

Get 20% off annual membership before your trial ends - Only 2 days left

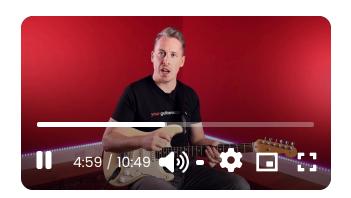
Back to all courses

Funk Essentials

LEVEL 1 • Guitar Skills

Recently viewed





Theatre mode



Practice summary



You haven't logged any practice time for this lesson yet. There's no time like the present to start

16th Note Gym

UNIT 1 • LESSON 2 《 PREVIOUS NEXT 》

Lesson notes Interactive tab

Adding Stops

Let's now level up a little by taking the same three grooves, but this time adding stops with the left hand, rather than letting the chords ring out. The strumming pattern is exactly the same, but the left hand is now doing a little more work.

"To stop the sound, simply release the pressure with your left hand. The hand doesn't need to go anywhere!"

Exercise One



Exercise Two



Exercise Three

Course navigation

UNIT 1

16th Note Gym

In unit 1, our focus is to get your right and lefthand synced up and hyper funky! It's important to build it up gradually, mastering each element at a time. So, we kick off with the focus on the 16th note strumming.

0%

0%

Lessons:

- The Basics
- Adding Stops
- Ghost Notes
- Full Funky Part 1
- Full Funky Part 2

UNIT 2

Going Down Town

UNIT 3

Minor 7th Mastery

UNIT 4

Disco Funky Town

Practice each of these exercises separately, making sure you can count through them. There is no rush at all to get it up to 80BPM at this point; that is just the target speed in the long run. For now, starting

around 50BPM is a better idea! 📙 😃





Click here to mark this lesson as complete.

Not quite done? Check the toolbox for more practice options.

Next lesson

guitar club

Made with 🧡 by Your Guitar Academy © 2025



COURSES

Guitar Skills

Player Studies

Theory Lab

Challenges

Masterclasses

TOOLS

Scale Builder

Practice History

PRICING

Subscriptions

Prepaid

BLOG

Latest Posts

All Posts

ACCOUNT

Settings

Manage subscription

Order history

Logout

COMPANY

Terms & Conditions

Privacy Policy

Cookie Preferences

GET IN TOUCH

contact@guitarclub.io

Currency: £GBP **\$USD**