

#8: Calypso - combining #4 (Folk Rock), and #5 (Pluck Strum), with optional f-f-fan

Similar in rhythm to strum #4, but with a pluck on beat 1, and an elaborate fan strum on beat 2.

1 &a2 & (3) & 4 & 1 &a2 & (3) & 4 &

Pluck, down up, up down up Pluck, down up, up down up
I , will play , Ca - Lyp - So i will play Ca - Lyp - So

#9: Percussive Rock - Combining #4 (Folk Rock) with #6 (percussive "Chop")

The key is maintaining smooth wrist rotation and not getting abrupt - think "Brown Eyed Girl"

X: indicates a palm-mute, or "chop" percussive strum, where snare drum would hit

1 2 & (3) & 4 & 1 2 & (3) & 4 &

Down, <chop> up, up- <chop> up Down, <chop> up, up- <chop> up

#10: Combining aspects of #5 (Pluck) and #6 (Chop) interspersed with "kajinga's"

1 2 3 4

pluck "ka- JIN- ga" <chop> "ka- JIN- ga" pluck "ka- JIN- ga" <chop> "ka- JIN- ga"

#11: Combining aspects of #4 (Folk), #5 (Pluck), and #6 (Chop). Somebody say "IZ".

1 2 3 4

pluck "JIN- ga" <chop> "ka- JIN- ga" pluck "JIN- ga" <chop> "ka- JIN- ga"

Some - where.....
o - ver..... the..... rain - bow.....

#12: "HULA VAMP" for Hawaiian intros #4 (Folk) with #7 (Double Upstrum)

Double-up arrow indicates thumbnail and index pad, separated, in the same upstrum motion.

(relaxed, rolling rhythm; Downstrum is accented, upstrum is more subdued and hesitant)

A7 D7 G6

1 a 2 &a 1 a 2 &a 1 2 a (3) a 4 &a

down, up- down, bada down, up- down, bada down, down, up, up- down, bada

#13: SLOW HULA -- graceful like the dance.

utilizes #5 (pluck strum) and #7 (double upstrum) against an otherwise "kajinga" rhythm.

a 1 &a 2 a 3 &a 4 a 1 &a 2 a 3 &a 4 a

#14: FAST HULA -- either doubletime wrist rotation or triple upstrum

All about the wrist rotation to maintain the pace -- do not swing arm from elbow.

The triple upstrum utilizes the index, middle, and ring finger in one smooth wrist rotation

(or sometimes the thumbnail, index pad, and middle pad in one similar smooth motion).

When you do this well your hula strums will sound more graceful and less violent.

1 e & a TWO,AND 3 e & a FOUR,AND 1 e & a TWO,AND 3 e & a FOUR,AND