

Hey there, and welcome to chapter two soloing exercises. In these exercises, you're going to take the two scale shapes that you just learned, the six string position and fifth string. I'm going to demonstrate in D minor, but you can do them in other keys as well; and you are going to solo with those shapes over the backing tracks. Now to begin solo with just the six string shape, then solo with just the fifth string shape, and then you can combine both in your playing.

Now, what does it mean to solo and what are we actually doing here. So, to improvise, or to solo with these scales, you just create music, you create lines and phrases using the notes in the scales; with different rhythms, you can try some hammer-ons, pull-offs or slides. You can leave space. You can take the technical exercises you've done by playing two notes, or each note twice, three times or four times. But, the goal here is to experiment and get used to improvising, not sound like your favorite guitarist on day one.

The bad news about learning how to improvise is that it does take time. Playing the right scale of the right chord is technically correct, but it's not going to make you sound good right away. The good news is that you learn to solo by soloing; so it's fun. So, don't worry about sounding great on day one. Just worry about having fun, enjoying the improvising, play over the backing tracks, make a whole bunch of mistakes, learn from those mistakes; and before you know it, you'll be sounding good. So, I want to give a quick demo of a few ideas to get you started with soloing.

So, soloing just means to be creative and improvise and use the notes from this scale for this exercise to create ideas. You don't even have to play more than one note. So, technically, this is improvising. So, I'm playing one note; I was doing some slides, I was doing some rhythmic ideas, I was leaving a little bit of space – that's improvising, even if it's just one note.

The other thing you can do is just play up or down the scale, but change the rhythms or repeat yourself or just be creative with that. You don't have to play the notes out of order, you can still play the notes in sort of the scale, but by changing the rhythms, adding space, adding some slides or different ideas like that, you can be creative and you can improvise, which is playing up or down the scale. And so I'll give a little demo of that I'm going to go down the scale for 20 seconds or so and you'll hear how it sounds nice and all I'm doing is playing down the scale in my own creative way.

All I did was go down the scale and go up a little bit at the end, but there is nothing out of order there. Nothing fancy. I'm just having fun, I'm being creative, and I'm learning to take an idea like a scale and turn it into lines and phrases and music.

So, start with one position, go to the next position, eventually combine them. Start small, you can just play one note or a couple notes back and forth, or play up and down the

scale with interesting rhythms or some hammer-ons or repetition. You can use the technical exercises by playing each note two, three or four times. And even if you don't feel ready on day one, just put the backing track on. There's no harm in trying with the backing track and getting used to hearing these ideas in context, which will actually speed up the process, even if you don't feel ready on day one.

So, have some fun with these. They're different backing tracks, different keys, different tempo, start with the slow ones, and one key and then work your way to the medium and faster tracks, and the other keys from there. But, the goal for this exercise is not to sound like your favorite player on day one. It's just to get started with improvising, get that creative sort of juices flowing, have fun, and learn how to take a scale and turn it into music.

As we go further into this course and you get more experienced, then you'll be able to sound more like your favorite player as you play and as you solo with these devices. So, check them out and have some fun with them.