

TAB Commentary v2.0

● Finger code

thumb 1 2 3 4, Left thumb, Index finger, Middle finger, Ring finger and Little finger.

p i m a c h, Right thumb, Index finger, Middle finger, Ring finger and Little finger.

● Hammer-on, Pull-off, Slide

Hammer-on is represented by "*h*." and slur in the music scores.

Pull-off is represented by "*p*." and slur in the music scores.

Slide is represented by "*s*." and slur in the music scores.

Glissando refers to a slide without a fixed starting or ending pitch. It is represented by "*g*." and an arc in the music score. The arc can show the rising or falling trend of the pitch.

Sound again after slide. When it needs to sound again after slide, the slide will connect the notes with a straight line to replace the slur or arc.

Direct Hammer-on / Tapping is a performance technique that directly changes the pitch by hammer-on without plucking. In the music score, "**L.H.**" and "**R.H.**" are used to represent the direct hammer-on of the left hand and the right hand.

● Stroke

Stroke, "**↑**" and "**↓**" are used to indicate the direction of stroke in the score. In addition, it is

also used to indicate the direction of plucking on a single string.

Rasgueado refers to the down-stroke in the order of *ami* fingers, which is represented by "**Ras.**" in the score.

Stroke with left hand, which is represented by "**L.Stroke**" in the score.

● Strings Hit

Thumb Strings Hit, without actual pitch hitting skills. Hit the strings in the plucking area of *p* finger, hit and stay on the strings for the next plucking, which is represented by two "×" in the score.

When playing, the outside of the *p* finger is usually used to hit a string above the string being played. Because this will hardly change the original plucking posture, it is not necessary to make any adjustment in the next plucking, and you can play it directly. That is to say, when you play the fourth string, you will hit the fifth string, when you play the fifth string, you will hit the sixth string, and when you play the sixth string, you will still hit the sixth string (you may need to adjust the angle slightly).

The Thumb Strings Hit will appear at the same time as the stroke or plucking of other fingers, and there will also be corresponding finger code prompts in these places.

The Strings Hit of other fingers has no hitting skill of actual pitch. Hit the strings in the plucking area of *ima* fingers, hit and stay on the strings for

the next plucking, which is represented by one or two "×" in the score.

Unlike the thumb strings hit, this kind of strings hit can keep the bass continuous, but the "hitting sound" is usually smaller than the thumb strings hit. In most cases, two fingers are used to hit the strings. Occasionally, one finger is used to hit the strings. At this time, only one "×" is used in the score.

Slap, strings hit with actual pitch. It refers to the technique of taking a finger and immediately raising it to produce a pitch. It is directly represented by "Slap" in the score.

● Harmonics

Natural Harmonics, is represented by diamond shaped notes and "Harm." in the score.

Artificial harmonics, is represented by diamond shaped notes and "A.Harm." in the score. In TAB, the number in the diamond is the position where the right hand plays, and the number in front of the diamond is the position where the left hand actually presses the strings.

Tapping harmonics, is represented by diamond shaped notes and "T.Harm." in the score. Tapping harmonics has the same notation in TAB as Artificial Harmonics.

● Hit

Finger Hit, hitting the instrument with your fingers to produce a percussion sound that mimics the Snare Drum. In the score, it is represented by "*Finger Hit*" and "×" written outside the score line.

Nail Hit, hitting the instrument with nails, the tone is clearer than hitting with fingers. In the score, it is represented by "*Nail Hit*" and "×" written outside the score line.

Palm Hit, hitting the panel above the sound hole with the root of the palm of your right hand to produce a knocking sound that mimics Kick Drum. In the score, it is represented by "*Palm Hit*" and "+" written outside the score line.

Strings Hit, hitting the strings on the fingerboard to produce a percussion sound that mimics the Snare Drum. In the score, it is represented by "*Strings Hit*" and "H" shaped note heads recorded on the score line.

● Bending/Choking

Bending/Choking refers to the whole-step choking, which is represented by "C." or "cho." in the score. The choking of half-step and quarter-step is represented by "H.C." and "Q.C." respectively.

Choke down is a technique used in combination with choking, that is, after choking, the string will fall back to its original position. It is represented by "D." in the score.

● Other marks

Left-hand Pluck is represented by "L.Pluck" in the score.

Mute usually refers to the palm mute, that is, playing with small thenar part of the right hand near the lower chord pillow, and muting the plucking area of *p* finger, which is represented by "**Palm Mute**" in the music score. In addition, occasionally, there are special cases of using other fingers or muting near the upper nut, which will be explained otherwise in the music score.

Staccato, which makes the time value of notes short and discontinuous, can be handled by mute or other playing techniques. It is represented by "·" in the stave.

Tenuto, which keeps the duration of a complete or longer note. In addition, sometimes tenuto will also be used to prompt melodic sounds in order to reduce the sound part of the score and make the spectrum more readable. It is represented by "-" in the stave.

Accentto, makes the volume of a note louder to emphasize a note. It is represented by ">" in the stave.

Vibrato, makes the pitch of a note change slightly by rubbing the string, pushing and pulling the string or shaking the neck. It is represented by "w" in the stave. Special points will be explained

separately in the music score.

Trill, continuously produces pitch change by repeatedly alternating Hammer-on and Pull-off. it is represented by "tr~" in the stave.

Speed marks, "*rit.*" means ritard, "*accel.*" means gradual acceleration, "*rubato*" means free in the presentation, "*in tempo*" means return to the original speed.

The only marker means to play the contents in parentheses when playing here for the □th time. Otherwise, it will not be played. It is represented by "□x only" and parentheses in the score.