A" to "G" and then starts over again: "A B C D E F G A B C, etc." Notice that there is more than one of each letter name, in other words more than one "A", more than one "B." Notes are given the same name when they sound similar, like when a man and a woman sing the same note, the woman's is higher, but we recognize them as the same pitch. Also, you will need to know about how distances are measured in music. In music, distances are measured by intervals, such as seconds, thirds, fourths, fifths, etc. There is no zero in music, so when we say a note is a fourth away we count "A"(1) -> "B"(2) -> "C"(3) -> "D"(4).

The guitar strings are tuned in fourths, except between the third and second string. The bottom string (6th string it's the fat one closest to you as you hold the guitar) is "E."
Simply go up the musical alphabet "E"(1) -> "F" -> "G" -> "A"(4). A fourth above E is A. And that is the fifth string.
Here are all the strings.

6: E -> F -> G -> A

5: A -> B -> C -> D

4: D -> E -> F -> G

3: G -> A -> B

(remember the third and second are only a third away)

2: B -> C -> D -> E

1: E

Activities:

1) Go to GuitarGames.net: Play Guitar Flash Cards

To play click on the note name at the bottom of the screen that corresponds to the red dot shown on the fretboard above.

Settings: (Go to settings before playing)

Fret Range: minimum: 0 maximum 0

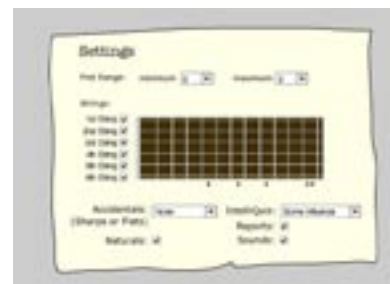
Strings: all

Accidentals: None

Naturals: Yes

IntelliQuiz: Some Influence

Goal: Play until all open strings show bright red ("wow") in reports. If your report shows a color other than bright red ("wow") keep playing, as you get more correct your rating will improve. Click on reports button to see your current report. (Please note: nothing will show in reports until you have played for several minutes.) Keep all charts/books closed (In other words do this from memory). If you can't remember something use "Show Answer."



2) Play and Say:

a) Play the open strings on your guitar from the sixth to the first as you say "Elephants And Donkeys Grow Big Ears." Do this seven times.

b) Play the open strings on your guitar from the sixth to the first. As you play the sixth say "Sixth string is E", then say "E F G A, Fifth String is 'A'", continue all the way up to the first string. Do this at least three times.

B and E don't have Sharps.

Once upon a time in a magical musical land the music alphabet made sense. There was one of each letter A to G, and in between each letter was a sharp. It looked like this "A A# B B# C C# D D# E E# F F# G G#." The notes were kept in a huge fortress and looked as beautiful as they sounded. One day an evil musical bee decided he wanted to steal the letters to his name, "B", "B#", "E" and "E#," in order to make a monument to himself. He climbed the castle wall and put the "B" in his bag. Little did he know, that his buzzing would wake King Muzo. The King awoke and caught Bee by his stinger. "Bee" he said, "It is not good to make one's name appear bigger than it really is. Take Britney Spears for example..." he droned on and on. At the end of his long speech he gave Bee a great punishment. "Since you tried to make your name bigger than it really is, I shall do the opposite, I shall take B# and E# right out of the alphabet for ever." And that is just what he did. To this day our musical alphabet reads "A A# B C C# D D# E F F# G G#".



This is a sharp. A note that is sharp is one fret higher than a regular (natural) note. So if A is on the second fret then A# is on the third.

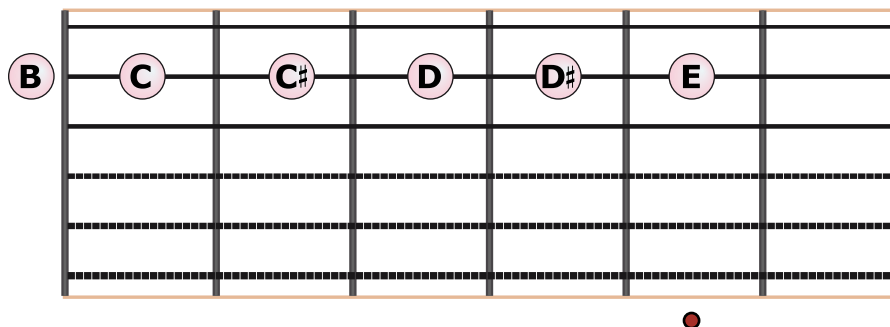
A A# B C C# D D# E F F# G G#



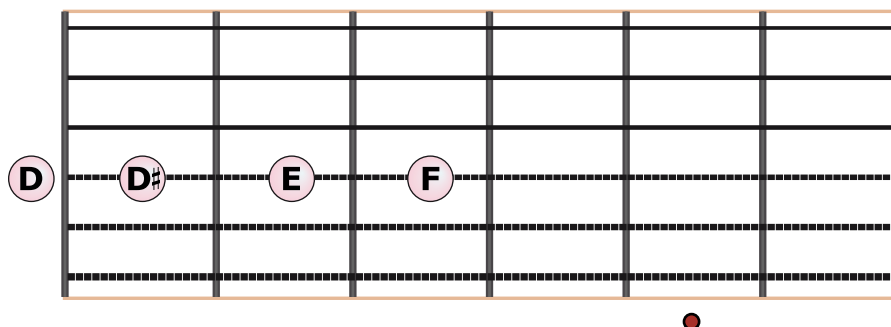
Great story right? Okay so I'm not the Brothers Grimm. The point is this; there is no B or E sharp. So what? Well watch this. Each piece of the musical alphabet ("A A# B C C#...") corresponds to one fret. The open fifth string is "A". Look at the musical alphabet shown above, and find "A." Immediately following A in the musical alphabet is "A#." Therefore the first fret is "A#". The second fret is "B", the third "C", the fourth "C#", the fifth "D", and on and on up the post-bee musical alphabet.

Name All the Notes on the Neck

With this information you can name all the notes on the neck. And you thought it would take 10 easy lessons. Really, let's try a couple. What note is located on the second string, fifth fret? First ask yourself what is the second string open? "B" That means the first fret is "C" (remember there is no B#), the second fret is "C#", third is "D", fourth is "D#" and the fifth is "E". That's the answer "E."



Here's another take the fourth string third fret. Fourth string is "D" so the first fret is "D#", second fret is "E", and the third fret is "F" (there is no E#).



Activities

(Before completing any Guitar Flash Card assignment always go to "Reports" and hit reset.)

1) **GuitarGames.net:** Play Guitar Flash Cards

Settings:

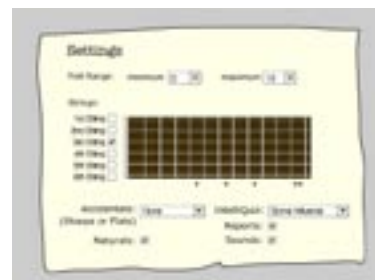
Fret Range: minimum: 0 maximum 12

Strings: Any String (but just one at a time)

Accidentals: Sharps

Naturals: Yes

IntelliQuiz: Some Influence



Practice going up and down a single string using the information you just learned. Choose three or four strings and play for 10 minutes.

2) Play and Say

Go up each string saying the name of each note as you go. For example play sixth string open and say "E", play sixth string first fret and say "F", second fret "F#", all the way up to the twelfth. If you did it correctly the twelfth fret should be the same as the open string. For example the open 6th string is an "E" and the 6th string twelfth fret is an "E."

3) GuitarGames.net: (Review): Play Guitar Flash Cards

Before you start reset your reports (go to reports page and hit reset)

Settings:

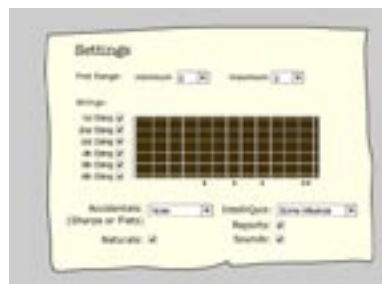
Fret Range: minimum: 0 maximum 0

Strings: All

Accidentals: None

Naturals: Yes

IntelliQuiz: Some Influence



Goal: Play until all open strings show bright red in reports (yes do it again.) Keep all charts and books closed (In other words do this from memory). If you can't remember something use "Show Answer."

LESSON 2

- First Position Strings One and Two
- First Position Strings Three and Four
- First Position Strings One to Four

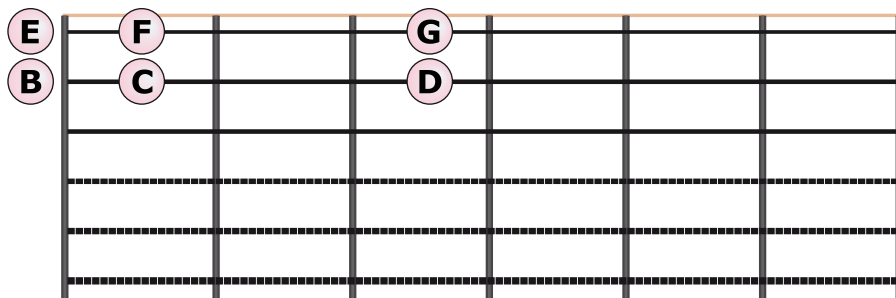
First Position Strings One and Two

No doubt after lesson one you are feeling pretty good. After all you can now name any note on the guitar! Unfortunately the process is usually too slow and cumbersome to be useful. Learning the guitar neck is like eating an elephant (vegetarians substitute rice field). If you try to eat the whole thing at once you are in for an unpleasant surprise. But start with one little toe and spread the task out and it can be done. Here is your first bite size portion.

The best approach to learning the notes in a position is to learn a few strings at a time. Also it is good to concentrate on the natural notes (no sharps) first, and when they are mastered to then add the sharps. This builds spots that you know without having to work it out. These spots will make finding notes on the guitar faster.

What is a position?

A position refers to an area of the neck four frets wide. The lowest fret number names the position. So first position contains frets 1 to 4. Fifth position contains frets 5-8, etc.



Reminder:

Remember the open strings as a landmark and the parable of the bee!

Activity

1) **GuitarGames.net:** Guitar Flash Cards.

Settings:

Fret Range: minimum: 0 maximum 4

Strings: 1st and 2nd only

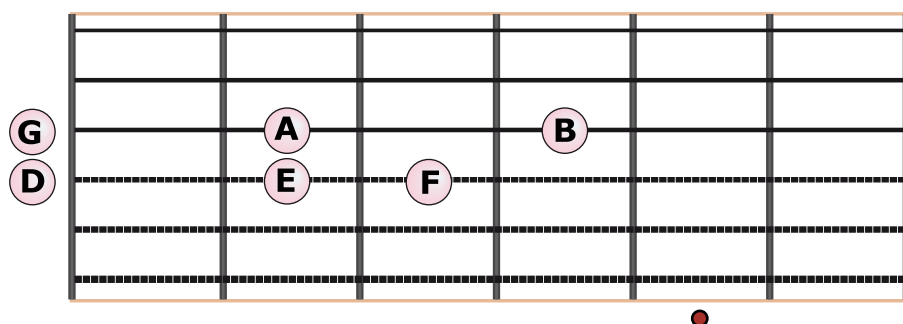
Accidentals: None

Naturals: Yes

IntelliQuiz: Some Influence

Goal: Play until all notes (there should be six, three on the first, and three on the second as in the chart above) are bright red. Keep all charts/books closed (In other words do this from memory). If you can't remember something use "Show Answer."

First Position Strings Three and Four



Activity

1) **GuitarGames.net:** Play Guitar Flash Cards

Settings:

Fret Range: minimum: 0 maximum 4

Strings: 3rd and 4th only

Accidentals: None

Naturals: Yes

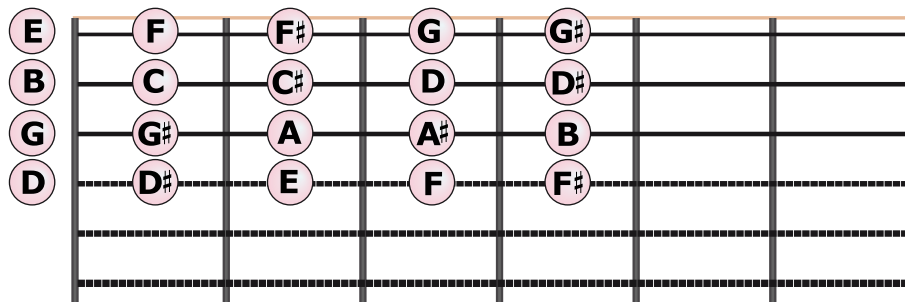
IntelliQuiz: Some Influence

Goal: Play until all notes on 3rd and 4th string are bright red. Keep all charts/books closed. If you can't remember something use "Show Answer."



Reminder: Remember to reset reports before starting a new activity.

First Position Strings One to Four



Activities

1. GuitarGames.net: Play Guitar Flash Cards

Settings:

Fret Range: minimum: 0 maximum 4

Strings: 1st to 4th

Accidentals: **Sharps**

Naturals: Yes

IntelliQuiz: Some Influence

Goal: Play until all notes on the 1st to the 4th string are bright red. Keep all charts/books closed (In other words do this from memory). If you can't remember something use "Show Answer."

2. Play and Say (Say the names of the notes as you play them on the guitar)

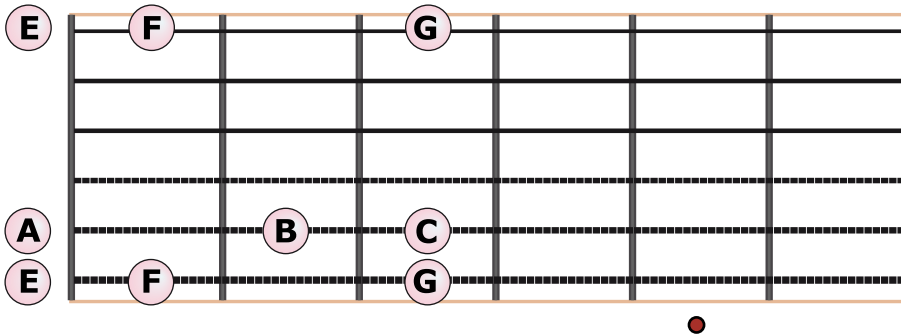
- Play and say all the names of the notes on the third string first position (open to 4th fret): "G G# A A# B"
- Play and say all the names of the notes on the first string first position.
- Play and say all the names of the notes on the fourth string first position
- Play and say all the names of the notes on the second string first position.
- Repeat the above steps but start on the fourth fret and go backwards. For example the first string would be "G# G F# F E."

LESSON 3

- Finish the First Position
- Flats
- Up and Down Guitar Strings (Again)

Finish the First Position

Let's finish up the first position. By the way notice any similarities between the first and the sixth string?



Activity

1. GuitarGames.net: Play Guitar Flash Cards

Settings:

Fret Range: minimum: 0 maximum 4

Strings: 5th and 6th only

Accidentals: None

Naturals: Yes

IntelliQuiz: Some Influence

Goal: Play until all notes on 5th and 6th string are bright red. Keep all charts/ books closed (In other words do this from memory). If you can't remember something use "Show Answer."

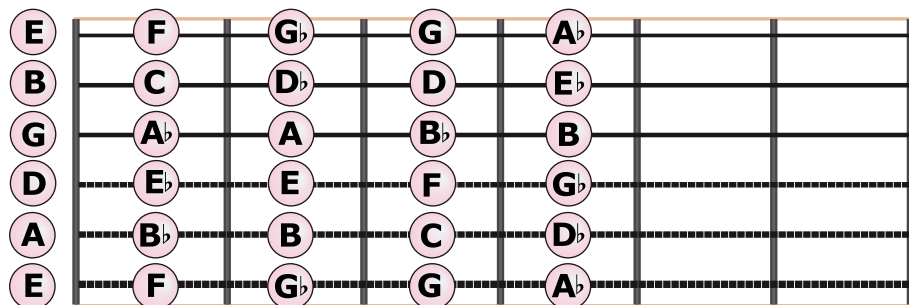
Flats

A Sharp is one fret higher than a natural note. "G" is on the 3rd fret so "G#" is on the 4th. Simple enough. Well leave it to musicians to complicate things. Let's look at the "C#" on the second string second fret. It is between "C" on the 1st fret and "D" on the 2nd. So "C#" can be described as one fret higher than "C", but you could also say that same note is one fret *below* "D". That is where flats come in. The second fret (2nd String) is also "D-flat." A flat is always one

The Flat Symbol



fret lower than a natural note. So all sharps can also be described as flats. "A#" is also "Bb" (lower case "b" is short for flat). "C#" is "Db", "D#" is "Eb", "F#" is "Gb", and "G#" is "Ab." Notice there is no "Cb" or "Fb", just like there is no "B#" or "E#".



Reminder: Remember to reset reports before starting a new activity.

Activity

1. GuitarGames.net: Play Guitar Flash Cards

Settings:

Fret Range: minimum: 0 maximum 4

Strings: 1st to 4th

Accidentals: Flats

Naturals: Yes

IntelliQuiz: Some Influence

Play until all notes show bright red. (Should take ten to fifteen minutes). Keep all charts/ books closed (In other words do this from memory). If you can't remember something use "Show Answer."

Review

Play & Say (with flats):

- Play up the D string (4th string) saying the names as you go. ("D Eb E F Gb G Ab A...").
- Repeat for the 1st string.
- Repeat for the 3rd string.
- Repeat for the 5th string.
- Repeat for the 2nd string.
- Repeat for the 6th string.

LESSON 4

- First Position Review: Pop Quiz
- Landmarks and the Notes on the Fifth Fret
- Fifth Position Strings One and Two

First Position Review: Pop Quiz

1) Who sang a duet with Michael Jackson in *The Girl is Mine*? Just kidding. Print out a copy of our blank fretboard (located at the end of this document on page 33) Close all books and turn off your computer. Now sharpen your pencil and fill in all the note names for the first position. Go ahead, I'll wait. Double-check your answers against our fretboard chart on page 34.

2) Pick up your chart and play and say all notes in the first position.

Landmarks and the Notes on the Fifth Fret

There are three spots on the guitar where all strings have only natural notes (no sharps or flats) They are the open strings (E A D G B E), the fifth fret (A D G C E A), and the tenth fret (D G C F A D). These are important landmarks so we will memorize each one. Let's start by memorizing where the landmarks are located. There is a simple way of remembering where the landmarks are located by relating their position (0, 5, and 10) to closed hands, one hand open and two hands open. In order to remember where the three landmarks are think: open – no fingers, fifth – five fingers (one hand) – tenth – ten fingers (two hands). This trick tells you only where the landmarks are located, not what the notes are. We will learn the notes for each landmark one section at a time. You have already learned the notes for the first landmark, for this section we will concentrate on learning the notes on the second landmark, the fifth fret. Here are several ways to remember the names:

- 1) Forgot the fifth fret so soon?
Ants Drive Go-Carts Each Afternoon.

Where "Ants Drive Go-Carts Each Afternoon" has "A D G C E A" as its first letters.



- 2) If that's not your cup of tea, then notice how similar the notes are to the open strings.

Sixth string fifth fret = Fifth String Open (A)
Fifth string fifth fret = Fourth String Open (D)
Fourth string fifth fret = Third String Open (G)
Third string fifth fret = Second String Open + 1 (C remember the distance between these strings is different.)
Second string fifth fret = First String Open (E)

And for the first string simply remember that it's the same name as the sixth (A).

- 3) Another way to remember is to remember that the guitar strings (except string two and three) are tuned in fourths. Start with A on the sixth string and count your way up.
- 6: A->B->C->D
 - 5: D->E->F->G
 - 4: G->A->B->C
 - 3: C->D->E (remember the third and second are only a third away)
 - 2: E ->F->G->A
 - 1: A

Activities

1) GuitarGames.net: Play Guitar Flash Cards

Settings:

Fret Range: minimum: 5 maximum: 5

Strings: All

Accidentals: None

Naturals: Yes

IntelliQuiz: Some Influence

Goal: Play until all open strings show bright red ("wow") in reports for the fifth fret. If your report shows a color other than bright red ("wow") keep playing as you get more correct your rating will improve. Click on reports button to see your current report. (Please note: nothing will show in reports until you have played for several minutes.) Keep all charts/books closed (In other words do this from memory). If you can't remember something use "Show Answer."

2) Play and Say:

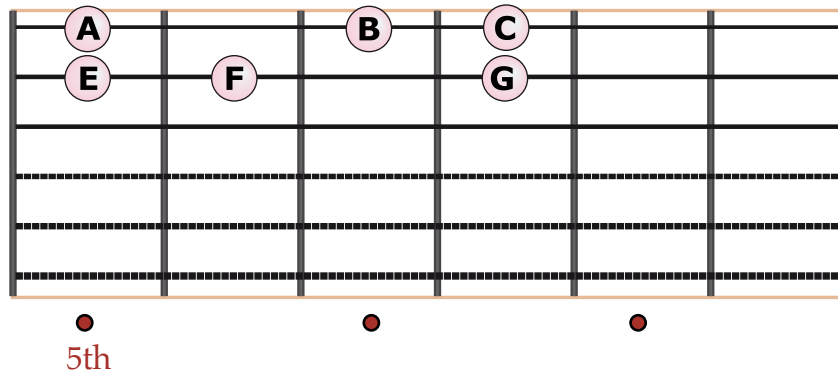
a) Play the fifth fret on your guitar from the sixth string to the first as you say "Ants Drive Go-Carts Each Afternoon ." Do this seven times.

b) Play the fifth fret on your guitar from the sixth string to the first. As you play the sixth say "Sixth string Fifth Fret is A", then say "A B C D". Fifth String Fifth Fret is "D"; continue all the way up to the first string. Do this at least three times.

Fifth Position Strings One and Two



Remember the fifth string as a landmark and the parable of the bee (Lesson 1). Before completing this assignment reset reports in Guitar Flash Cards.



Activity

1. GuitarGames.net: Play Guitar Flash Cards

Settings:

Fret Range: minimum: 5 maximum 9

Strings: 1st and 2nd only

Accidentals: None

Naturals: Yes

IntelliQuiz: Some Influence

Goal: Play until all notes (there should be six, three on the first, and three on the second, as in the chart above) are bright red. Keep all charts/ books closed (In other words do this from memory). If you can't remember something use "Show Answer."

LESSON 5

- Review First Position
- Review Fifth Fret
- Fifth Position Third and Fourth String

Review First Position

“Repetition is the essence of education.” – Anonymous

Review is necessary in order for your newly acquired knowledge of the fretboard to last. Let's make this necessary repetition fun.

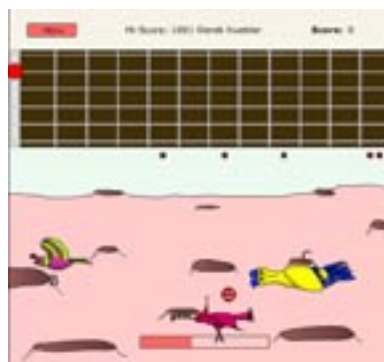
Activity

1. GuitarGames.net: play Birds of Fretopia

Settings:

Fret Range 0 – 3, all strings

Goal: Play for ten minutes. To play the game figure out what note is shown on the fretboard up top. Then shoot the bird with the correct letter name next to it (PETA members can substitute 10 minutes of guitar flash cards).



Review Fifth Fret

Okay enough fun, back to work. Let's review what we covered in the previous lesson.

-There are three frets (three landmarks) on the guitar neck we want to remember, open, fifth fret, and the tenth fret.

-To remember the notes on the fifth fret think “Ants Drive Go-Carts Each Afternoon.”

Activities

1) Play and Say

Play all strings at the fifth fret and say “Ants Drive Go-Carts Each Afternoon” as you do.

2) **GuitarGames.net:** Guitar Flash Cards

Settings:

Fret Range: minimum: 5 maximum: 5

Strings: all

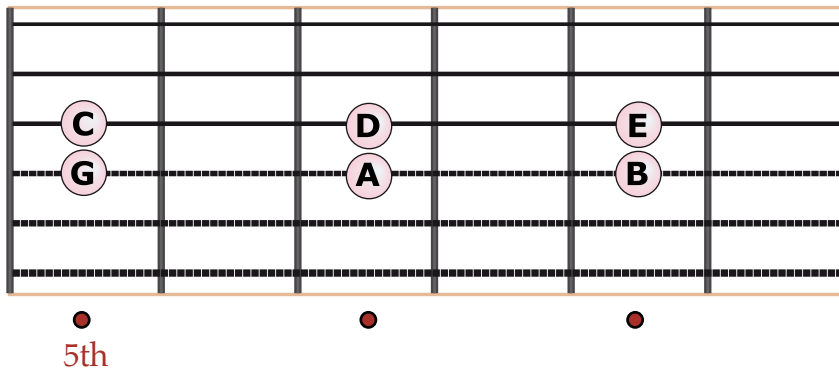
Accidentals: None

Naturals: Yes

IntelliQuiz: Some Influence

Goal: Play until all open strings show bright in reports for the fifth fret. Keep all charts/books closed (In other words do this from memory). If you can't remember something use "Show Answer."

Fifth Position Strings Three and Four



Reminder: Before completing this assignment reset reports in Guitar Flash Cards.

Activity

1) **GuitarGames.net:** Guitar Flash Cards.

Settings:

Fret Range: minimum: 5 maximum 9

Strings: 3rd and 4th Only

Accidentals: None

Naturals: Yes

IntelliQuiz: Some Influence

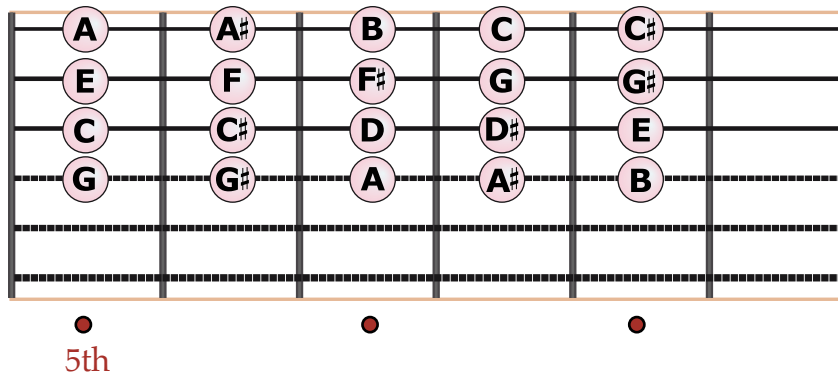
Goal: Play until all notes (there should be six, three on the first, and three on the second as in the chart above) are bright red. Keep all charts/ books closed (In other words do this from memory). If you can't remember something use "Show Answer."

LESSON 6

- Fifth Position Strings One to Four
- Fifth Position Strings Five and Six
- Fifth Position All Strings

Fifth Position Strings One to Four

Okay you are now half way through. Keep going! This lesson we finish the fifth position. Let's get started.



Activity

1. **GuitarGames.net:** Play Guitar Flash Cards

Settings:

Fret Range: minimum: 5 maximum 9

Strings: 1 to 4

Accidentals: Sharps

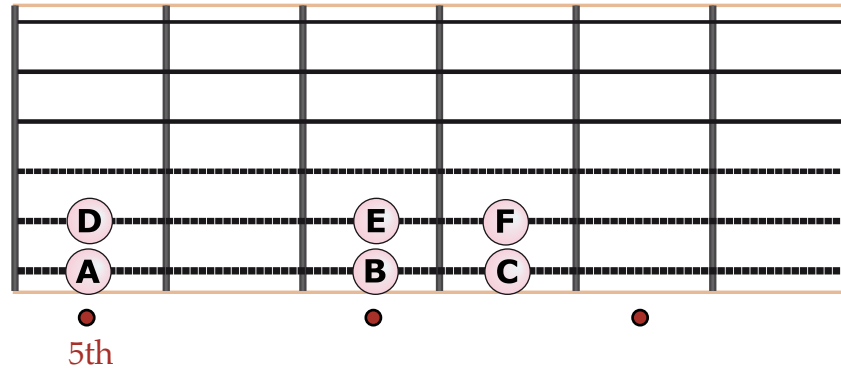
Naturals: Yes

IntelliQuiz: Some Influence

Goal: Play until all notes for strings 1 –4 in fifth position are bright red. Keep all charts/books closed (In other words do this from memory). If you can't remember something use "Show Answer."

Fifth Position Strings Five and Six

Now for the natural notes (no sharps or flats) on strings five and six.



Activity

1. GuitarGames.net: Play Guitar Flash Cards

Settings:

Fret Range: minimum: 5 maximum 9

Strings: 5th and 6th

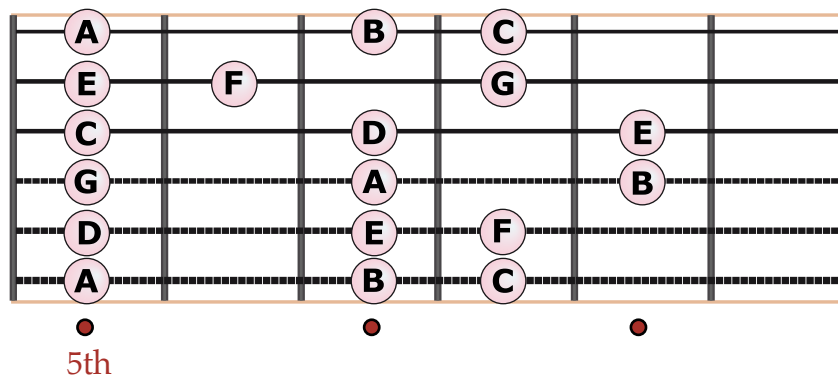
Accidentals: None

Naturals: Yes

IntelliQuiz: Some Influence

Goal: Play until all notes are bright red. Keep all charts/books closed (In other words do this from memory). If you can't remember something use "Show Answer."

Fifth Position All Strings



Activities

1. **GuitarGames.net:** play Birds of Fretopia

Settings: Fret Range 5-9, all strings

Goal: Play for ten minutes (If you really want to you can substitute 10 minutes of guitar flash cards).

2. **Play and Say:**

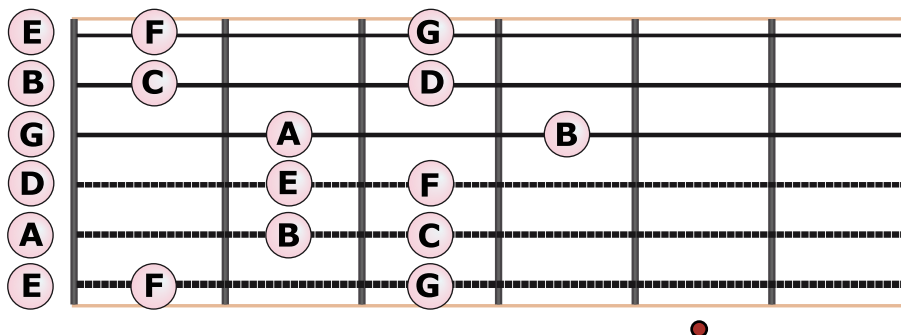
Play and Say all the notes in the fifth position. Repeat at least six times. The first time use sharps, the second time flats, the third time sharps, etc.

LESSON 7

- Review 1st Position
- Review 5th Position
- Notes on the Tenth Fret

Review 1st Position

Let's start by reviewing the first position.



Activity

1. **GuitarGames.net:** Play Birds of Fretopia

Settings: Fret Range 0-4, all strings

Goal: Play for ten minutes (If you really want to you can substitute 10 minutes of guitar flash cards).

Review 5th Position

Next let's spend some time reviewing the fifth position.

Activities

- 1) Print out a copy of our blank fretboard (located at the end of this document) Close all books and turn off your computer. Now sharpen your pencil and fill in all the note names for the fifth position just like we did for the first position. When you are done double-check your answers against our fretboard chart (located at the end of this document).
- 2) Pick up your chart and play and say all notes in the fifth position.

Notes on the Tenth Fret

As mentioned there are three important landmarks on the guitar neck. The open strings "E A D G B E," the fifth fret "A D G C E A," and the tenth fret "D G C F A D." At this point you should have the open strings and the fifth fret memorized. So let's learn the tenth fret.

Here are several ways to remember the names:

- 1) At the tenth? Don't miss your mark.
Dogs Get Cold Fast After Dark.

"Dogs Get Cold Fast After Dark" has "D G C F A D" as its first letters.

- 2) You can also compare these to the notes on the fifth fret.

Sixth string tenth fret = Fifth String fifth fret (D)
Fifth string tenth fret = Fourth String fifth fret (G)
Fourth string tenth fret = Third String fifth fret (C)
Third string tenth fret = Second String fifth fret + 1 (F
remember the distance between these strings is different.)
Second string tenth fret = First String fifth fret (A)



And for the first string simply remember that it's the same name as the sixth (D).

- 3) Another way to memorize them is to remember that the guitar strings (except string two and three) are tuned in fourths. Start with D on the sixth string (10th fret) and count your way up.

6: D->E->F->G
5: G->A->B->C
4: C->D->E->F
3: F->G->A (remember the third and second are only a third away)
2: A->B->C->D
1: D

Activities

1) GuitarGames.net: Play Guitar Flash Cards

Settings:

Fret Range: minimum: 10 maximum: 10

Strings: All

Accidentals: None

Naturals: Yes

IntelliQuiz: Some Influence

Goal: Play until all open strings show bright red ("wow") in reports for the tenth fret. If your report shows a color other than bright red ("wow") keep playing as you get more correct your rating will improve. Click on reports button to see your current report. (Please note: nothing will show in reports until you have played for several minutes.) Keep all charts/ books closed (In other words do this from memory). If you can't remember something use "Show Answer."

2) Play and Say:

a) Play the tenth fret on your guitar from the sixth string to the first as you say "Dogs Get Cold Fast After Dark." Do this seven times.

b) Play the tenth fret on your guitar from the sixth string to the first. As you play the sixth say "Sixth string Tenth Fret is D", then say "D E F G". Fifth String Tenth Fret is "G"; continue all the way up to the first string. Do this at least three times.

LESSON 8

- Those Magic Double-Dots
- Ups and Downs
- Review First and Fifth

Those Magic Double-Dots

Most guitars have two dots marking the twelfth fret (if your guitar does not, try white-out). The twelfth fret is very important, why else would it get not one dot, but two! The reason is that the twelfth fret is the point at which the note names repeat. The names of the notes on the twelfth fret are “E A D G B E” just like the open string. The names of the notes on the 13th fret are the same as the 1st, the 14th are the same as the 2nd, etc. For notes on the 12th fret or above just subtract 12 frets. Let’s put this information to use. What would the name of the note on the third string 15th fret be?

15th fret – 12 frets = 3rd fret

3rd string 3rd fret = “A#” or “Bb”

Here’s another one: 1st string 19th fret:

19th fret – 12 frets = 7th fret

1st string 7th fret = “B”

Activity

Easy enough. Try these on your own: (Answers are included on the next page).

1. 6th String 15th fret = _____.
2. 5th String 17th fret = _____.
3. 4th String 16th fret = _____.
4. 3rd String 13th fret = _____.
5. 2nd String 18th fret = _____.
6. 1st String 14th fret = _____.

Ups and Downs

Remember the Parable of the Bee from lesson 1? He's back! Let's review. Basically the parable boils down to this. All notes have sharps except "B" and "E". Using this information along with our landmarks (Open – EADGBE, Fifth ADGCEA, Tenth DGCFA, and now twelfth EADGBE) it should be fairly easy to name the notes up and down any string.

Answers

6. F# or Gb
5. F
4. G# or Ab
3. F# or Gb
2. D
1. C

Activity

Name all the notes on a string given a starting point (a fret to start on) and a direction (up or down)

Example: 5th String 5th fret up.

Play the 5th string 5th fret, think of "Ants Drive Go Carts Each Afternoon", say "D" from "Drive".

Play 5th string 6th fret, ask yourself, "Does 'D' have a sharp?" Yes. So it's "D#".

Play 5th string 7th fret, one higher than D#, that's "E"

Play 5th string 8th fret, ask yourself, "Does 'E' have a sharp?" No. So it's "F".

Continue until you get to the twelfth fret, double check your progress by comparing your answers to the landmarks, for instance when you get to the tenth fret make sure the answer you get is the same as the answer you would get using "Dogs Get Cold Fast After Dark."

Follow this procedure on the following:

1. 6th string, start on 10th fret and play and say the notes down to the open string.
2. 5th string, start on 5th fret and play and say the notes up to the twelfth fret.
3. 4th string, start on 10th fret and play and say the notes down.
4. 3rd string, start on 5th fret and play and say the notes up.
5. 2nd string, start on 10th fret and play and say the notes down.
6. 1st string, start on 5th fret and play and say the notes up.

Review First and Fifth

That was hard work; let's have a little fun.

Activities

1. **GuitarGames.net:** play Birds of Fretopia

Settings: Fret Range 0-5, all strings

Goal: Play five times (If you really want to you can substitute 7 minutes of guitar flash cards).

2. GuitarGames.net: play Birds of Fretopia

Settings: Fret Range 5-10, all strings

Goal: Play five times (You can substitute 7 minutes of guitar flash cards).

LESSON 9

- Review Tenth and Twelfth
- Sharps Only
- Flats Only

Review Tenth and Twelfth

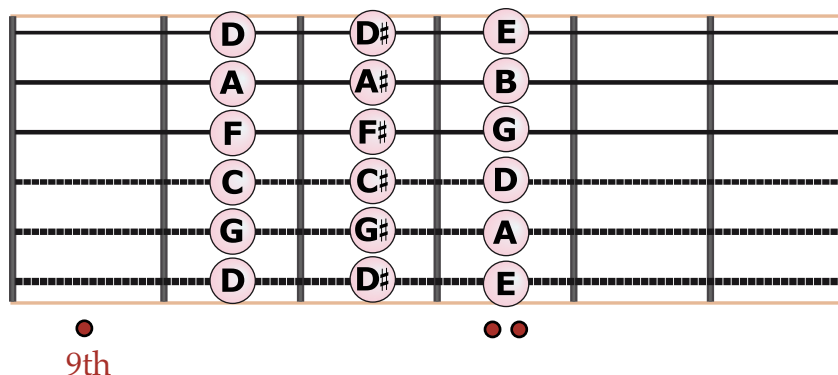
In his book *Your Memory: How It Works and How To Improve It*, Kenneth L. Higbee PH.D. discusses research dealing with overlearning. Overlearning is any study you do on material you have already learned. Studies show that overlearning helps long-term retention. At this point we have covered the entire neck, but don't stop! Not only is review a necessary part of long-term retention, it also aids in rapid recall. Being able to know the notes on the guitar neck instantly is very helpful. With that in mind let's review,



Activity



Reminder: Before completing this assignment reset reports in Guitar Flash Cards.



1) **GuitarGames.net:** Play Guitar Flash Cards.

Settings:

Fret Range: minimum: 10 maximum 12

Strings: All

Accidentals: Sharps

Naturals: Yes

IntelliQuiz: Some Influence

Goal: Play until all notes for the 10th to the 12th fret are bright red. Keep all charts/ books closed (In other words do this from memory). If you can't remember something use "Show Answer."

Sharps Only

The more angles you approach this material from the better. Here is a new way to play Guitar Flash Cards.

Activity

1) **GuitarGames.net**: Play Guitar Flash Cards.

Settings:

Fret Range: minimum: 0 maximum 12

Strings: All

Accidentals: Sharps

Naturals: **No**

IntelliQuiz: **Strong** Influence

Goal: Play for 10 to 15 minutes. Keep all charts/ books closed (In other words do this from memory). If you can't remember something use "Show Answer."

Flats Only

Now try it with flats instead of sharps.

Activity

1) **GuitarGames.net**: Play Guitar Flash Cards.

Settings:

Fret Range: minimum: 0 maximum 12

Strings: All

Accidentals: Flats

Naturals: **No**

IntelliQuiz: **Strong** Influence

Goal: Play for 10 to 15 minutes. Keep all charts/ books closed (In other words do this from memory). If you can't remember something use "Show Answer."

LESSON 10

- Play and Say the Whole Neck
- Review Entire Neck
- Write Out Entire Neck

You made it! Congratulations. This lesson reviews the whole neck. If you are unable to finish any part of it you might want to go back and review the earlier lessons. For instance if you still can't remember the notes on the tenth fret go back to lesson 7.

Activities

1) Play and Say Entire Neck.

Start with the first string and go up and down each string playing and saying each note as you go. Also try skipping around to random locations on the fretboard and playing and saying which note it is. Do this for five minutes.

2) **GuitarGames.net:** play Birds of Fretopia

Settings: Fret Range 0-12, all strings

Goal: Play for fifteen minutes (If you really want to you can substitute 15 minutes of guitar flash cards).

3) Print out a copy of our blank fretboard (located at the end of this document pg. 33) Close all books and turn off your computer. Now sharpen your pencil and fill in all the note names for the whole neck. When you are done double-check your answers against our fretboard chart (pg. 34).



Open: E A D G B E



Parable of the Bee



Fifth: A D G C E A

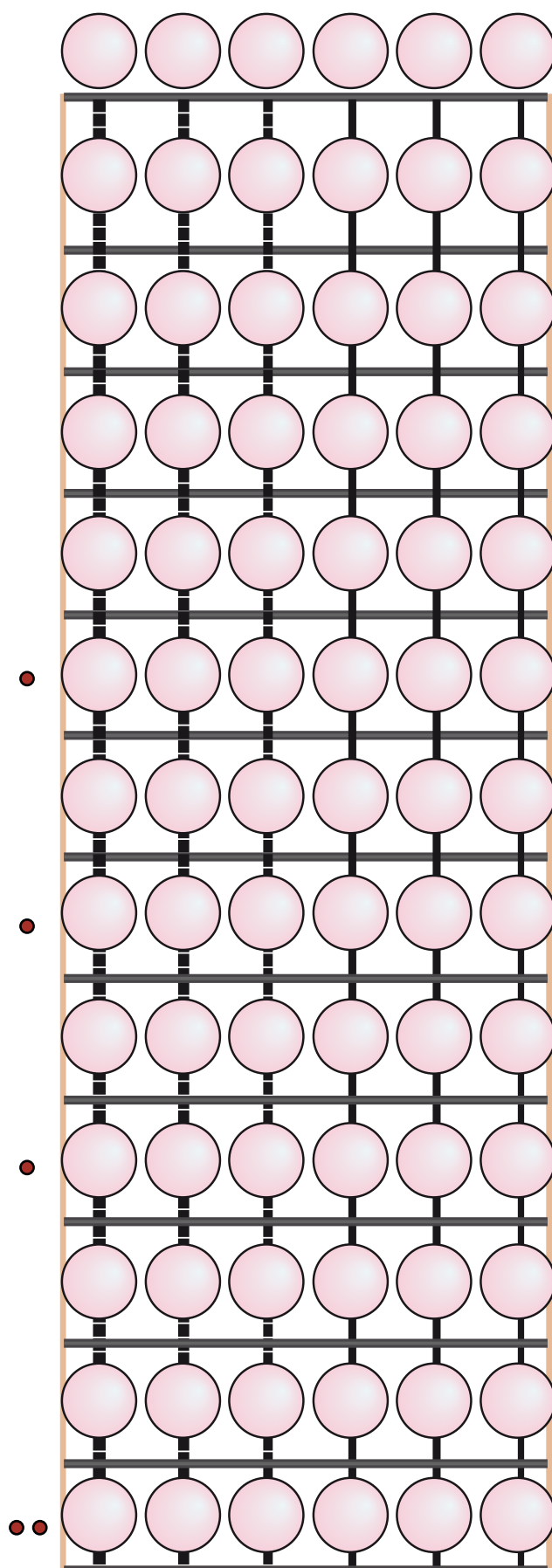


Tenth: D G C F A D

You are done!

Does this mean you never have to learn anything about the fretboard ever again? Unfortunately no. Review of the material is essential for long-term recollection. So play Birds of Fretopia or Guitar Flash Cards every once in a while. Also when it comes to learning scales and chords, you might benefit from learning a system like the CAGED system. These systems help you learn scale forms, but don't teach you which notes you are playing. It is a different approach than the one you just learned. The two approaches are mutually beneficial. Also it is important to learn to read music notation. Guitar Games has several games that can help including Note Squish and Fret Tester.

That being said, you have accomplished much over these ten lessons. Knowing the guitar neck makes a huge difference. It can help reduce mistakes, since you have a solid knowledge of what notes you are playing. It breathes new life into music theory (i.e. scales, chords, etc.) since finding notes is a relatively easy task. Writing and remembering music is also easier. So have fun and enjoy your newfound skills!



Blank Fretboard Chart

