

The careful study of scales is one of the most important aspects of becoming a guitar player. There are many things you will gain from this study, such as: learning how the neck works, how to use all of your fingers, increase your speed and strength and how to get a good tone.

All solos are constructed from scales.

I have played guitar for forty years and taught guitar for twenty-five years; so, trust me when I tell you that if you work at scales you will improve many times faster than someone who doesn't. Don't neglect this very important part of learning your instrument. If you don't like to play scales, play them until

HOW TO PLAY THE SCALES

GENERAL RULES OF FINGERING:

1. Use a "finger per fret". Wherever your first finger is located, your second finger should play the notes in the next fret, your third finger the next, and your fourth finger the next. Some scales will require you to change your hand position by moving up or down a fret. Be sure and use your 4th finger. Don't just use your strongest fingers - use all four.
2. Press the notes down with the tips of your fingers - don't fret with the flat part of your fingers.
3. Don't bunch your fingers up. You should keep them spread out so that, they are over the right frets.

PICKING:

Pick the first note with a down stroke, the second note with an up stroke, the third with a down stroke, etc.

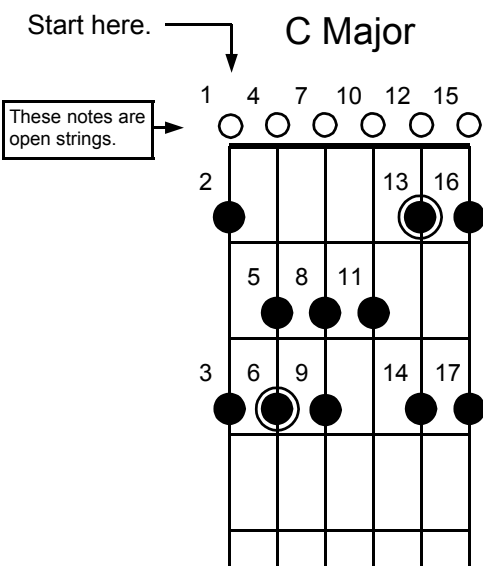
HOW TO NUMBER THE NOTES:

To number the notes, you should start with the lowest sounding note and continue to the highest sounding note. The lowest sounding note will be the top note on the sixth string. See the examples below.

THE ORDER TO PLAY THE NOTES:

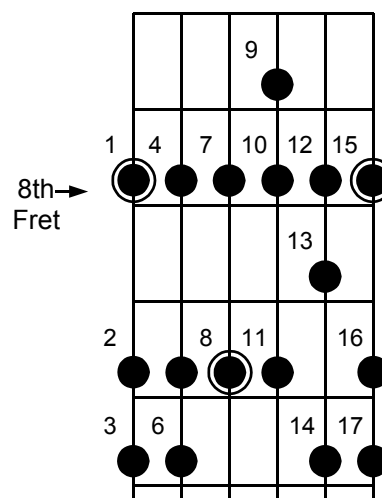
The notes in the scales are to be played one at a time in the order the notes are numbered. Be sure to play the notes forwards and backwards i. e. 1, 2, 3, etc. and 17, 16, 15, etc.

Example 1



Example 2

Start here. → C Minor



Notice, in example 2, that your hand will have to change position for the notes on the third string (notes 9, 10 and 11) and then change back again.