DRAW note to play	Required chord	Use fundamental	Use chord
E	G	keyG:C;keyD:A	Em + d2/6(G)
“	Bm	keyG:C;keyD:A	see Bm(treble) table
C	G	A	Em + d2/d6(G)
“	Bm	D	see Bm(treble) table
C#	G	A	Em + d2/d6(G)
“	Bm	D	see Bm(treble) table

PUSH note to play	Required chord	Use fundamental	Use chord
D (g3/d4/g6/d7)	Em	keyG:C;keyD:A	G + d2/5 (F#)
“	A	G	D + g1/4 (G)
“	Am	G	C

If B chord button (not Bm), to get Bm: either substitute a chord or build one.
But if melodeon has a Bm button, Bm substitutions need backing out.
Hence better to build Bm than to substitute.

Bm substitutions	←- Treble -→	←- Substitute chord -→
	A	**D** chord + treble notes A+B
	B	build treble chord - see Bm(treble) table
	C	
	C#	
	D	
	E	
	F#	
	G	**G** chord+F# (not G) treble note

Unless droning, use ONE left side button at a time, except for true chord inversions:

G/B (inverted G)	Push 2+7	C/G (inverted C)	Push 6+1
G/D (inverted G)	Push 2+3	D/A (inverted D)	Draw 2+3
A/E (inverted A)	Draw 4+7	more?	

Permissible shortcut:

F#AC#E (F#m7) Draw 4 + f# to get F#m on a/c#/e

Rhythms:

Time	fundamentals in bar	chords in bar	expressed in quavers:
Duple time:			
2:4	1	1	F_C_
6:8	1	1	F__C__
2:2 (“cut time”, crossed C)	1	1	F___C___
4:4 (uncrossed C)	1	1	F___C___
5:4	1	1	F___C_____ or F_____C___
6:4	1	1	F_____C_____
Triple time:			
3:4	1	2	F_C_C_
9:8	1	2	F__C__C__
12:8	1	3	F__C__C__C__
3:2	1	2	F___C___C___

To build an Am chord:

	Am ACE g-row	
	DRAW	PUSH
g-2	g-2(C)+d1(E)+g1(A)	g-2(G)+d3(A)+(6=CEG)
g-1	g-1(D)+g1(A)+d1(E)	
g0	g0(F#)+g1(A)+g2C)	
g1	g1(A)+g2(C)+d1(E)	g1(G)+d3(A)+(6=CEG)
g2	g2(C)+g3/d5(E)+g1(A)	
g3	“	
g4	g4(F#)+g2(C)+g1(A)	g4(G)+d3(A)+(6=CEG)
g5	g5(A)+g2(C)+g3/d5(E)	
g6	g6(C)+g3/d5(E)+g5(A)	

	Am ACE d-row		
	DRAW		
d-2	d-2(G)+g1(A)+(6=CEG)		
d-1	d-1(B)+d1(E)+g1(A)		
d0	d0(C#)+d1(E)+g-2(C)		<< undefined
d1	d1(E)+g2(C)+g1(A)		
d2	d2(G)+g1(A)+(6=CEG)		
d3	d3(B)+g3/d5(E)+g1(A)		
d4	d4(C#)+g3/d5(E)+g2(C)		<< undefined
d5	d5(E)+g2(C)+g1(A)		
d6	d6(G)+g5(A)+(6=CEG)		
d7	d7(B)+d5(E)+g5(A)		

To build a Bm chord:

	Bm BDF# g-row		
	PUSH	DRAW	If no draw D on box If box has draw D
g-2	g-2(G)+d-1(F#)+(2=GBD)	g-2(C)+d-1(B)+g0(F#)	
g-1	g-1(B)+g0(D)+d-1(F#)	g-1(D)+d-1(B)+g0(F#)	
g0	g0(D)+g2(B)+d2(F#)	g0(F#)+g-1(D)+d3(B)	
g1	g1(G)+d2(F#)+(2=GBD)	g1(A)+d3(B)+(2=DF#A)	
g2	g2(B)+d2(F#)+g3/d4(D)	g2(C)+g4(F#)+d3(B)	
g3	“	g3(E)+g4(F#)+d3(B)	
g4	g4(G)+d5(F#)+(2=GBD)	g4(F#)+d3(B)	**DRAW BF# >> BDF#**
g5	g5(B)+g3/d4(D)+d5(F#)	g5(A)+d3(B)+(2=DF#A)	
g6	g6(D)+g5(B)+d5(F#)	g6(C)+g4(F#)+d7(B)	
	Bm BDF# d-row		
	PUSH	DRAW	
d-2	d-2(D)+d-1(F#)+g-1(B)	d-2(G)+d-1(B)+g-1(D)	
d-1	“	d-1(B)+g0(F#)+g-1(D)	
d0	d0(A)+g-1(B)+(4=DF#A)	d0(C#)+g0(F#)+d3(B)	
d1	d1(D)+g2(B)+d2(F#)	d1(E)+g0(F#)+d3(B)	
d2	d2(F#)+g2(B)+g3/d4(D)	d2(G)+g0(F#)+d3(B)	**DRAW BF#G >> BDG**
d3	d3(A)+g2(B)+(4=DF#A)	d3(B)+g4(F#)	**DRAW BF# >> BDF#**
d4	d4/g3(D)+d2(F#)+g2(B)	d4(C#)+d3(B)+g4(F#)	
d5	d4/g3(D)+g2(B)+d5(F#)	d5(E)+d3(B)+g4(F#)	
d6	d6(A)+g5(B)+(4=DF#A)	d6(G)+d3(B)+g4(F#)	**DRAW BF#G >> BDG**
d7		d7(B)+g4(F#)	**DRAW BF# >> BDF#**