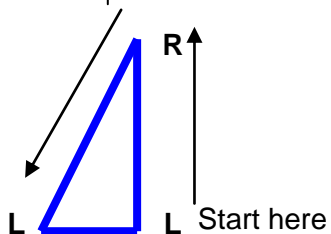
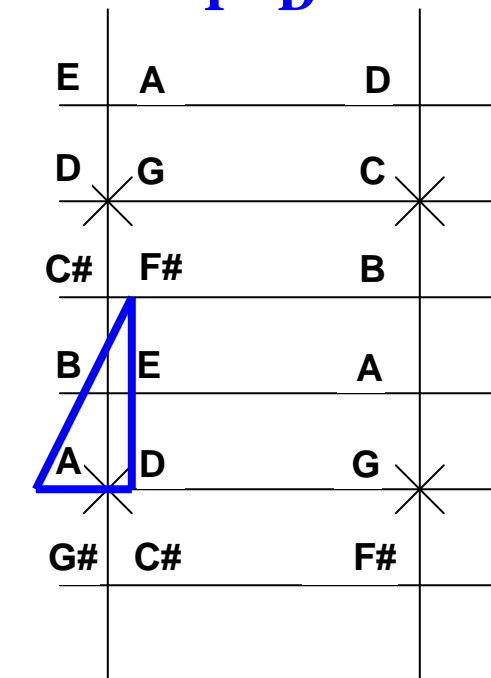
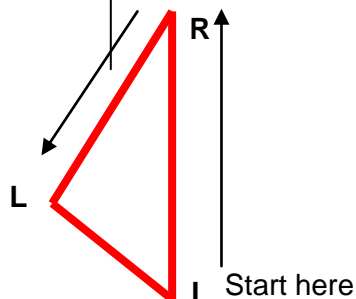
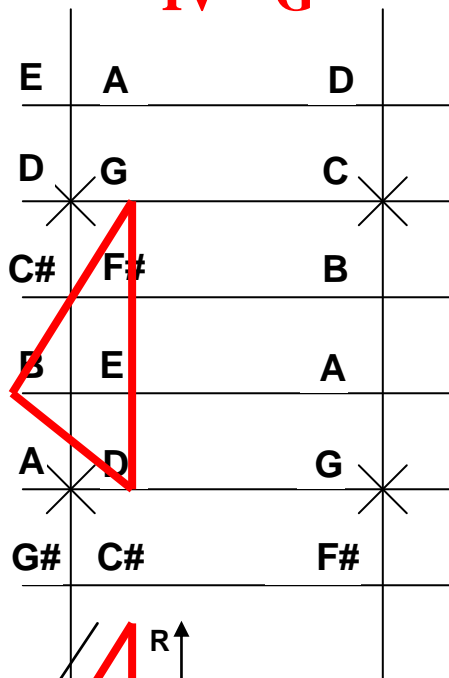


Chords ~ Key of D

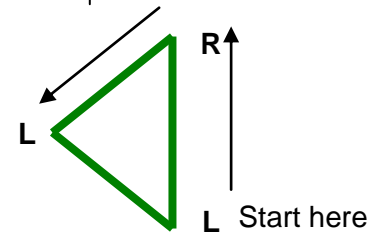
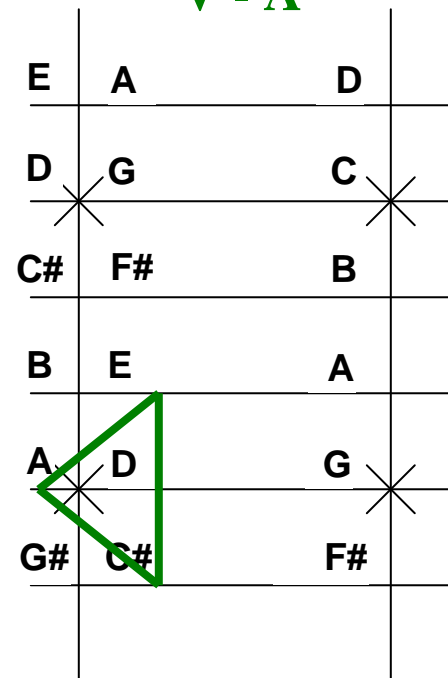
I - D



IV - G



V - A



I usually refer to the D note as 'home plate'. All three chords revolve around the D note. When playing the **I chord**, with your left hand on D, you see that you move from home plate straight across the bridge to play the A then return home. When playing the **IV** you move from home plate across the bridge and up one string. The right hand also moves up one string. When you play the **V** chord you move your left hand down one string from home plate to start, move the right hand down one string, then move the left hand across the bridge and up one string to the A. When you learn the I, IV, and V chords in these positions, you have learned the chords in every key.

Joyce Harrison

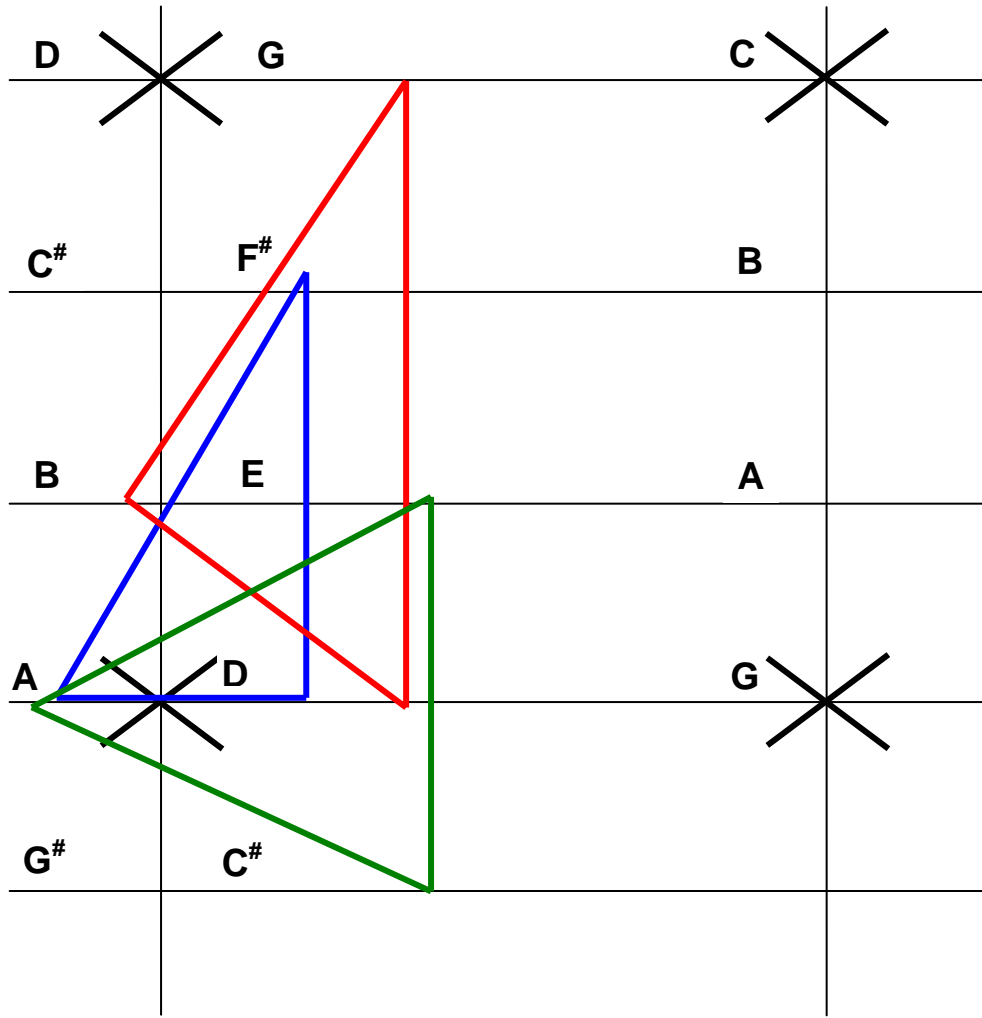
Hammered Dulcimer Chord Patterns © 2004

Email: dulcdaze@yahoo.com

Website: www.dulcdaze.com

Chords ~ Key of D

I - D **IV - G** **V - A**



The diagram shows the basic **I**, **IV**, and **V** chord patterns as you would see them on your dulcimer.

For the **I** chord, start with the left hand and play the **D**, the right hand plays the **F#**, then move the left hand across the bridge to the **A**.

The **IV** chord starts on **D**, then play **G**, then **B** using the same left, right, left pattern.

The **V** chord starts on **C#** following this same pattern.

Joyce Harrison

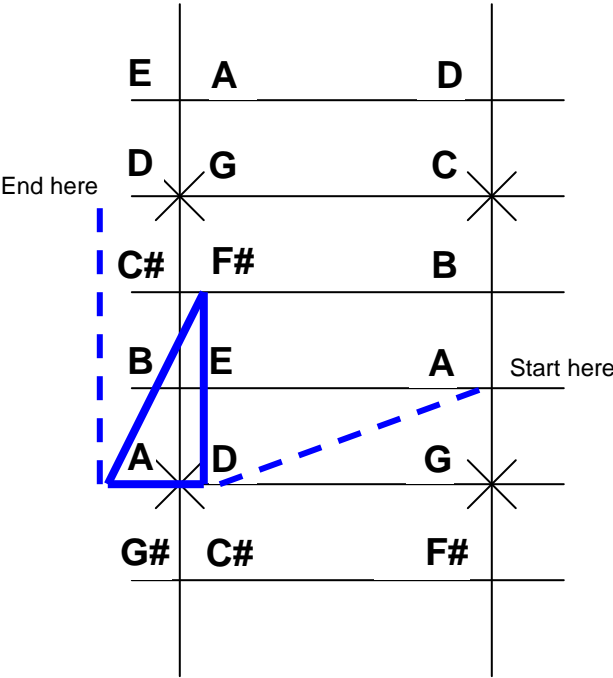
Hammered Dulcimer Chord Patterns © 2004

Email: dulcdaze@yahoo.com

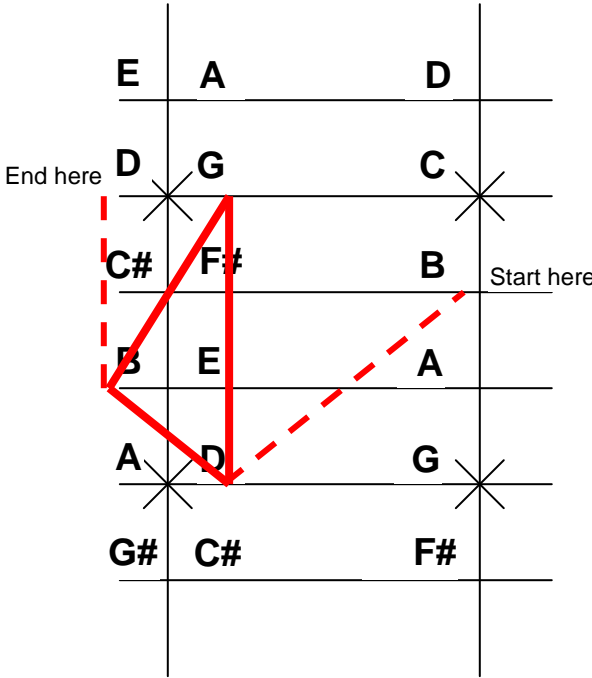
Website: www.dulcdaze.com

Extended Chords ~ Key of D

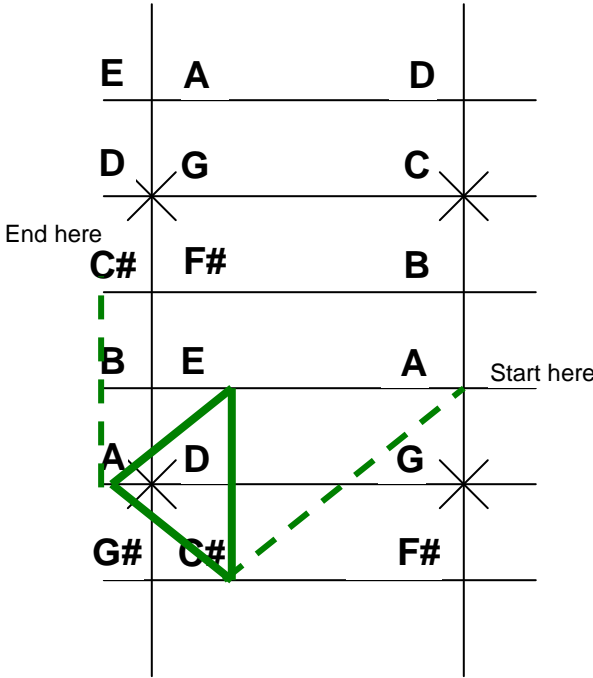
I - D



IV - G



V - A



For the **I** chord, the right hand plays the A on the bass bridge, left hand plays the D, right hand plays the F#, left hand plays the A, and right hand ends on the D on the left side of the treble bridge.
 Each chord uses the same pattern: right, left, right, left, right.

Joyce Harrison
 Hammered Dulcimer Chord Patterns © 2004
 Email: dulcdaze@yahoo.com
 Website: www.dulcdaze.com