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Funk Essentials

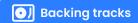
LEVEL 1 • Guitar Skills











Practice summary

+ Add

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 left-

0%

0%

hand 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.

Lessons:

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

UNIT 2

Going Down

Town

UNIT 3

Minor 7th 0% 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! 📙 😃





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Next lesson

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