











Running with Zithers

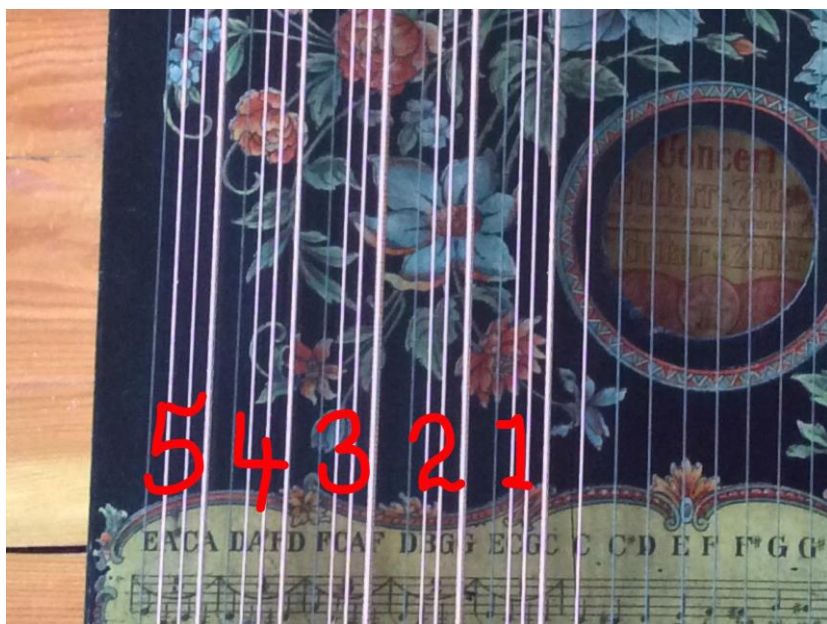
The easy-to-use tune sheets enable anyone to play a tune, even if you don't read music. However an explanation about the symbols and how to get the most out of your tune sheets will make your playing that much easier.

You simply slip the tune sheet under the melody strings, lining up the marked line with middle C, which is the 1st melody string, usually almost in the middle of your zither.

After you have located the start point, you follow the lines and pluck the string directly above the given note head.

If you know the melody, you will instinctively give each note the appropriate length but, just in case, here is a list of the beat value of the note heads and rests you might find on a tune sheet.

Name of note	Symbol	Rest Symbol	Beats
Whole			4
Half			2
Quarter			1
Eighth			1/2
Sixteenth			1/4



Accompanying your melody with the appropriate chord is just as easy.

Next to some notes you will find the numbers 1-5.

These indicate which chord to strum at the given time and are numbered from the centre outward as shown in the photograph. If you see a number only **1** only the bass string of that chord is to be played.

If there is a dot under the number **1** only the 3 chord strings are to be played.

A slur, or little bow under the number **1** means all 4 strings are to be played - easy.

Happy Zithering!