Patrick Anderson
ESSENTIALS FOR ELECTRIC GUITAR

I. Intro considerations

    A. Conception of the fretboard

        1. Chord knowledge

        2. Scale knowledge

        3. CAGED system & 3 point approach

    B. Groove/timing: "Behind the beat" vs rushing

    C. Placement in the band: frequency range, musicality, understanding roles, watching out for others, and pursuing excellence.

II. Developing a chord language

    A. Open chords

    B. Power chords (2, 3 and 4 note all over neck) and open power chords

    C. Triads (1st and 2nd string set especially)

    D. CAGED

        1. Reexamining triads and filling in the gaps
        2. Tops of chords/partial chords and moveable CAGED shapes

    E. Considering open strings (even capos)

    F. Guide tone chords

III. Application: Rhythm playing

    A. Range: being aware of where other people are playing; choosing an appropriate range and voicings

        1. As only electric player
        2. As one of several electric players

        a. High guy/low guy

B. Coming up with parts

C. Chordal rhythm playing

    1. Driving

    2. Supporting

        a. Low/high brush, sustained layer
        b. Waiting to play (strategy for different sections of the song)

    3. Strumming considerations (not like an acoustic player)

D. Melodic rhythm playing

    1. Single notes/lines/melodies

    2. Using open string drone notes (and considering capos)

    3. Octaves

    4. Intervals – (10th voicings, 6ths, etc.)

    5. Chord shapes inform melodic choices

    6. Create parts/hooks

E. Ambient or Textural playing

    1. Supportive roles

    2. Sustain/melodic

        a. Pads/swells
           1) Single note,
           2) Chordal textures (power chords, color triads)
           3) String considerations and tone color
           4) Delay and reverb tricks
    3. Rhythmic

        a. Chord textures
        b. Textural/non driving Dotted 8th delay
        c. Tremolo picking texture

    4. General texture (open strings, drones)

IV. Solo lines: Developing a strategy for moving around the guitar neck

    A. Melody

        1. Chord shapes can inform, even be used in solos
        2. Traditional melodies/lines using scales

            a. Diatonic and Pentatonic scales
            b. CAGED, 3 Point, and 3 note per string approaches

        3. Know what's called for stylistically/musically

        4. Adding fullness

         a. Using open string drone (even using capos to recreate the effect)
         b. Using two note power chords
             1) power chord scale

V. Rig
    A. Do you have to spend lots of money to sound good?

    B. Essential pedal categories

        1. Tuner
        2. Overdrive
        3. Delay
        4. *Extras*: volume pedal, compression, multiple overdrives/delays, fuzz modulation, wave shaping etc.

    C. Options for volume control

        1. Volume pedal vs. guitar volume knob

    D. Boards

        1. Lots out there, even DIY

E. Power supplies

　　1. Batteries vs. multiple
　　2. Simple and inexpensive: 1-spot ~$30
　　3. Isolated power, more spendy: Voodoo Lab Pedal Power ~$170

F. Amp and guitar considerations

G. Cables