

Prelude in C# minor BWV999

J.S. Bach (1685-1750)

Notes on the fingering:

This fingering is intended to make use of the guitars unique features like sonority, coloring and resonance as much as possible. The idea is to make the two parts (upper and lower) flow continuously, not interrupted by rests that are in scores for other instruments.

To achieve this, the following principles were used to the extent possible:

- the upper part is always played on 3 different strings for continuity in the arpeggio
- play the lowest note of the upper part on the same position within one bar and use this as the 'pivot finger'
- the lower part is played as much as possible on one string for consistent coloring
- on the first beat of a bar the lower part is played as much as possible with an open string for sonority and resonance
- position shifts are only on the first or third beat of a bar, never on the second.

The 'pivot finger' of the LH is used to focus the LH movement within one bar. The indicated LH pivot finger(s) stay in place till the end of the dotted line. The other LH fingers move freely around the pivot finger. When there is a positions shift within a bar, the movement of the pivot finger is indicated with an arrow.

The RH fingering is consistent throughout the piece as indicated in bar 1, with the exception of bars 31 to 33.

Enjoy the music, Henk Kok.

4 = pivot

2 = pivot

p i m a m i m i p i p i , etc.

T	5	5	6
A	0 7 6 6 7 7 7 7	0 7 6 6 7 7 7 7	0 7 8 8 7 7 7 7
B	0 7 7 7 3 7	0 7 7 7 3 7	0 7 8 7 8 5 7

4

3 = pivot

TAB

0 7 8 6 8 7 8 7 7 7 7 0 6 5 3 5 5 6 6 6 8 5 6 0 6 5 3 5 5 6 5 6 6 6 8 5 6

C-I

7

2 4 1 3 0 3 1

T 2 3 1 3 2 3 2 0 2
A 0 2 3 2 0 2
B 3 1

10

4 = pivot -----|

2 4 1 3 0 3 1 4 2 1 0 1 2

T 2 3 1 3 2 3 2 0 2
A 0 2 3 2 0 2
B 3 1

13

4 = pivot -----|

pC-V

4 1 0 2 1 0 4 4 4 1 1

T 4 1 1 4 4 4 4
A 0 2 3 0
B 1

16

1 = pivot -----|

423 = pivot -----|

1 3 2 1 1 3 2 4 1 1 4

T 4 6 6 4 4 4 4
A 0 5 7
B 0

----- pC-VII -----

1 = pivot

3 = pivot

19

T
A
B

pC-IX ----- pC-VIII

1 = pivot

3 = pivot

22

T
A
B

pC-V

23 = pivot

25

T
A
B

1 = pivot -----

28

T
A
B

p i a m a m a i p i p i, etc.

p i m i m i m i p i p i p i m a m i m i p i p i, etc.

pC-V -

pC-I - - - -
1 = pivot

pC-V