EASY FINGER PICKING PATTERN - "INSIDE-OUTSIDE"

Monday night after-jam tutorial: Part 1-Jan 25; Part 2-Feb 22, 2016 – Taught by Libby

Strings are always numbered up from the floor: A=1, E=2, C=3, G=4

The pattern is "in-side out-side"

Part 1: 4/4 Time

One measure, $\frac{1}{4}$ note = 1 beat

Count: 1 2 3 4

String: 3rd 2nd 4th 1st

Pattern: in- side out- side

Finger: thumb index thumb index or middle

Faster picking in 4/4 time: 1/8 note = 1 beat

Count: & 2 & 3 & 1 4 & 4th 2nd 4th 3rd 1st String: 3rd 2nd 1st Pattern: inside outside inside outside thumb middle thumb index thumb middle Finger: thumb index

Suggestions:

- 1. Work on this at a slow tempo—using a metronome may help you to develop a steady rhythm.
- If you speed up and start making mistakes: STOP. Practice at a speed where you can do the pattern correctly so that you are developing correct muscle memory. Build up speed over time.
- 3. Try the pattern over different common chord progressions such as:

Key of C: C F G7 C Key of A: A D E7 A Key of D: D G A7 D Key of G: G C D7 G

The fingerpicking pattern on your right hand will always be the same.

4. Go slowly when you first start applying a picking pattern to a song. There can be tricky parts in songs, such as chord changes in the middle of a picking pattern.

PART 2: 3/4 TIME

The pattern is: "in-side out-side in-side"

A variation of the "inside outside" pattern can be used for songs in \(^3\)4 time. The pattern is "in-side out-side in-side".

There are six "picks" in one bar.

& & Count: 1 & 2 3 String: 3rd 2nd 4th 1st 3rd 2nd Pattern: inside outside inside Finger: thumb index thumb middle thumb index

N. B. Songs in ¾ time in the SOUP Songbook: #9, #27, #51, #63, #75, #81, #82, #85, #101, #110, #112, #113, #135

If you like fingerpicking, this website may interest you: http://www.ezfolk.com/uke/Tutorials/Fingerpicking/fingerpicking.html.

And Ukulele Mike Lynch has many really good fingerpicking tutorials on Youtube, for both 4/4 and 3/4 time.

Have fun with this!

Libby Jan. 25, 2016