EncycloMedia Man *by Mike Overly*

Intro to the Tone Note® Music Method for Bass

Let's state the case simply. Symbolic music is complex. By **symbolic music**, I mean the written **symbols** and **signs** of music and bass that are needed to produce one sound. This lesson will illustrate a melody using the revolutionary **Tone Note® Music Method** for Bass.

Symbolic music on bass is complicated because it takes **seven ideas** to produce one sound: 1. **key letter**, 2. **time signature**, 3. **tempo**, 4. **dynamic**, 5. **tone number**, 6. **note** or **rest**, and 7. **strum**. Before we go any further, let's ask a simple question: What is the difference between a **thought** and an **idea**?

For many, this question may seem a bit esoteric, but really it isn't. Think of it this way. A **thought** is an energy that moves in time through the space of the mind to find an **idea** to bring back to the thinker. Here's an example. Consider this question as a **thought**: How much is 1 + 1? Now, consider the answer as an **idea**: more than 1. Easy enough, the thought **question** found the idea **answer** and brought it back to the **thinker**.

I'm sure you noticed that I didn't answer the question the way you were probably expecting. This is because all that is needed to answer the question, how much is 1 + 1, is the concept of "oneness." In other words, 1 + 1 is more than 1. Or, said a different way, how much more than one is 1 + 1? The answer is again 1. The point is, we don't need to learn or know anything new to answer the question... 1 is all we need!

This "1 + 1 is more than 1" example is analogous to *Russian Nesting Dolls*. By that I mean, after we know that 1 + 1 is 1 more than 1, we can "nest" the concept of "one more than one" into a new word... two. In other words, after all that thinking about 1 + 1, we can now simply say the number 2!

Okay then, I can hear you asking, "What does all this have to do with playing music on the bass?" Good question. Consider this **thought**: How do I make a sound on the bass? The answer is this **idea**: "nest" seven ideas. I'll say it again, symbolic music is complex because it takes **seven ideas** just to play **one sound**! To help organize these seven ideas, let's divide them into two groups.

In the first group, **before** you play, there are **three ideas** needed: key letter, time signature and tempo. In the second group, **as** you play, there are **four ideas** needed: dynamic, tone number, note or rest, and strum. Let's look at each of these seven ideas one at a time.

The first idea in the **Tone Note® Music Method** is key. **Key** is simply the **letter of tone 1**, and is symbolized by a letter in a circle, for example Ⓐ. Let's contrast the **Tone Note®** key letter with the "key signature" of traditional staff notation.

The **Tone Note® Music Method** does not utilize a staff, a clef or a key signature. And by eliminating these elements, **Tone Note®** enables you to play any song in any key! This is impossible with traditional staff notation because the key signature limits you to playing in **only** one key. Here's why. The key signature represents sound as unseen **letters**, and when you change the key signature, all the **implied** staff-note letters change! This is not the case with the **Tone Note® Music Method**, because when you change the key, all the tone numbers remain the same, and only the **explicit** circled key letter of tone 1 changes. The **Tone Note® Music Method** is so simple, and yet so powerful.

Now, after the key letter is known, the second idea is the **time signature**. The **Tone Note® Music Method** uses the same **meter** and **value** time signature as traditional staff notation.

The third idea is **tempo**, the rate of speed of the steady beat. **Tone Note**® uses the same beats-per-minute sign as traditional staff notation. Here are the **three ideas** needed **before** you play "nested" into one thought.

tempo: ♩ = 72
key letter: Ⓐ 4
time signature: 4

Next, let's present the **four ideas** that are needed **as** you play. The first idea is the **dynamic sign**, which tells you how **quiet** or **loud** to play a sound. The **Tone Note**® **Music Method** uses the same dynamic signs as traditional staff notation, for example, *mf* (mezzo-forte, medium loud).

The second idea is pitch, or **tone number**, which in traditional staff notation is called a **scale degree**. Simply stated, tone 1 is the key letter and is the first sound of any scale.

The third idea is **rhythm**, and it has two components: the **note** of **sound**, and the **rest** of **silence**. The **Tone Note**® **Music Method uses** the same notes and rests as traditional staff notation.

The fourth idea is **not** a music idea, but rather a **musician** idea: **strum**. This lesson uses two **right-hand** fingers to produce sound: **i** and **m**.

The following diagram illustrates the **four ideas** needed **as** you play "nested" into one thought.

strum: i m m i
note or rest:
tone number: 5 3 2 1
dynamic sign: *mf*

In the following diagram, all **seven ideas** needed to play **one sound** are "nested" into **one thought**.

tempo: ♩ = 72
strum: m i i m
key letter: Ⓐ 4
time signature: 4
note or rest:
tone number: 5 3 2 1
dynamic sign: *mf*

And finally, here are the 7 tones of the major scale which may be played on a 4, 5 or 6 string bass.

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C ①
G ② ① ①
D ③ ② ②        6        7
A ④ ③ ③      3    4        5
E ⑤ ④ ④          1        2
B ⑥ ⑤
```
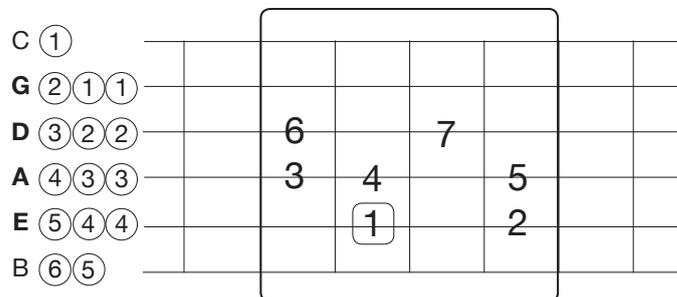
'Til next time, have some **symbolic** music fun, no matter what your **thoughts** and **ideas** are ~ I'll be listening!

♩ = 72
Ⓐ 4/4
i   m   i   m   i   m   i   i   m   m   i
5   5   5   3   5   5   6   5   3   2   1
mf