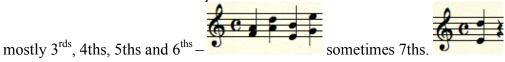
## How to play Mud tunes before you can play Mud tunes.

With almost no exceptions, the tunes we play in Mud are decorations of very simple chords like these.

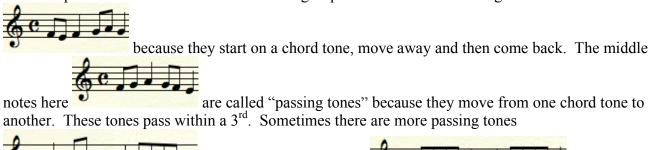


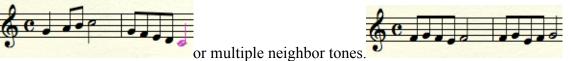
These simple chords are made from "intervals" chosen from a scale-



You can measure an interval by starting on the bottom note and counting all of the lines and spaced up to and including the top note. These intervals form the skeleton of a tune. The other notes in the tune have names that sometimes describe them in plain English.

For example the middle notes in each of these groups of three are called "neighbor tones"





If you are just starting to learn Mud tunes, you may find it difficult to play all the notes so you need to know which ones you can safely leave out. You want to play notes in the chord and leave out the decorations. Usually, you will find the chord tones on the strongest beats of the meter. Mud tunes are usually in 4/4 (sometimes C for "common meter), 3/4 and 6/8.



 $1\ 2\ 3\ 4$   $1\ 2\ 3$  The bigger numbers are more important beats. Play the notes on those beats if you can.

Now lets look at some measures from actual mud tunes. The original tune is on top with two levels of simplification below.



To try this out, pick a tune and circle the notes you think you can/should play. (As you get better, just circle more! Show your circled notes to an experienced Mud player at rehearsal or break to verify that you've got the general idea.

Finally, you'll see some letters above the notes in some tunes. These are chord symbols for instruments like guitar and piano. It is always safe to play the note corresponding to the first letter. Eb - play an e-flat, Am - play an a-natural (the m means a minor chord), F# - play an f-sharp, G7 - play a g-natural (7 means seventh chord). If you have a good ear you my find other notes in the chord that you can hold.

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