

Part F3: Guitar levels

- 1** A level one player should be able to:
- tune up, using tuner and volume pedal.
 - play open chord shapes.
 - play power chords on E string.
 - play power chords on A string.
 - strum basic 1 2& &4 (d du ud) pattern.
 - tap foot and count out loud.
 - play eggs (semibreve).
 - play minims.
 - play basic patterns (On/Off 1 &).
 - read a chart (repeats, 1st and 2nd time bars, Sign, Coda).
 - understand slash chords (A/C#).
 - get a basic clean sound (on electric).

- 3** A level three player should be able to:
- play octaves
 - navigate minor pentatonic shapes.
 - navigate major pentatonic shapes.
 - play Sus2 triad voicings.
 - add plinky parts.
 - understand theory of triads.
 - understand diatonic harmony and applying it to tunes.
 - play with very good sense of time.
 - work out parts which fit really well with other instruments (particularly keyboards).

- 2** A level two player should be able to:
- voice triads on top 3 strings.
 - voice triads on next 3 strings.
 - play arpeggios over basic 3 chord progressions 1&2& etc.
 - play more complex/funky strumming patterns in time.
 - voice slash chords E/G#, G/B, A/C#, F/G, A/G.
 - play more advanced open chords G5, C2, F2.
 - get good intermediate sounds (warm distortion, slight delay, etc).
 - play with better sense of time.
 - survive a hymn chart.

- 4** A level four player should be able to:
- nail chart reading, including melodies in treble clef.
 - solo tastefully.
 - pull advanced sounds (effects, subtle tone changes, etc).
 - play chords + melody for intros etc.
 - understand four note chord theory.
 - condense large charts to 1 or 2 pages.
 - hear chord progressions by ear.
 - play with fantastic sense of time.
 - invent amazing creative parts which serve the song.