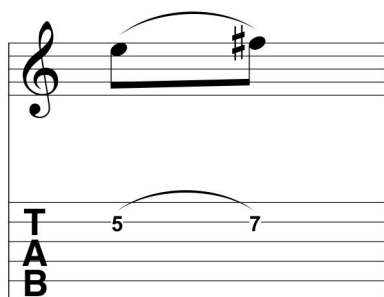


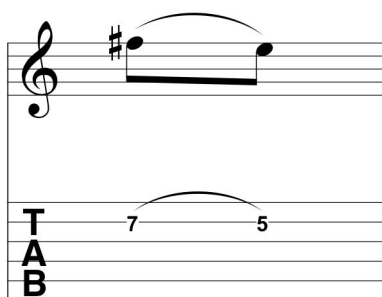
Guitar Notation Legend

Hammer-On



Strike the first note with your pick and then hammer the 2nd note down onto the fretboard with the designated finger.

Pull-Off



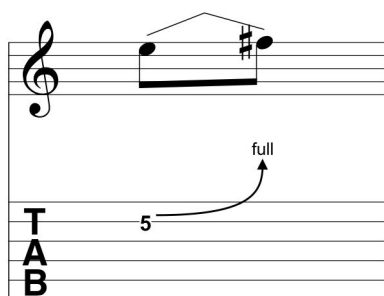
Strike the first note with your pick and pull-off to the 2nd note by plucking downwards with the underside of your left-hand finger.

Slide



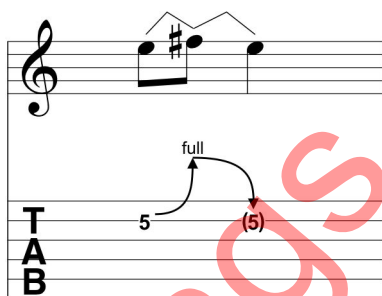
Strike the first note with your pick and then slide your finger to the 2nd note maintaining pressure as you slide.

Full-Bend



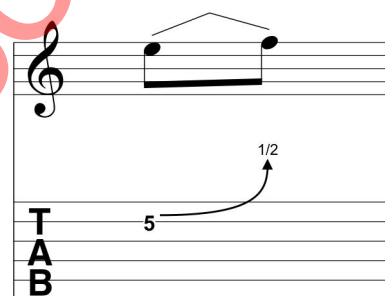
Strike the first note with your pick and then bend the note up the equivalent of two frets. Be sure to support your bend.

Full-Bend & Release



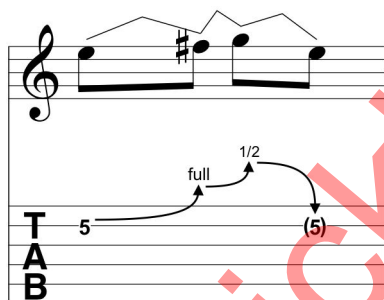
Strike the first note with your pick, bend the note up the equivalent of two frets and then release back to the original pitch.

Half-Bend



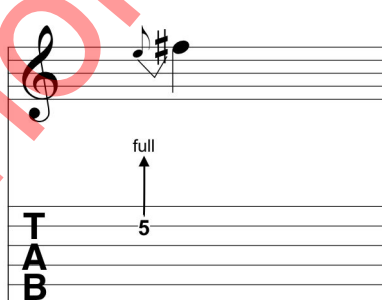
Strike the first note with your pick and then bend the note up the equivalent of one fret. Be sure to support your bend.

Two-Stage Bend & Release



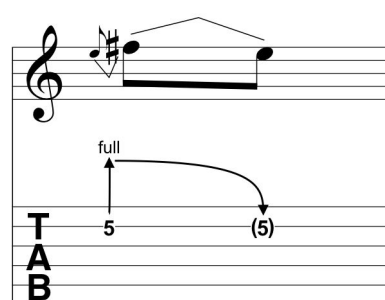
Strike the first note with your pick and then bend the note up the equivalent of two frets, then a further fret before releasing back to the original pitch.

Pre-Bend



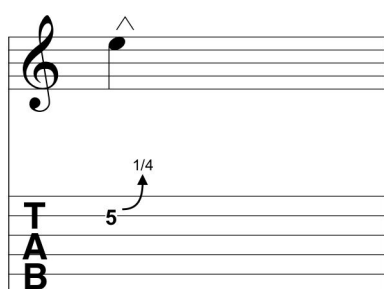
Bend the note up the equivalent of two frets and then strike the note with your pick.

Pre-Bend & Release



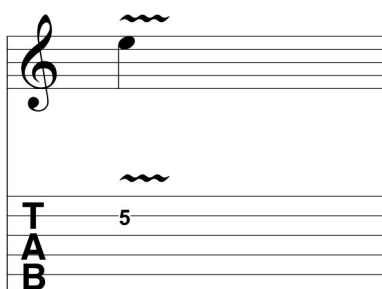
Bend the note up the equivalent of two frets, strike the note with your pick and then release back to the original pitch.

Micro-Tonal Bend



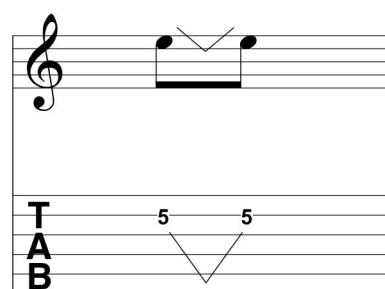
Strike the first note with your pick and then bend up the equivalent of half a fret (quarter tone).

Vibrato



Strike the note and then bend it rapidly up and down in small increments. Use all available fingers for additional support.

Whammy-Bar Dip



Strike the first note with your pick. depress the whammy bar the designated amount and then release back to the original pitch.