

# playguitarwith... Clyssian Statement (1988) Characteristics (1988)

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## **Brought to you by TinyA**

== PLEASE DON'T SELL ==

all shook up
7
blue suede shoes
12
hound dog
18
jailhouse rock
26
king creole
30
my baby left me
39

guitar tablature explained 4 translations 44

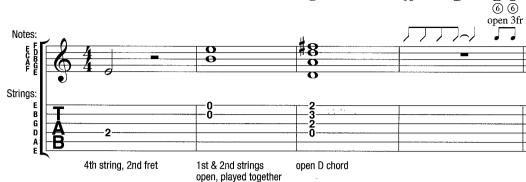
## guitar tablature explained

Guitar music can be notated three different ways: on a musical stave, in tablature, and in rhythm slashes.

**RHYTHM SLASHES** are written above the stave. Strum chords in the rhythm indicated. Round noteheads indicate single notes.

**THE MUSICAL STAVE** shows pitches and rhythms and is divided by lines into bars. Pitches are named after the first seven letters of the alphabet.

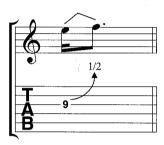
**TABLATURE** graphically represents the guitar fingerboard. Each horizontal line represents a string, and each number represents a fret.



D

## definitions for special guitar notation

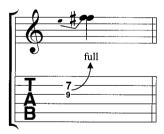
**SEMI-TONE BEND:** Strike the note and bend up a semi-tone (1/2 step).



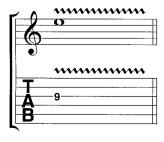
**BEND & RELEASE:** Strike the note and bend up as indicated, then release back to the original note.



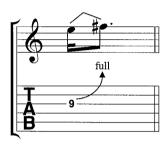
**UNISON BEND:** Strike the two notes simultaneously and bend the lower note up to the pitch of the higher.



**VIBRATO:** The string is vibrated by rapidly bending and releasing the note with the fretting hand.



WHOLE-TONE BEND: Strike the note and bend up a whole-tone (whole step).



COMPOUND BEND & RELEASE: Strike the note and bend up and down in the rhythm indicated.



**BEND & RESTRIKE:** Strike the note and bend as indicated then restrike the string where the symbol occurs.



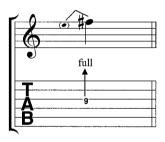
**HAMMER-ON:** Strike the first note with one finger, then sound the second note (on the same string) with another finger by fretting it without picking.



**GRACE NOTE BEND:** Strike the note and bend as indicated. Play the first note as quickly as possible.



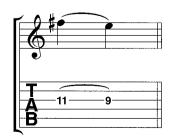
**PRE-BEND:** Bend the note as indicated, then strike it.



**BEND, HOLD AND RELEASE:** Same as bend and release but hold the bend for the duration of the tie.



**PULL-OFF:** Place both fingers on the notes to be sounded, strike the first note and without picking, pull the finger off to sound the second note.



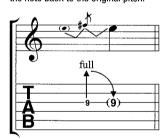
**QUARTER-TONE BEND:** Strike the note and bend up a 1/4 step.

D

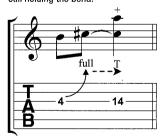
EG



**PRE-BEND & RELEASE:** Bend the note as indicated. Strike it and release the note back to the original pitch.



**BEND AND TAP:** Bend the note as indicated and tap the higher fret while still holding the bend.



**LEGATO SLIDE (GLISS):** Strike the first note and then slide the same frethand finger up or down to the second note. The second note is not struck.

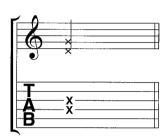


NOTE: The speed of any bend is indicated by the music notation and tempo.

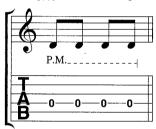
SHIFT SLIDE (GLISS & RESTRIKE): Same as legato slide, except the second note is struck.



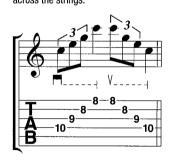
MUFFLED STRINGS: A percussive sound is produced by laying the fret hand across the string(s) without depressing, and striking them with the pick hand.



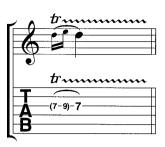
**PALM MUTING:** The note is partially muted by the pick hand lightly touching the string(s) just before the bridge.



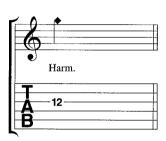
**SWEEP PICKING:** Rhythmic downstroke and/or upstroke motion across the strings.



**TRILL:** Very rapidly alternate between the notes indicated by continuously hammering on and pulling off.



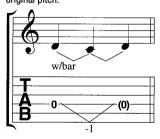
NATURAL HARMONIC: Strike the note while the fret-hand lightly touches the string directly over the fret indicated.



**RAKE:** Drag the pick across the strings indicated with a single motion.



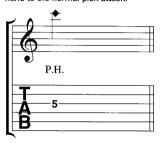
VIBRATO DIVE BAR AND RETURN: Thepitch of the note or chord is dropped a specific number of steps (in rhythm) then returned to the original pitch.



**TAPPING:** Hammer ("tap") the fret indicated with the pick-hand index or middle finger and pull off to the note fretted by the fret hand.



PINCH HARMONIC: The note is fretted normally and a harmonic is produced by adding the edge of the thumb or the tip of the index finger of the pick hand to the normal pick attack.



TREMOLO PICKING: The note is picked as rapidly and continuously as possible.



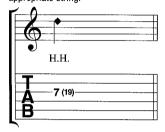
**VIBRATO BAR SCOOP:** Depress the bar just before striking the note, then quickly release the bar.



**PICK SCRAPE:** The edge of the pick is rubbed down (or up) the string, producing a scratchy sound.



HARP HARMONIC: The note is fretted normally and a harmonic is produced by gently resting the pick hand's index fine discrete discrete the indicated fret (in brackets) while plucking the appropriate string.



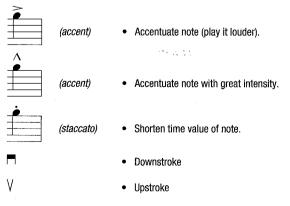
**ARPEGGIATE:** Play the notes of the chord indicated by quickly rolling them from bottom to top.



**VIBRATO BAR DIP:** Strike the note and then immediately drop a specific number of steps, then release back to the original pitch.



## additional musical definitions



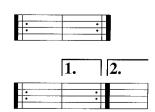
NOTE: Tablature numbers in brackets mean:

- 1. The note is sustained, but a new articulation (such as hammer on or slide) begins.
- 2. A note may be fretted but not necessarily played.

D.%. al Coda

D.C. al Fine

tacet



- Go back to the sign (%), then play until the bar marked To Coda ⊕ then skip to the section marked ⊕ Coda.
- Go back to the beginning of the song and play until the bar marked Fine.
- Instrument is silent (drops out).
- Repeat bars between signs.
- When a repeated section has different endings, play the first ending only the first time and the second ending only the second time.

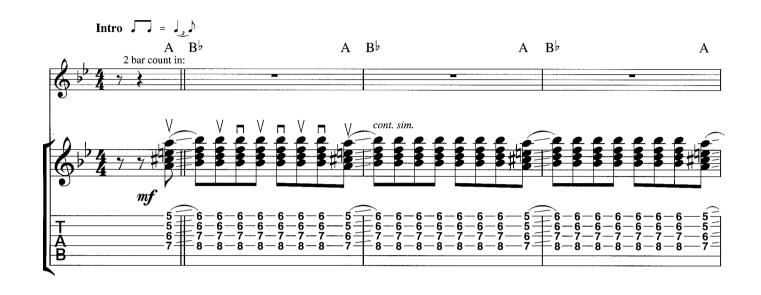
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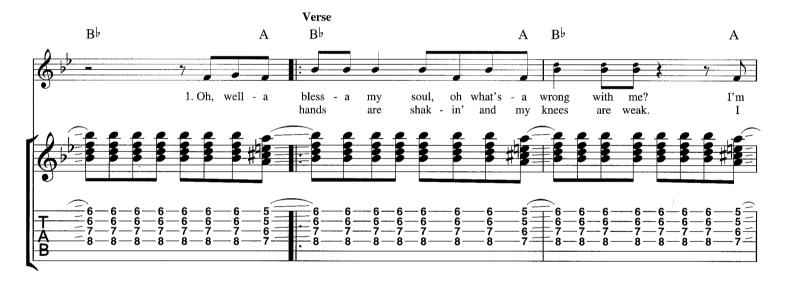
# all shook up

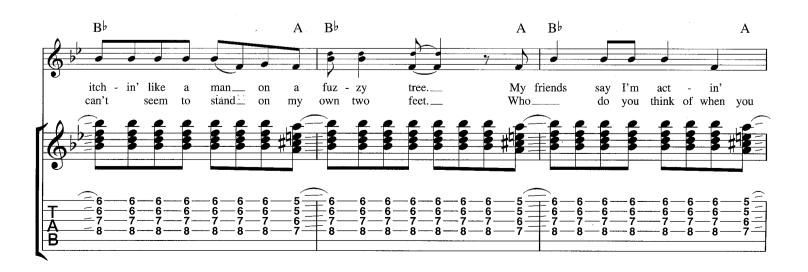
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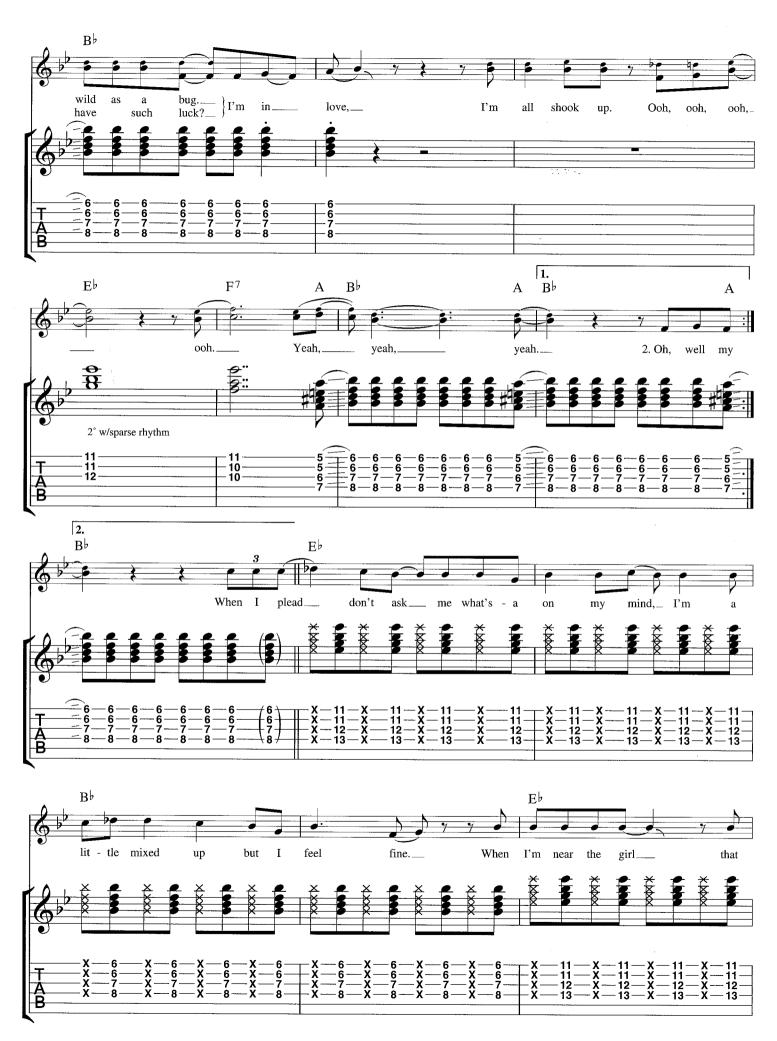
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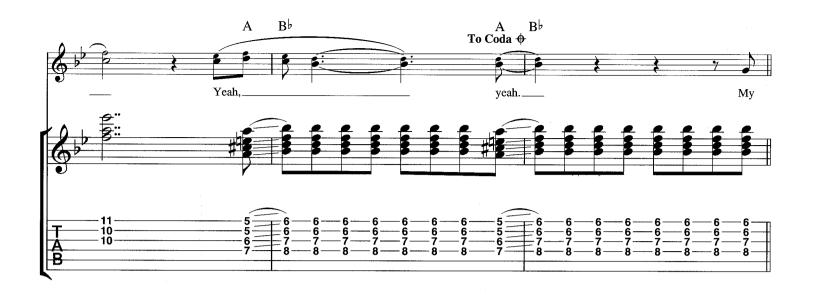


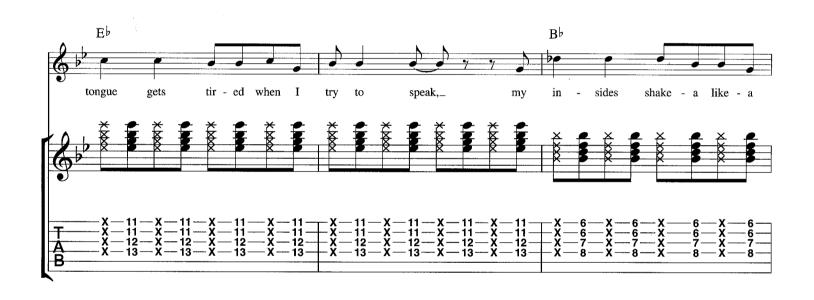


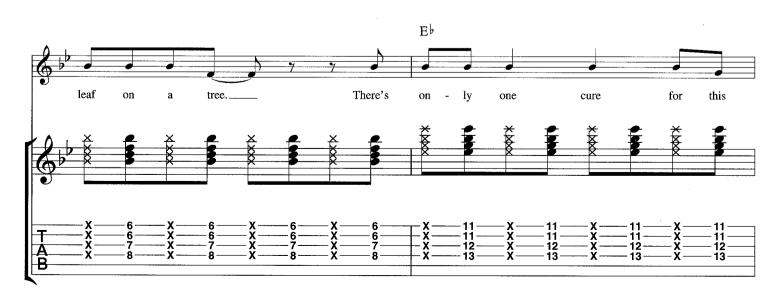


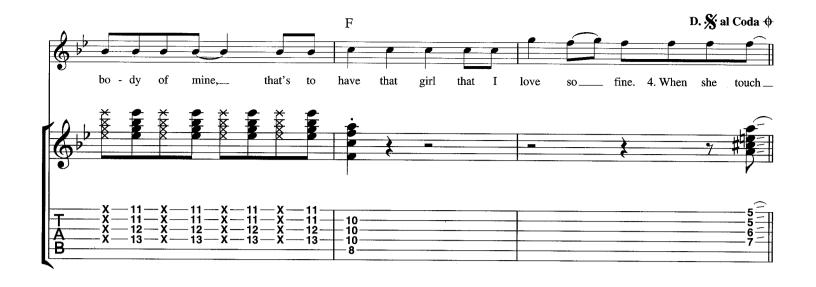


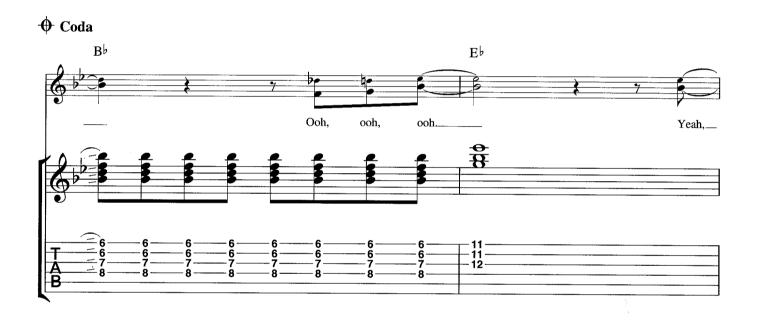


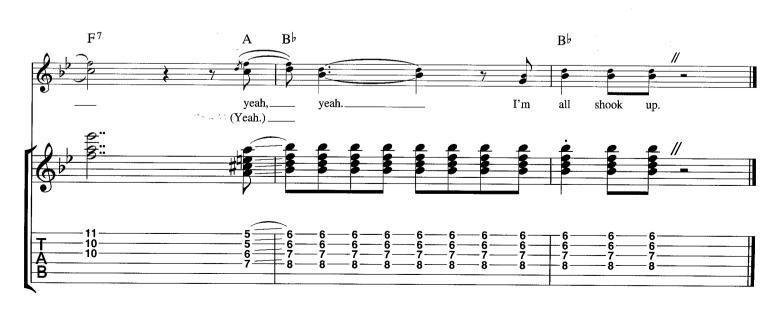












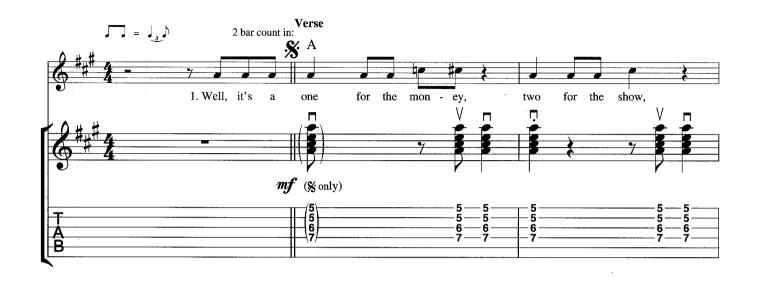
## blue suede shoes

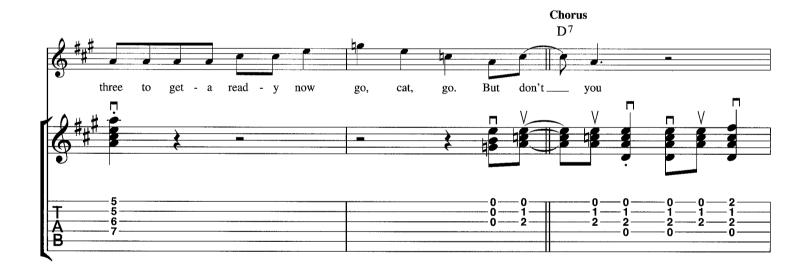
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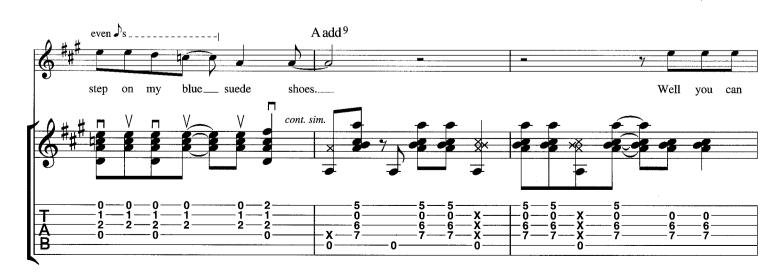
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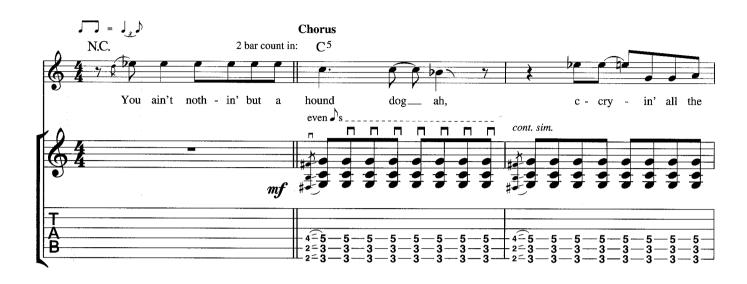


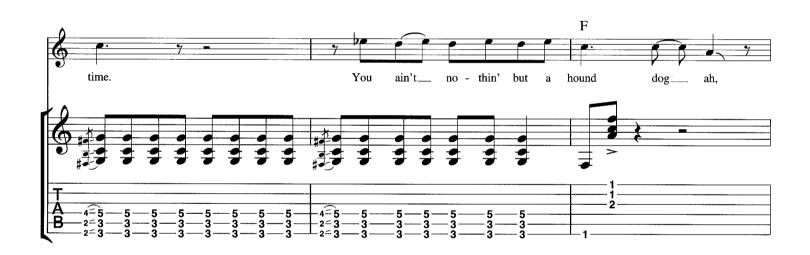


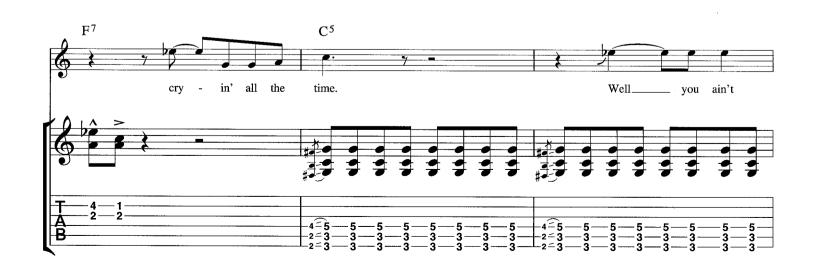
## hound dog

#### Words & Music by Jerry Leiber & Mike Stoller

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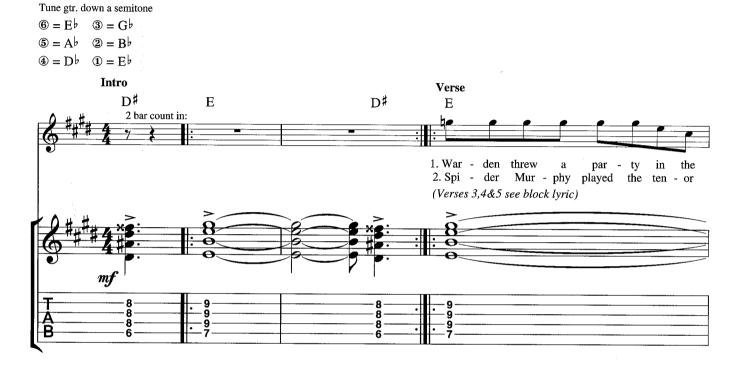


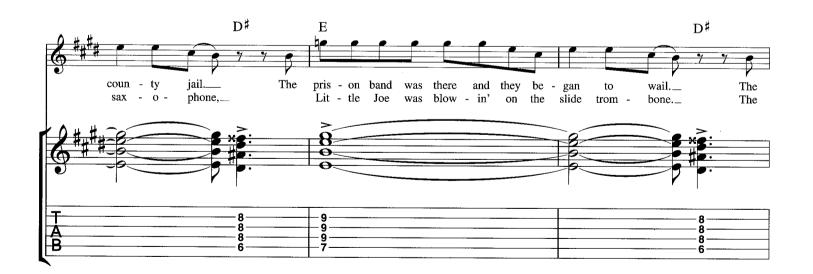


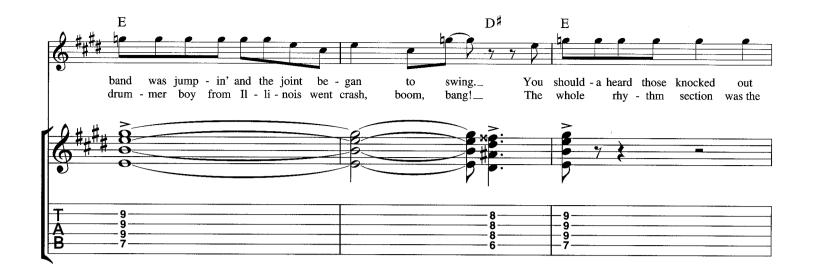
# jailhouse rock

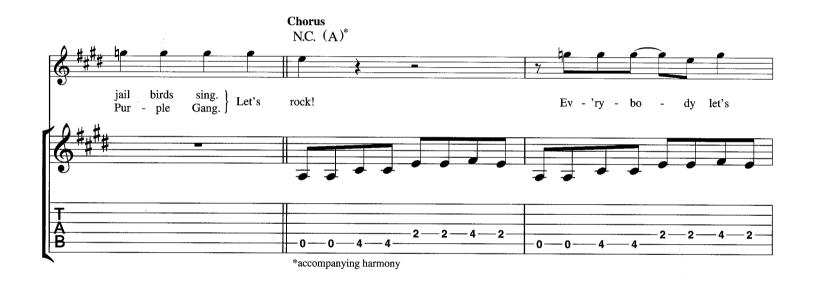
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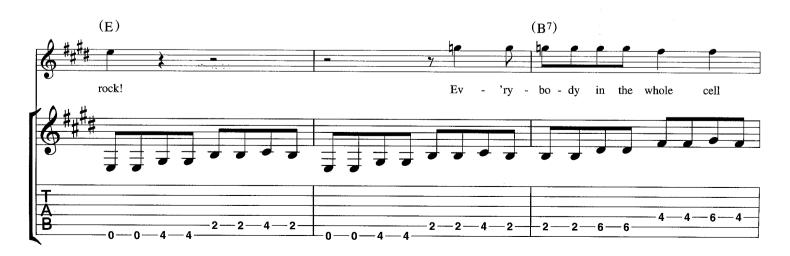
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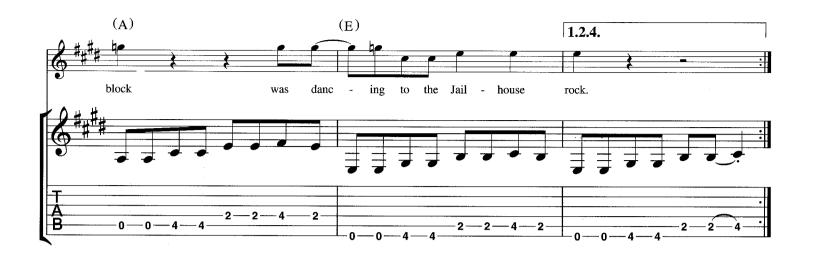


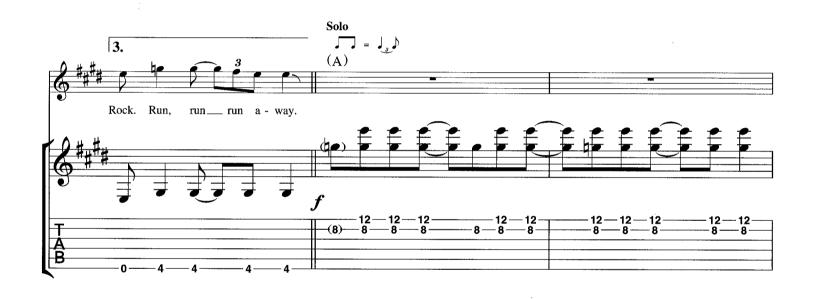


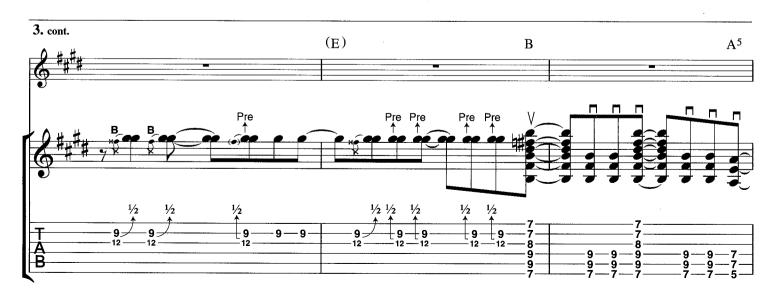


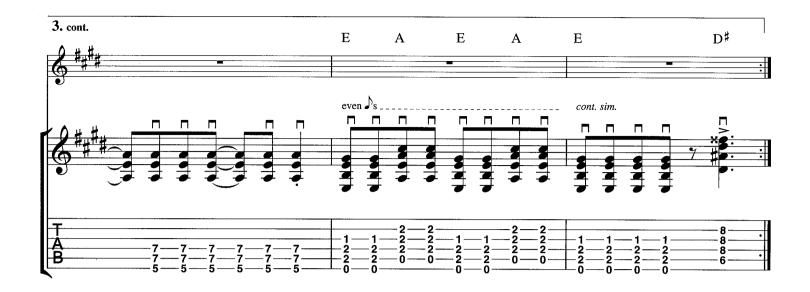


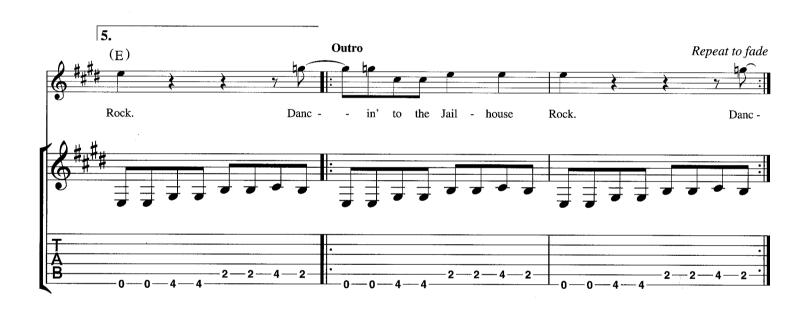












Verse 3: Number forty-seven said to number three "You the cutest jailbird I ever did see

I sure would be delighted with your company Come on and do the jailhouse rock with me."

Verse 4: Sad Sack was sittin' on a block of stone
Way over in the corner weepin' all alone

The warden said, "Hey, buddy, don't you be no square

If you can't find a partner use a wooden chair."

Verse 5: Shifty Henry said to Bugs "For heaven's sake,

No one's lookin', now's our chance to make a break" Bugs, he turned to Shifty and he said "Nix nix I wanna stay around a while to get my kicks."

# king creole

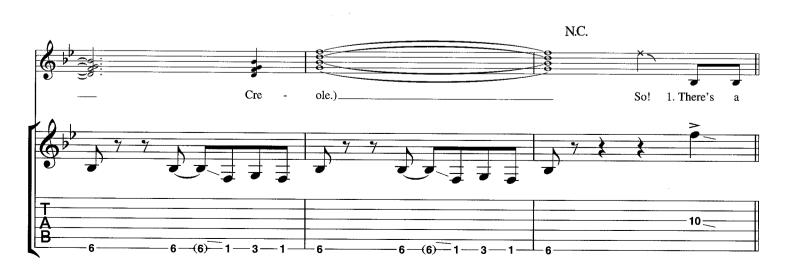
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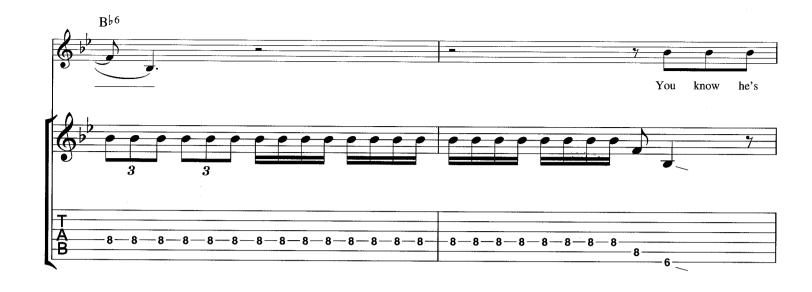














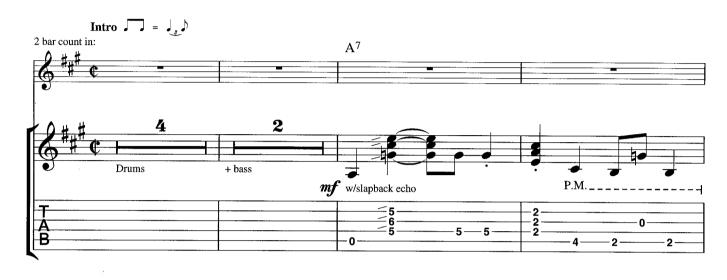


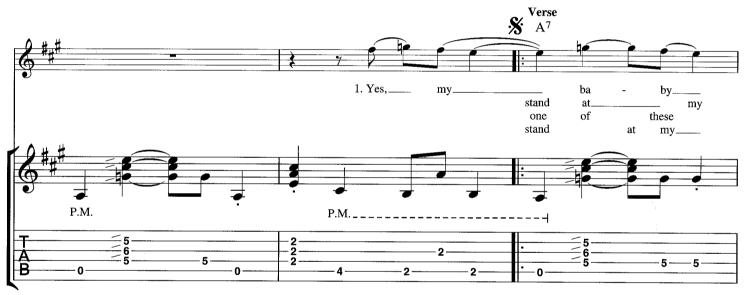
# my baby left me

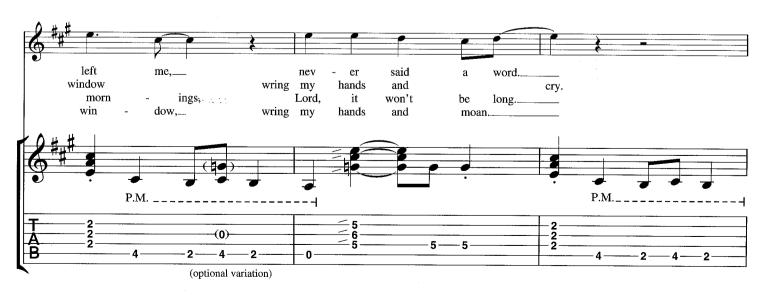
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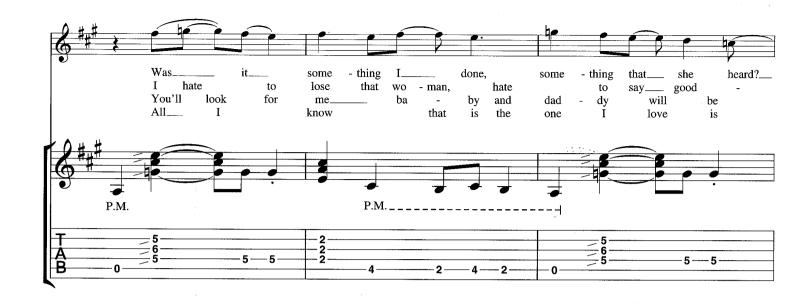
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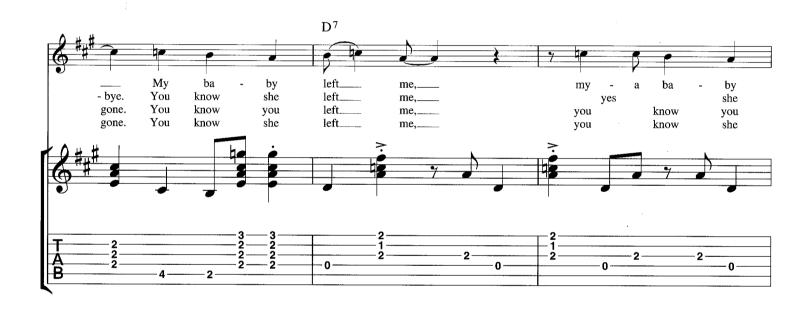
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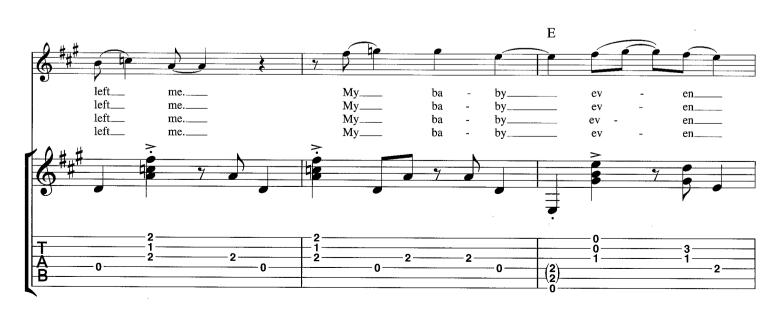




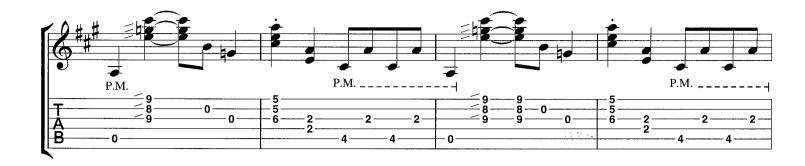




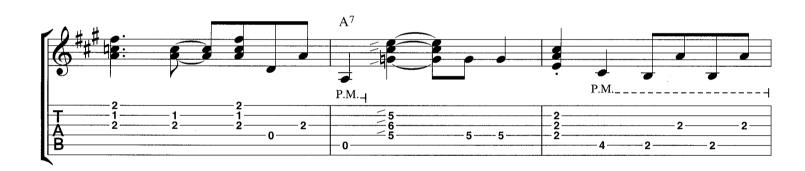


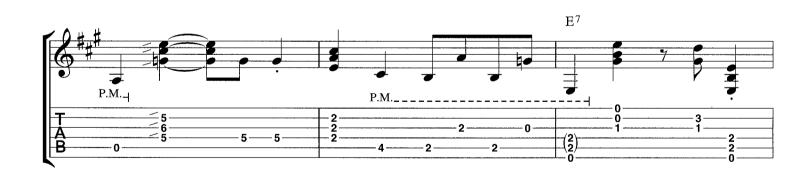


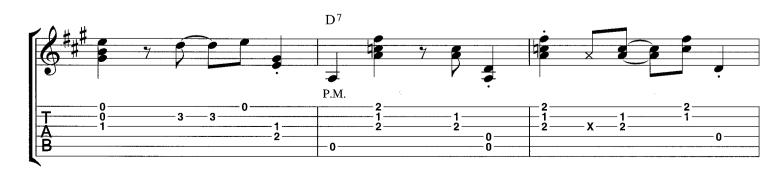


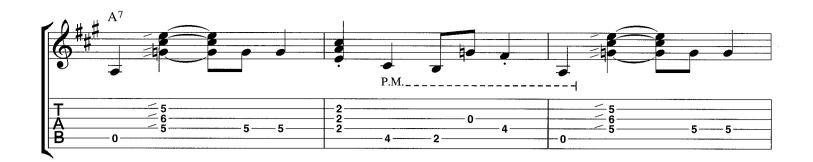




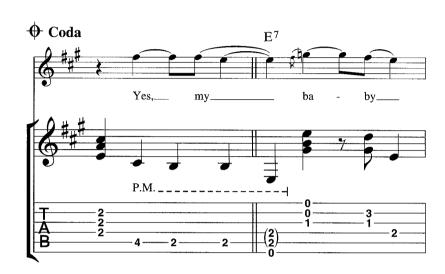


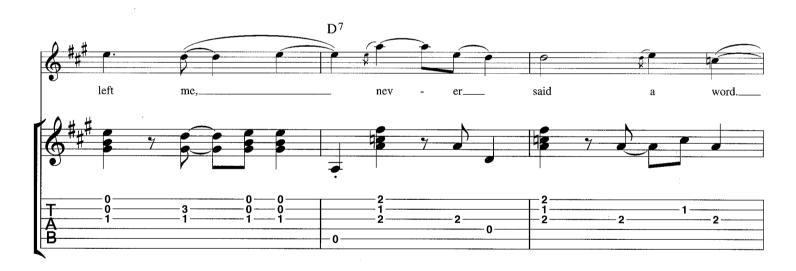


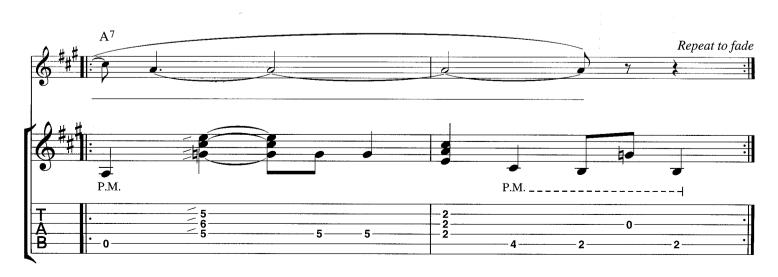












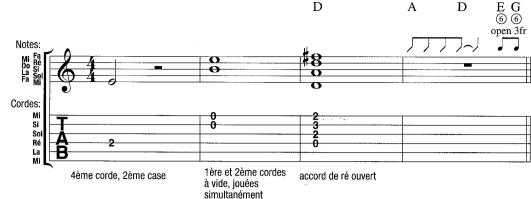
## présentation de la tablature de guitare

Il existe trois façons differentés de noter la musique pour guitare: à l'aide d'une portée musicale, de tablatures ou de barres rhythmiques

Les BARRES RYTHMIQUES sont indiquées audessus de la portée. Jouez les accords dans le rythme indiqué. Les notes rondes indiquent des notes réciles.

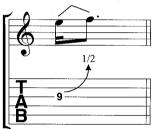
La PORTÉE MUSICALE indique les notes et rythmes et est divisée en mesures. Cette division est représentée par des lignes. Les notes sont : do, ré, mi, fa, sol, la, si.

La PORTÉE EN TABLATURE est une représentation graphique des touches de guitare. Chaque ligne horizontale correspond à une corde et chaque chiffre correspond à une case.

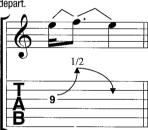


#### notation spéciale de guitare: definitions

**TIRÉ DEMI-TON**: Jouez la note et tirez la corde afin d'élever la note d'un demi-ton (étape à moitié).



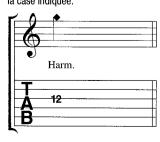
TIRÉ ET LÂCHÉ: Jouez la note et tirez la corde comme indiqué, puis relâchez, afin d'obtenir de nouveau la note de départ.



HAMMER-ON: Jouez la première note (plus basse) avec un doigt puis jouez la note plus haute sur la même corde avec un autre doigt, sur le manche mais sans vous servir du médiator.



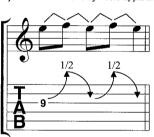
HARMONIQUES NATURELLES: Jouez la note tandis qu'un doigt effleure la corde sur le manche correspondant à la case indiquée.



TIRÉ PLEIN: Jouez la note et tirez la corde afin d'élever la note d'un ton entier (étape entière).



TIRÉ ET REJOUÉ: Jouez la note et tirez la corde comme indiqué puis rejouez la corde où le symbole apparaît.



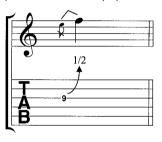
PULL-OFF: Positionnez deux doigts sur les notes à jouer. Jouez la première note et sans vous servir du médiator, dégagez un doigt pour obtenir la deuxième note, plus basse.



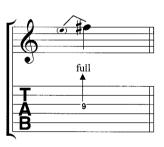
PICK SCRAPE (SCRATCH): On fait glisser le médiator le long de la corde, ce qui produit un son éraillé.



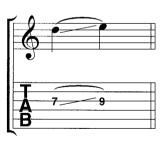
**TIRÉ D'AGRÉMENT :** Jouez la note et tirez la corde comme indiqué. Jouez la première note aussi vite que possible.



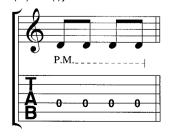
**PRÉ-TIRÉ**: Tirez la corde comme indiqué puis jouez cette note.



GLISSANDO: Jouez la première note puis faites glisser le doigt le long du manche pour obtenir la seconde note qui, elle, n'est pas jouée.



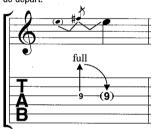
ÉTOUFFÉ DE LA PAUME : La note est partiellement étouffée par la main (celle qui se sert du médiator). Elle effleure la (les) corde(s) juste au-dessus du chevalet.



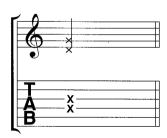
TIRÉ QUART DE TON : Jouez la note et tirez la corde afin d'élever la note d'un quart de ton.



PRÉ-TIRÉ ET LÂCHÉ: Tirez la corde comme indiqué. Jouez la note puis relâchez la corde afin d'obtenir le ton de départ.



**GLISSANDO ET REJOUÉ**: Identique au glissando à ceci près que la seconde note est jouée.



CORDES ÉTOUFFÉES: Un effet de percussion produit en posant à plat la main sur le manche sans relâcher, puis en jouant les cordes avec le médiator.



NOTE: La vitesse des tirés est indiquée par la notation musicale et le tempo.

## spiegazioni di tablatura per chitarra

La musica per chitarra può essere annotata in tre diversi modi: sul pentagramma, in tablatura e in taglio ritmico.

IL TAGLIO RITMICO è scritto sopra il pentagramma. Percuotere le corde al ritmo indicato Le teste arrotondate delle note indicano note singole.

IL PENTAGRAMMA MUSICALE mostra toni e ritmo ed è divisa da linee in settori. I toni sono indicati con le prime sette lettere dell'alfabeto.

LA TABLATURA rappresenta graficamente la tastiera della chitarra. Ogni linea orizzontale rappresenta una corda, ed ogni corda rappresenta un tasto.

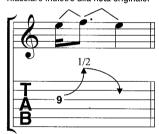


### definizioni per annotazioni speciali per chitarra

**SEMI-TONO CURVATO:** percuotere la nota e curvare di un semitono (1/2 passo).



CURVA E LASCIA: Percuotere la nota e curvare come indicato, quindi rilasciare indietro alla nota originale.



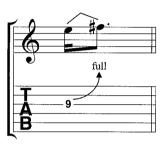
MARTELLO-COLPISCI: Colpire la prima nota (in basso) con un dito; quindi suona la nota più alta (sulla stessa corda) con un altro dito, toccandola senza pizzicare.



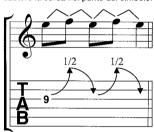
ARMONICA NATURALE: Colpire la nota mentre la mano della tastiera tocca leggermente la corda direttamente sopra il tasto indicato.



**TONO CURVATO:** Percuotere la nota e curvare di un tono (passo intero).



CURVA E RIPERCUOTI: Percuotere la nota e curvare come indicato poi ripercuotere la corda nel punto del simbolo.



TOGLIERE: Posizionare entrambe le dita sulla nota da suonare. Colpire la prima nota e, senza pizzicare, togliere le dita per suonare la seconda nota (più in basso).



PIZZICA E GRAFFIA: Il limite del pizzicato è tirato su (o giù) lungo la corda, producendo un suono graffiante.

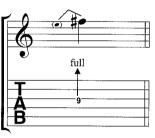


NOTA BREVE. CURVATA:

Percuotere la nota e curvare come indicato. Suonare la prima nota il più velocemente possibile.



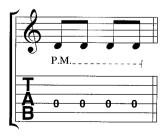
**PRE-CURVA:** Curvare la nota come indicato e quindi percuoterla.



LEGATO SCIVOLATO (GLISSATO): Colpire la prima nota e quindi far scivolare lo stesso dito della mano della tastiera su o giù alla seconda nota. La seconda nota non viene colpita.



SORDINA CON IL PALMO: La nota è parzialmente attenuato dalla mano del pizzicato toccando la corda (le corde) appena prima del ponte.

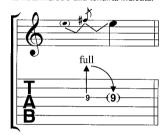


QUARTO DI TONO, CURVATO:

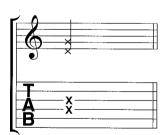
Percuotere la nota e curvare di un quarto di passo.



PRE-CURVA E RILASCIO: Curvare la nota come indicato. Colpire e rilasciare la nota indietro alla tonalità indicata,



CAMBIO SCIVOLATO (GLISSARE E RICOLPIRE): Uguale al legato scivolato eccetto che viene colpita la seconda nota.



CORDE SMORZATE: Un suono di percussione viene prodotto appoggiando la mano della tastiera attraverso la corda (le corde) senza premere, e colpendole con la mano del pizzicato.



NOTA: La velocità di ogni curvatura è indicata dalle annotazioni musicali e dal tempo.

#### erläuterung zur tabulaturschreibweise

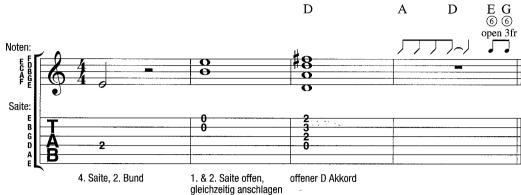
Es gibt drei möglichkeiten, gitarrenmusik zu notieren: im klassichen notensystem, in tabulaturform oder als rhythmische akzente.

RHYTHMISCHE AKZENTE werden über dem Notensystem notiert. Geschlagene Akkorde werden rhythmisch dargestellt. Ausgeschriebene Noten stellen Einzeltöne dar. Noten:

Im NOTENSYSTEM werden Tonhöhe und rhythmischer Verlauf festgelegt; es ist durch Taktstriche in Takte unterfeilt. Die Töne werden nach den ersten acht Buchstaben des Alphabets benannt. Beachte: "B" in der anglo-amerikanischen Schreibweise

Beachte: "B" in der anglo-amerkanischen Schreibweise entspricht dem deutschen "H"!

DIE TABULATUR ist die optische Darstellung des Gitarrengriffbrettes. Jeder horizontalen Linie ist eine bestimmte Saite zugeordnet, jede Zahl bezeichnet einen Bund.



#### erklärungen zur speziellen gitarennotation

**HALBTON-ZIEHER:** Spiele die Note und ziehe dann um einen Halbton höher (Halbtonschritt).



ZIEHEN UND ZURÜCKGLEITEN: Spiele die Note und ziehe wie notiert; lasse den Finger dann in die Ausgangposition zurückgleiten. Dabei wird nur die erste Note angeschlagen.



AUFSCHLAGTECHNIK: Schlage die erste (tiefere) Note an; die höhere Note (auf der selben Saite) erklingt durch kräftiges Aufschlagen mit einem anderen Finger der Griffhand.



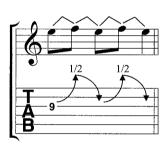
NATÜRLICHES FLAGEOLETT: Berühre die Saite über dem angegebenen Bund leicht mit einem Finger der Griffhand. Schlage die Saite an und lasse sie frei schwingen.



**GANZTON-ZIEHER:** Spiele die Note und ziehe dann einen Ganzton höher (Ganztonschritt).



ZIEHEN UND NOCHMALIGES
ANSCHLAGEN: Spiele die Note und ziehe die Siete wie notiert.



ABZIEHTECHNIK: Setze beide Finger auf die zu spielenden Noten und schlage die erste Note an. Ziehe dann (ohne nochmals anzuschlagen) den oberen Finger der Griffhand seitlich - abwärts ab, um die zweite



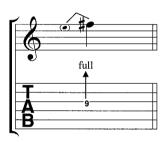
PICK SCRAPE: Fahre mit dem Piektrum nach unten über die Saiten - klappt am besten bei umsponnenen Saiten.



ZIEHER MIT VORSCHLAG: Spiele die Note und ziehe wie notiert. Spiele die erste Note so schnell wie möglich.



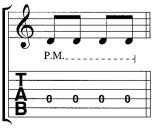
ZIEHER VOR DEM ANSCHLAGEN: Ziehe zuerst die Note wie notiert; schlage die Note dann an.



GLISSANDOTECHNIK: Schlage die erste Note an und rutsche dann mit dem selben Finger der Griffhand aufwärts oder abwärts zur zweiten Note. Die zweite Note wird nicht angeschlagen.



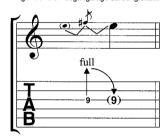
**DÄMPFEN MIT DER SCHLAGHAND:** Lege die Schlaghand oberhalb der Brücke leicht auf die Saite(n).



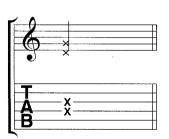
VIERTELTON-ZIEHER: Spiele die Note und ziehe dann einen Viertelton höher (Vierteltonschritt).



ZIEHER VOR DEM ANSCHLAGEN MIT ZURÜCKGLEITEN: Ziehe die Note wie notiert; schlage die Note dann an und lasse den Finger auf die Ausgangslage zurückgleiten.



GLISSANDOTECHNIK MIT NACHFOLGENDEM ANSCHLAG: Gleiche Technik wie das gebundene Glissando, jedoch wird die zweite Note angeschlagen.



DÄMPFEN MIT DER GRIFFHAND: Du erreichst einen percussiven Sound, indem du die Griffhand leicht über die Saiten legst (ohne diese herunter-zudrücken) und dann mit der Schlaghand anschlägst.



AMMERKUNG: Das Tempo der Zieher und Glissandos ist abhängig von der rhythmischen Notation und dem Grundtempo.

### tablatura de guitarra explicada

La música de guitarra puede ser representada en tres formas diferentes: en un pentagrama, en tablatura, y con acentos rítmicos.

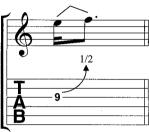
ACENTOS RITMICOS están escritos sobre el pentagrama. Rasguea los acordes cuando te indíque los acentos rítmicos. La aparición de una nota rodeada por un círculo indica una sola nota.

**TABLATURA** representa gráficamente el diapasón de la guitarra. Cada línea horizontal representa una cuerda, y cada número representa un traste.

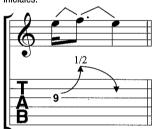


### definiciones especiales para la notacion de guitarra

**BEND DE UN SEMITONO**: Ataca la nota y eleva la cuerda hasta que esté medio tono por encima de la nota original (1/2 tono).



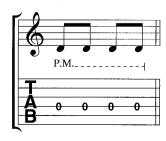
BEND & RELEASE: Ataca la nota y eleva la cuerda según se indica en la tablatura, regresa a la posición y nota iniciales.



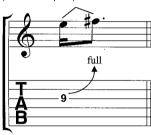
HAMMER-ON: Ataca una nota (grave) con un dedo, entonces haz sonar otra nota más aguda (en la misma cuerda) con otro dedo al tocarla directamente sobre el diapasón, sin atacar la cuerda de nuevo con la púa o los dedos.



PALM MUTING: La nota es parcialmente apagada al apoyar la mano de la púa ligeramente sobre la cuerdas situándola justo antes del puente.



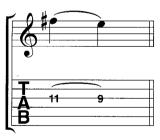
BEND DE UN TONO: Ataca la nota y eleva de la cuerda hasta que esté un tono por encima de la original (un tono completo).



BEND & RESTRIKE: Ataca la nota y eleva la cuerda según lo que indicado entonces ataca de nuevo la cuerda en la que anarece el símbolo



PULL-OFF: Sitúa los dedos sobre las notas que desees hacer sonar. Ataca la primera nota y sin utilizar la púa (o los dedos), retira el dedo para hacer que la segunda nota (más grave) suene.



RASPADO DE PÚA: El borde de la púase desliza de forma descendente (o ascendente) por las cuerdas, provocando un sonido rasposo.

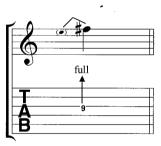


NOTA: La velocidad de cualquier bend está indicada por la notación musical y el tempo.

#### BEND DE UNA NOTA RAPIDA (GRACE NOTE): Ataca la nota y eleva la cuerda según se indique en la tablatura. Toca la primera nota tan rápidamente como



**PRE-BEND**: Eleva la cuerda según lo indicado, después atácala.



SHIFT SLIDE (GLISS & RESTRIKE): Igual que el legato slide, excepto que la segunda nota se ataca con la púa o los dedos.



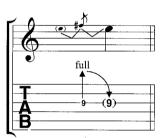
CUERDAS APAGADAS: Un sonido percusivo que se consigue al apoyar la mano situada sobre el diapasón sobre las cuerda (s) relajando la presión sobre éste, mientras que se ataca (n) con la otra mano.



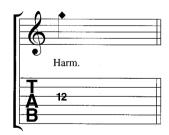
BEND DE UN CUARTO DE TONO: Ataca la nota y eleva la cuerda hasta que esté un cuarto de tono (1/4 tono) por encima de la original.



PRE-BEND & RELEASE: Eleva la cuerda según lo indicado. Atácala y regresa a la posición y nota original.



ARMÓNICOS NATURALES: Ataca la nota mientras que la mano situada sobre el diapasón roza ligeramente la cuerda directamente sobre el traste indicado



LEGATO SLIDE (GLISS): Ataca la primera nota y entonces desliza el mismo dedo de la mano situada sobre el diapasón de forma ascendente o descendente hasta alcanzar la segunda nota. La segunda nota no se produce al ser atacada por los dedos o la púa.



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## 3 blue suede shoes

(Perkins) Carlin Music Corporation.

#### 4 hound dog

(Leiber/Stoller) Universal/MCA Music Ltd./Chappell Morris Ltd.

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# 6 **king creole** (Leiber/Stoller) Carlin Music Corporation.

# 7 my baby left me (Crudup) Carlin Music Corporation.

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