




Left Hand Boogie

Play quickly with steady rhythm

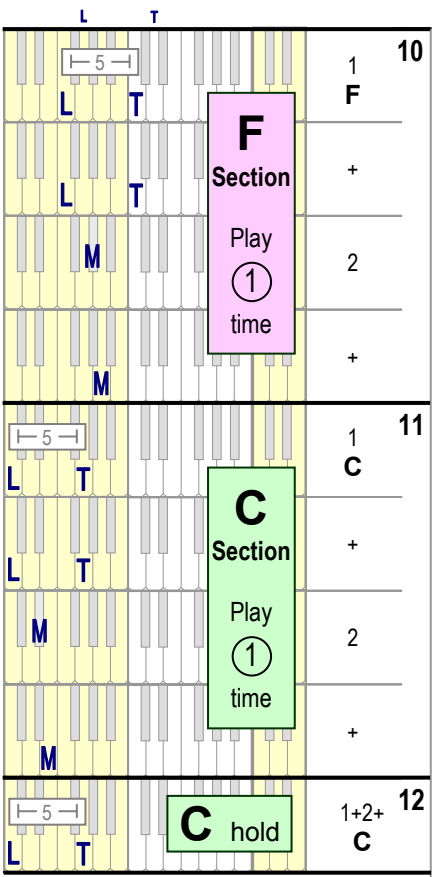
Allcanplay
Match your fingers to keys and play!



Span  white keys

Repeated Section 

Measure	Timing	CHORD	Section	Play	Times
1	1	C ³	C Section	④	2
2	C				
3	+				
4	+				
5	1	C ⁴	F Section	②	2
6	F				
7	+				
8	+				
9	1	G	G Section	①	2
10	G				
11	+				
12	+				



12-Bar Blues

This song follows the classic 12-bar blues progression, in this case over the 3 most common chords: C-F-G.

Repetition Sequence
 CCCC FF CC G F C C
 4 2 2 1 1 1 Hold

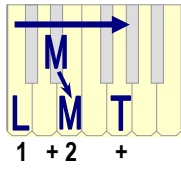
422 Boogie Blvd.
 Apt. 111
 Hold all mail.

Observations

- Bottom key names its section.
- Hand is fixed in 5-finger span.
- Timing count is equal for each key.
- M plays top twin, center/top triplets.
- Song begins & ends on same keys.

Grace Note Variation

Play L-M-M-T in order. Slide from M to T quickly. End song with L on C³.



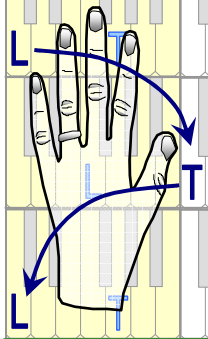
Say "Go Ba-na-na"

Transition Tips

With identical fingering patterns, it's fairly easy to learn each section. The real challenge is to eliminate sound gaps *between* sections that occur when you shift your hand.

To achieve a continuous, unbroken melody, play each section slower than you're able to at first. Use the techniques below to help build transition speed, then gradually increase section speed to match.

At any speed, the music should sound like a smoothly turning wheel with no gaps in sound.



C to Shining C!

To transition from Section C to F, instead of aiming L up to F³ (which is covered by your hand) aim T up to C⁴. To return to the C section, aim L down to C³.

Practice transitioning between C³ and C⁴ playing just L and T while thinking "Sea to Shining Sea." Once you can do this smoothly and without hesitation, add the M's back in.

C to Divide the Twins!

When shifting from Section C to G, aim T up to D⁴ to divide the twins.

Slide Down G to F!

When shifting from Section G to F, slide entire hand down *one* key.

Both Hand Variation

Match what the LH does with the RH starting with *t* on C⁴.