

# GREEN RIVER - CCR

## Strumming Pattern:

The strumming pattern stays rather consistent throughout the song, but if you want to add a bit more dimension to the overall pattern here is the easiest way to play it and stay in time (this pattern reflects on the "riff" that is played, so if you learn this strumming pattern, the bold underline indicates where the riff would actually take place.

Overall Pattern: DU, DUDU, X, DUDU, DUDUD

NOTE: If you include the "riff" then you play through the strumming pattern one full time. On the second approach you would then play the riff instead of the strumming where you see it bolded and underlined. In other words - strum through one full time, then insert the "riff" at the bolded and underlined part on the second time.

Pattern Including Riff: DU, DUDU, X, **DUDU, DUDUD**

The "X" indicates a pause or a mute of the strumming. When watching the video you'll hear that while it SOUNDS like I am playing something more than just a standard open E chord I'm not. What I am doing is lifting off my 2<sup>nd</sup> and sometimes 3<sup>rd</sup> fingers and allowing the open notes play instead of the fretted notes. There is no 'set' way to do this, so just play and see where you like doing this. This is also not required to play the song, but is a fun way to practice adding some flavor to the overall theme.

## Tabs Used

Intro Riff:

The following riff is the official intro to the song. The video explains how to play each part in detail.

**A** Intro

Moderate Rock ♩ = 138

E5 (Bm/E) E (Bm/E) Esus4 (E) (E)

Gtr 1 *f* Slight Distortion

E5 Bm Dsus4 E (E)

\*Riff: This riff is played every time you see the "(\*riff)" marker in the song itself. It is noted with an "\*" because it is NOT required to play the song, but if you find that this version is a bit too bland or easy, this little riff will come in handy to add some flavor to the song. It's reminiscent of the intro theme, so once you get the intro down you should have no trouble adding this riff when you're ready.

The musical notation consists of three staves. The top staff shows two chords: Bsus4 and Bm. The middle staff shows the guitar riff melody, which is a sequence of chords: Bsus4, Bm, Bsus4, Bm, Bsus4, Bm, Bsus4, Bm. The bottom staff shows the bass line with fret numbers: 2, 0, 0, 3, 3, 3, 3, 3, 3, 3, 3, 2, 0, 1, 0, 0, 2. Techniques indicated include 'Full' (a full chord), 'sl.' (slide), and 'H' (hammer-on).

**Chords Used:**

Three guitar chord diagrams are shown. The first is for E major, with fingers 1, 2, 3 on strings 1, 2, 3 respectively. The second is for C major, with fingers 1, 2, 3 on strings 1, 2, 3 respectively. The third is for A major, with fingers 2, 3, 4 on strings 2, 3, 4 respectively. Each diagram is labeled with the chord name (E, C, A) and the fretboard layout.

Intro: E

(E) (\*riff)  
 Well take me back down where cool water flows yeah.  
 E (\*riff)  
 Let me remember things I love, yeah.  
 E  
 Stoppin' at the log where catfish bite...  
 C  
 Walkin' along the river road at night...  
 A E  
 Barefoot girls dancin' in the moonlight.  
  
 (E) (\*riff)  
 I can hear the bullfrog callin' me, yeah.  
 (E) (\*riff)  
 Wonder if my rope's still hangin' to the tree, yeah?  
 E  
 Love to kick my feet way down the shallow water...  
 C  
 Shoefly, dragonfly, get back to your mother...  
 A E  
 Pick up a flat rock, skip it across Green River.  
  
 (then play) C - A - E

(E) (\*riff)  
Up at Cody's camp I spent my days, oh,  
E (\*riff)  
With flat car riders and cross-tie walkers  
E  
Old Cody, junior took me over,  
C  
said, "you're gonna find the world is smolderin'...  
A E  
and if you get lost come on home to Green River."

(then play) C - A - E