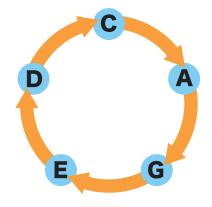
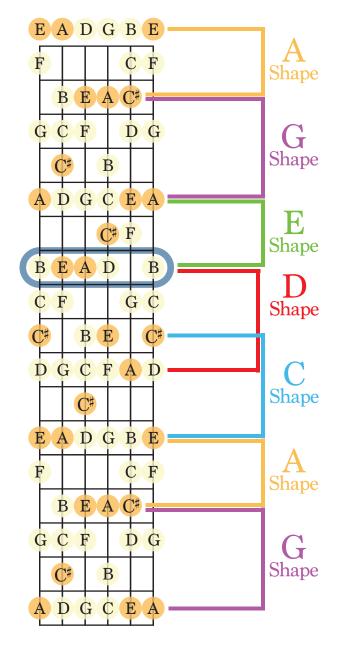
Full Circle-



Congratulations. You've learned all the shapes in the CAGED System. Now it's time to circle back to the beginning.

The previous lesson was about the E shape and the first shape we covered was the D shape. As you might have noticed from this circle that I've presented in each lesson, the E shape connects back to the D shape. This means the CAGED System is a closed system. There isn't room for more shapes. These five shapes contain all the possible major triad shapes on guitar.



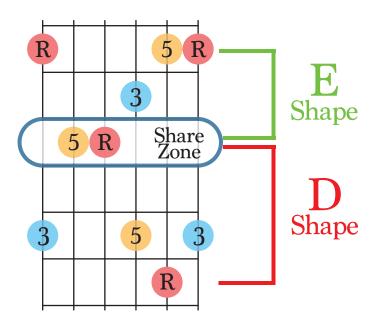
As you can see on the left, the E shape connects back to the D shape. In fact, once you get to the E shape, the only possible shape after that is the D shape. This is why CAGED is a closed system.

pg. 1

ESSON

Here is another way to think about it: Map out any major triad on the fingerboard and it will ALWAYS create this same set of shapes in repeating order of C A G E D C A G E D. You'll see more about this on the following page.

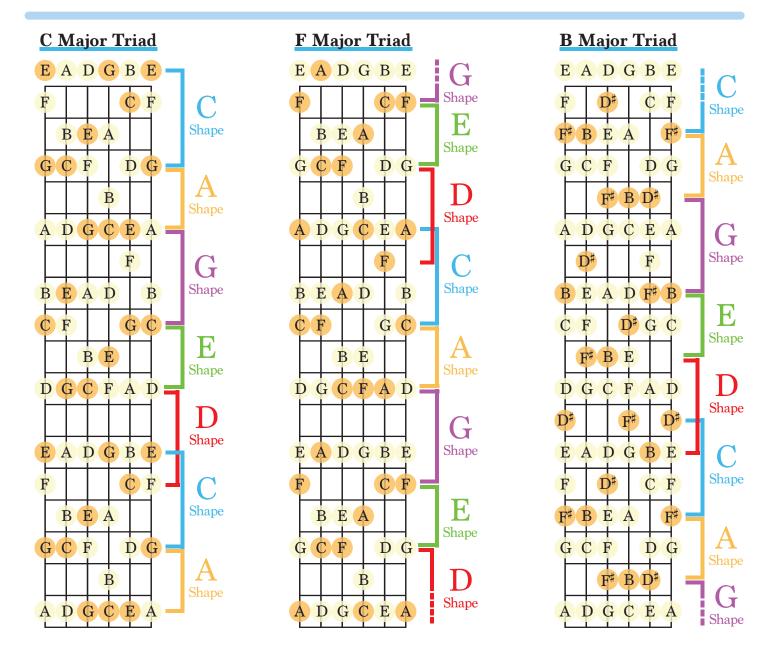
The share zone for the E shape and the D shape is is fairly simple, containing one root on the D string, and one fifth on the A string.





Full Circle-

Just to let the concept sink in, here are a few more full-neck triad maps. The shapes will always be in CAGEDCAGED order and the system will always repeat in the same way. There literally isn't room for any other shapes. These are all the major triads available on the guitar.



As you can see, CAGED shapes are the inevitable result selecting every root, third, and fifth of any and every Major Triad. The CAGED shapes are inescapable. They are the only shapes available on guitar for Major Triads and they will always be in CAGEDCAGED order.

Homework—

Your homework for the next two pages is as follows:

- 1. Fill in the appropriate root, third, and fifth for each Major Triad
- 2. Circle every root, third, and fifth for that triad on the fingerboard
- 3. Label each CAGED shape and draw a bracket to show where each shape starts and ends

G Major Triad				
R <u>G</u>	3 <u>B</u>	5)	
E A	DO		E	
F		CI	7	G
В	E A	Y		shape
G C	F	D (G —	
H	I	3		
		\vdash	4	
H		F		
B E	AI		3	
\rightarrow	\rightarrow		1	
C F		G		
	BI	E		
DG	C I	FA I	D	
E A	D (G B I	E	
F	1		- 	
B	E A			
GC	+		G	
		\vdash		
Ц		3		
A D	G	C E A	1	

B♭ I	Мајот	r Triad
R	3	_ 5
E A	A D (GBE
F		CF
	BE	A
	C F	DG
		B
AI	D G (CEA
		F
	E A]	
	E T	GC
	B	
D (F A D
E A	A D (G B E
F		CF
	BE 4	A
G (C F	DG
F		B
	DGO	C E A

D Major Triad
R35
EADGBE
F C F
BEA
G C F D G
B
A D G C E A
F
BEAD B
C F G C
DGCFAD
E A D G B E
F C F
BEA
B
ADGCEA



Homework—

This homework will really help the concept sink in. Once you get used to seeing these shapes, you'll start to notice them everywhere.

A Major	Triad
R3_	_ 5
EADO	
F	CF
BEA	
GCF	DG
I	
A D G G	ЕА
	F
BEAI	
C F	GC
BI	
DGCH	F A D
EADO	
F	CF
BEA	
G C F	DG
	3
A D G (C E A

E [♭] M	ajor	Triad
R	3	_ 5
EA	DG	BE
F		CF
В	EA	
GC	F	DG
	B	
A D	GC	
Ħ	\top	F
BE	AL	B
C F	$\uparrow \uparrow$	GC
	BE	
DG	C F	AD
Ħ	++	
EA	DG	BE
F	++	C F
B	E A	
GC	F	DG
Ħ		
A D	GC	EA
	ŤŤ	

F [♯] M	ajor	Triad
R	3	_ 5
EA	DC	GBE
F		CF
B	E A	
GC	F	DG
	E	
A D	G	СЕА
		F
	AI	B
CF		GC
	BE	
DG	CF	FAD
EA	D	G B E
F		CF
B	E A	
GC	F	DG
	E	3
A D	G	CEA

Homework—

Use this page to create your own CAGED Triad map. The instructions are the same as before, except this time you pick the triad.

Major Triad		
R3	5	
EAD	GBE	
F	CF	
BEA	A	
GCF	DG	
	B	
A D G		
	F	
BEAI	HH	
	GC	
	HH	
	+ + + + + + + + + + + + + + + + + + +	
EAD	G B E	
F	CF	
BE	4	
GCF	DG	
	B	
	CEA	

Majo	r Triad
R3	_ 5
EADO	GBE
F	CF
BEZ	4
GCF	DG
	B
A D G (СЕА
	F
BEAI	D B
CF	GC
BI	
DGCI	FAD
EADO	
F	CF
BEZ	4
GCF	DG
	B
	СЕА

Majo	or Triad
R3_	5
EAD	G B E
F	CF
BE	A
GCF	DG
	B
	\mathbf{H}
A D G	+
	F
BEA	D B
CF	GC
В	E
DGC	FAD
EAD	G B E
F	CF
	A
G C F	
	B
A D G	CEA

pg. 5

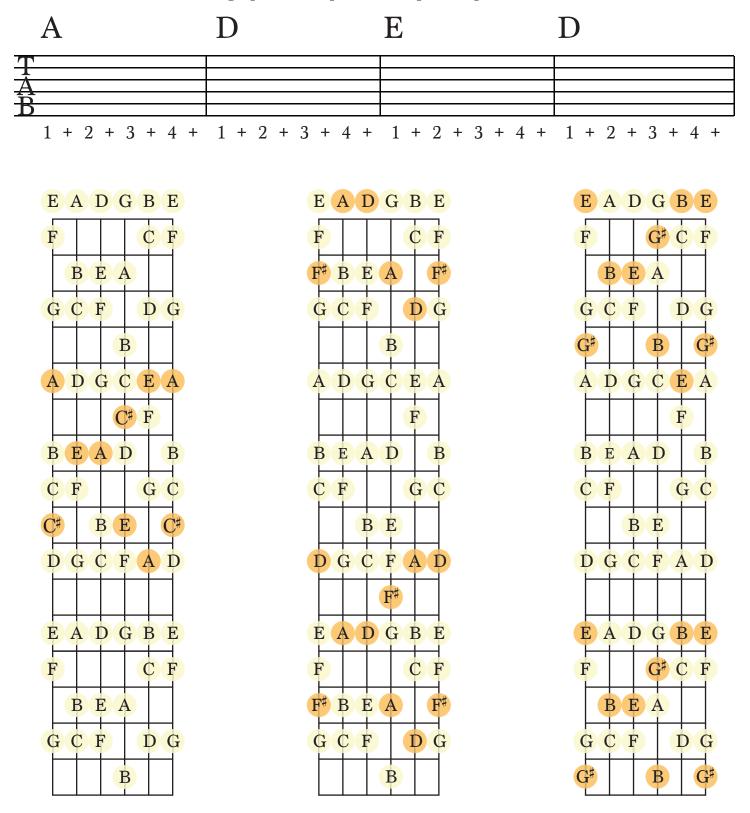
LESSON

Practice 1-

For this practice exercise, use a combination of E and D shapes to create a few rhythm parts. This could be strummed, fingerpicked, or picked. Keep it simple and have fun!

pg. 6

ESSO





Practice 2-

For this practice exercise, create a few rhythm parts using a combination of any CAGED shapes. You could try to stay in one area of the neck, or create parts with a lot of movement.

