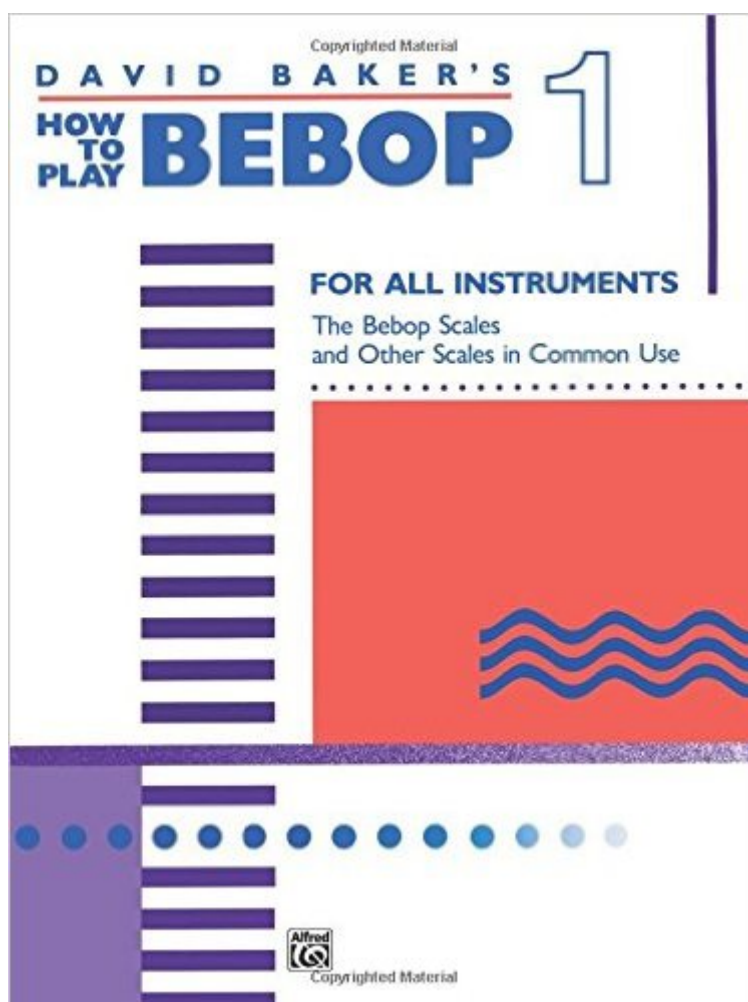


The book was found

How To Play Bebop, Vol 1



Synopsis

A three volume series that includes the scales, chords and modes necessary to play bebop music. A great introduction to a style that is most influential in today's music. The first volume includes scales, chords and modes most commonly used in bebop and other musical styles. The second volume covers the bebop language, patterns, formulas and other linking exercises necessary to play bebop music. A great introduction to a style that is most influential in today's music.

Book Information

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Average Customer Review: 4.5 out of 5 stars [See all reviews](#) (17 customer reviews)

Best Sellers Rank: #202,517 in Books (See Top 100 in Books) #206 in [Books > Arts & Photography > Music > Musical Genres > Jazz](#) #230 in [Books > Reference > Encyclopedias & Subject Guides > Music](#) #288 in [Books > Arts & Photography > Music > Reference](#)

Customer Reviews

I find some of Baker's works brilliant and others terrible. His "How To Play Bebop" series fits in the brilliant category and you really should get all three. Volume 1 is the most essential of the series, then volume 3, and lastly volume 2. Baker is usually credited with inventing the term "bebop scale". In volume 1 of the series he describes the bebop dominant and major scales and also gives you some rules for using the scales to construct bebop lines. Some of this is quite technical and may put some readers off, but if you play through the examples and use your ears you will soon catch on. The basic idea is to add chromatic passing notes in the right places so that your lines contain chord tones on strong beats. He also shows techniques for extending and connecting bebop lines and provides some of his famous perpetual motion exercises to work on. There's a lot to keep you busy in this book. It is often difficult for the beginning jazz student to know how to go from scales to improvisation. This book gives you something concrete to work with. It is a bit bewildering at first, but if you give it time to sink in you will find that you will be able to internalize the many rules and create long and sophisticated improvised bebop lines. (Note this book is aimed at creating single-note

lines only and does not cover chord voicings or comping).A slightly more modern treatment of this subject can be found in volume 3 of Bergonzi's opus

I'm going to leave this for all 3 volumes lest anyone miss my blathering.Ok, first of all, what these books aren't:Though excellent, they are NOT a comprehensive approach to jazz improv, nor are they for beginners.Nascent improvisors would do better to get Levine's Jazz Theory book (a must for anyone interested in playing this music) along with something like Coker's Patterns For Jazz. After you get a handle on the concepts in them, get your scales together, understand basic chord/scale relationships, etc, THEN would be the time to move onto to this series from Baker.All three are really great, and any one would be a worthy addition to one's education library.Since it's not entirely clear what the differences are from just reading the cover, I'll provide some more detail here:Vol. 1: Primarily focuses on bebop scales (which I guess is a term Baker coined) and how to embellish basic scale choices with chromaticism. Tons of examples ("licks) to learn, mostly over static harmony. Yes, the examples are only written in one key, as they should be. It's up to the student to then learn them in all 12.Vol. 2: Consists mostly of "licks" culled from the jazz canon, with each chapter focusing on a different chord progression. Each chapter has ~100 or so examples, so there's a LOT of stuff here. The chapter/topic breakdown is as follows:1. II V72. III VI II V3. The major chord (somewhat similar to what's in Vol.1)4. The Minor II V75. Various patterns to play through the cycle of 4ths6. Turnarounds7. Other common progressions8. Bass linesDid I mention that there's a TON of stuff in here?Vol.

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