1. grid layout

	First column starts here				Second column follows from first		
	then continues here				and continues here		
	and so on				and so on		
	to end of first column				to end of second column		
			Treble buttons	<< column is shaded green to partly obscure it			
	Bass buttons (left hand) 1 to 8		<< **read P/O, bass & right fingers columns ONLY**				
		Right hand fingers 1 to 4, being index finger to 4th digit.					
	R	R	R		R	R	R
	E	E	E		E	E	E
	A	A	F		A	A	F
	D	D	E		D	D	E
			R				R
P	<< push=P		E		R	R	E
O	<< draw=O		N		E	E	N
			C		A	A	C
			E		D	D	E
	R	R	O		R	R	O
	E	E	N		E	E	N
	A	A	L		A	A	L
	D	D	Y		D	D	Y

2. bass and chord buttons ; push,draw

O	3			<< draw on bottom row, A bass
P	4			<< push on bottom row, D major chord
	1			<< push on bottom row, G bass
	3			<< push on bottom row, D bass
O	1			<< draw on bottom row, D bass
	4			<< draw on bottom row, A major chord
	7			<< draw on upper row, E bass
P	2			<< push on bottom row, G major chord
O	6			<< draw on upper row, C major chord
P	7			<< push on upper row, B bass
	8			<< push on upper row, B major chord
O	2			<< draw on bottom row, D major chord
	8			<< draw on upper row, E minor chord
P	5			<< push on upper row, C bass

3. treble button numbering ; row colour

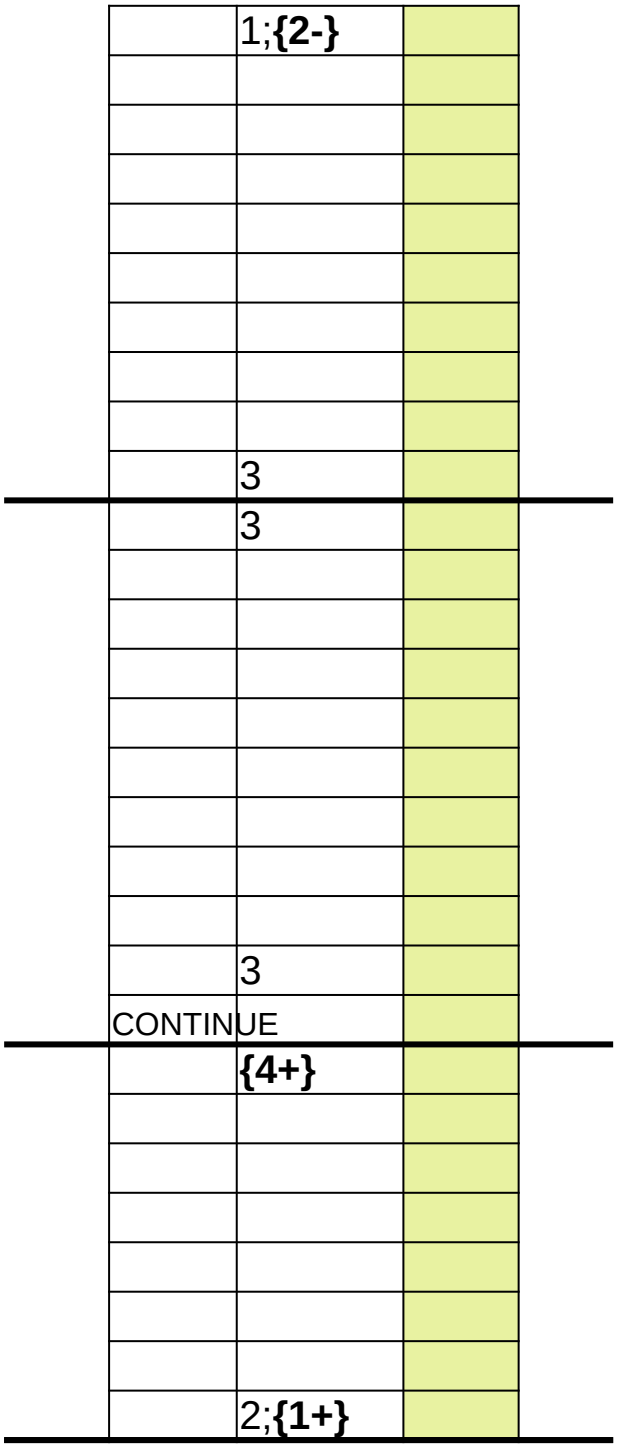
		g1	<< WHITE background in fingers column means G row
		1	<< G/A
		0	<< G-row button below G/A button, D/F#
		2	<< B/C
		d2	<< BLACK background in fingers column means D row
		0	<< D-row button below D/E button, A/C#
		1	<< D/E
		g-1	<< first G-row button on “3rd button start”, mine is B/D
		4	<< G/F#
		3	<< D/E
		d4	<< D/C#
		g3	
		d-1	<< first D-row button on “3rd button start”, mine is F#/B
		-2	<< first D-row button on “4th button start”, mine is D/G
	nG,nD	g2+d3	<< GREEN background in fingers column means G + D rows played together. Don’t ignore green when it appears in the fingers column. “n” will be finger number (1 to 4).
	nD,nG	d1+g1	<< D+G (if push) ; E+A (if draw)
		g0	
		-2	<< first G-row button on “4th button start”, mine is G/C

4. playing and moving fingers

	1		<< finger 1 plays in its natural position
	2		<< finger 2 plays in its natural position
			<< blank means replay previous finger (2)
	3		
			<< blank means replay previous finger (3)
	{3+}		<< finger 3 plays where finger 4 sat
	2		<< finger 2 plays in new natural position
	4		
	{3--}		<< finger 3 plays where finger 1 sat
	1		<< finger 1 plays in new natural position
			<< blank means replay previous finger (1)
	4>**{2++}**		<< finger 4; then same note with finger 2
	3		<< finger 3 plays in new natural position
	1>**{2-}**		<< finger 1; then same note with finger 2
	4		<< finger 4 plays in new natural position
			<< blank means replay previous finger (4)

5. repeating passages (as opposed to Parts)





<< move finger 2 up only on repeat

<< part A (ends at thick line)

<< (normally you repeat each part)

<< finger 3 starts part B, even on repeat

<< part B

<< CONTINUE means don't repeat part

<< finger 4 starts part C, even on repeat

<< part C

<< move finger 1 down only on repeat

			0.5 is default length and for these the bass column timings are in quaver units. Where default is NOT 0.5 (rare), default is stated at the top of the PDF, thus: sportsman's hornpipeA(default 0.25), kerstliedA(default 1), etc, and for these cases the bass column timings may not be in quaver units.
			<< 0.5 is default length. Appears as blank to unclutter
			2 << the total length here is as for a minim
			1 << the total length here is as for a crotchet
			<< 0.5 is default length. Appears as blank to unclutter
			2
			<< 0.5 is default length. Appears as blank to unclutter
			1.5 << total as for dotted crotchet or 3 quavers
			2
			2.5
			1
			1

Timing examples (above) incorporated in bass column (below):

5			<< bass button 5 for quaver
1---			2 << bass button 1 begins minim
2,3			1 << chord button 2 then bass 3, one quaver each
7			<< bass button 7 for quaver
1-2-			2 << bass button 1 then chord 2, a crotchet each
			<< no bass/chord for a quaver
4-6			1.5 << chord 4 for crotchet then quaver chord 6
--4-			2 << no bass/chord for crotchet then chord 4 crotchet
--3,4-			2.5 << no bass/chord for crotchet ;3 for quaver; 4 for crotchet
1-			1 << bass button 1 for crotchet
--			1 << no bass/chord for a crotchet

We must distinguish what is meant for the left hand and what for the right. "=" is for the right hand only, whereas bass numbers and "-" to the left hand signify pressing a bass (number) or not ("-") whereas to the right a bass number (but not "-") signals initiation of a new treble note. Left hand interprets "=" only as "-".

	-=4-		2	2	<< Two unaccompanied quavers before chorded crotchet. Three treble notes ("-" + "=" + "4-") and one bass note (being chord 4 accompanying third treble note). Understand that "=" can never be the first symbol in the cell because it means "replay right hand" and the right hand always starts playing immediately at start of cell, whether first symbol is number or "-" or absent.
	6-=-=		2	2.5	<< Chorded crotchet followed by unaccompanied crotchet followed by unaccompanied quaver. Three treble notes ("6-" + "=-" + "=") and one bass note (being chord 6 accompanying first treble note). Understand that both a bass number and "=" initiate a note on the right hand which continues as a treble note until the next bass number or "=" appears in the cell.
	8==		2	1.5	<< Chorded quaver followed by two unaccompanied quavers. Three treble notes ("8" + "=" + "=") and one bass note (being chord 8 accompanying first treble note).
O		1,2,4	2+3+5	1	<< Manual Am chord expressed as 2 lines
		1,2,4	2+3+5	0.5	
O	--=	1,2,4	2+3+5	1.5	<< One line equivalent to the two above
O	--=-	1D,2G,3G	d1+g1 +g2	2	<< Manual Am chord plays twice, as two crotchets.

Droning is indicated in bass column, (results in loss of timing information)

P	3+4			2	<<both bass buttons 3 and 4 for a minim
	“			4	<<both bass buttons 3 and 4, semi-breve
O	3~~~			2	<< drone bass button 3 for a minim
	“			1	<< continue bass 3 drone for a crotchet
	7+8			4	<<both bass buttons 7 and 8, semi-breve
	“			2	<<both bass buttons 7 and 8 for a minim

P				A	<< push air out with air button
O				A	<< draw air in with air button

Examples of air button: nelly bly, old grenadier, queenOfHearts, raysOfHope, royal burlesque hornpipe, runaway, rusty gully, saidTooMuchAlready, schottische a Bethanie, tip top polka, unmadeJourney, y ferch o blwy pendryn

10. SAMPLE all in a garden green

P	1-==2-=-	3	g3	4	Push. Right finger 3 on 3rd button G row for crotchet with left finger on button 1 (G bass). Then right finger 3 for 2 quavers unaccompanied. Then right finger 3 for crotchet with a left finger on button 2 (G chord). Then right finger 3 for unaccompanied crotchet.
O	5-		3		Draw. Right finger 3 repeats 3rd button G row, this time for a crotchet with left finger on button 5 (C bass).
	2-	2,4	2+4		Draw. Right fingers 2 and 4 in their natural positions on G row because of where right finger 3 was.
P	2---	4	4	2	Push. Right finger 4 repeats 4th button G row, this time for minim, with a left finger on button 2 (G chord) to begin.
O	7-	2	d3		Draw. Right finger 2 on D row in its natural position because of where right finger 4 was.
P	-=	1	g2		Push. No left hand. Right finger 1 in natural position on G row for 2 quavers.
O	8-	**{3-}**	d3		This is the first departure from natural fingers. Bring right finger 3 up towards your head on D row by 1 button. It should land where right finger 2 used to be.