

12 BAR BLUES-PICKING PATTERN

[In the key of A using 7th chords @ 90BPM]



FINGER PICKING PART:

This finger picking pattern uses the **C-A-G-E** picking sequence for all main chords. Each section represents 1 bar therefore you are playing 8th notes which can be counted as **1 and 2 and 3 and 4 and**. This final bar contains a triplet walk down which should be counted as **2 and a, 3 and a, 4 and a**. Note how the first downbeat in bar 12 is an **A7** and that you should begin the walk down with a slide up from frets 2-4 on the C string. This picking pattern will also require a shuffle rhythm. The chords are placed above for assistance with easy switching.

System 1 (Bars 1-4): Chords: A7, D7, A7, A7. Picking sequence: 0 0 0 0 | 3 2 3 2 | 0 0 0 0 | 0 0 0 0.

System 2 (Bars 5-8): Chords: D7, D7, A7, A7. Picking sequence: 3 2 3 2 | 3 2 3 2 | 0 0 0 0 | 0 0 0 0.

System 3 (Bars 9-12): Chords: E7, D7, A7, A7. Picking sequence: 2 0 2 0 | 2 3 2 3 | 0 0 0 0 | 4 3 2 2 (Triplet turnaround).

12 BAR BLUES – STRUMMING PATTERNS

STRUMMING PARTS: Part one is the pattern for the basic calypso strum with a shuffle style rhythm. Part 2 is the chuck strum pattern, both with a shuffle style rhythm and both have different examples for the turnaround.

PART 1: CALYPSO STRUM

1. 1 + 2 + 3 + 4 + ↓ ↓ ↑ ↑ ↓ ↑	2. 1 + 2 + 3 + 4 + ↓ ↓ ↑ ↑ ↓ ↑	3. 1 + 2 + 3 + 4 + ↓ ↓ ↑ ↑ ↓ ↑	4. 1 + 2 + 3 + 4 + ↓ ↓ ↑ ↑ ↓ ↑
5. 1 + 2 + 3 + 4 + ↓ ↓ ↑ ↑ ↓ ↑	6. 1 + 2 + 3 + 4 + ↓ ↓ ↑ ↑ ↓ ↑	7. 1 + 2 + 3 + 4 + ↓ ↓ ↑ ↑ ↓ ↑	8. 1 + 2 + 3 + 4 + ↓ ↓ ↑ ↑ ↓ ↑
9. 1 + 2 + 3 + 4 + ↓ ↓ ↑ ↑ ↓ ↑	10. 1 + 2 + 3 + 4 + ↓ ↓ ↑ ↑ ↓ ↑	11. 1 + 2 + 3 + 4 + ↓ ↓ ↑ ↑ ↓ ↑	12. 1 ↓ 2 + 3 + 4 + ↓ ↑ ↑ ↓

PART 2: CHUCK STRUM

1. 1 + 2 + 3 + 4 + ↓ X ↑ ↑ X ↑	2. 1 + 2 + 3 + 4 + ↓ X ↑ ↑ X ↑	3. 1 + 2 + 3 + 4 + ↓ X ↑ ↑ X ↑	4. 1 + 2 + 3 + 4 + ↓ X ↑ ↑ X ↑
5. 1 + 2 + 3 + 4 + ↓ X ↑ ↑ X ↑	6. 1 + 2 + 3 + 4 + ↓ X ↑ ↑ X ↑	7. 1 + 2 + 3 + 4 + ↓ X ↑ ↑ X ↑	8. 1 + 2 + 3 + 4 + ↓ X ↑ ↑ X ↑
9. 1 + 2 + 3 + 4 + ↓ X ↑ ↑ X ↑	10. 1 + 2 + 3 + 4 + ↓ X ↑ ↑ X ↑	11. 1 + 2 + 3 + 4 + ↓ X ↑ ↑ X ↑	12. 1 ↓ Quick Turnaround

