## ORNAMENTS:

HAMMER-ON: if a lower note is joined to a higher note by a slur we will use a hammer-on.

PULL-OFF: to achieve a slur in the other direction where a higher note is joined to a lower one, we employ the "pull-off".

SLIDE: (a type of slur) indicated by an arrow from one note to the next on the same string.

HARMONIC: indicated by a lozenge ( $\Diamond$ ) above the appropriate fret position.



## PLAYING SEQUENCE SYMBOLS:

REPEAT: (:) this means to repeat the entire section from : to :

1ST ENDING, 2ND ENDING: at times a section will be repeated exactly except for a small portion at the end. To indicate this we use numbered brackets:



Play the section to the repeat sign then repeat excluding the first ending and playing the 2nd ending.

DA CAPO, (D.C.) from the beginning; this indicates that the piece is to be repeated from the beginning to the end; or to a place marked "fine" (D.C. al FINE) meaning end or close.

D.C.	D.S

DAL SEGNO (D.S.) from the sign, indicates that the piece is to be repeated from the sign 3

AL SEGNO; AL: to the sign; sometimes D.C. or D.S. are combined with AL SEGNO or "AL" meaning to go back either to the beginning or to the sign 3 and play through to this sign , going from that point to a CODA.

ž.	<del>+</del>	CODA
	D.5, al +	FINE

CODA: this is an ending-passage extraneous to the main body of the piece.