

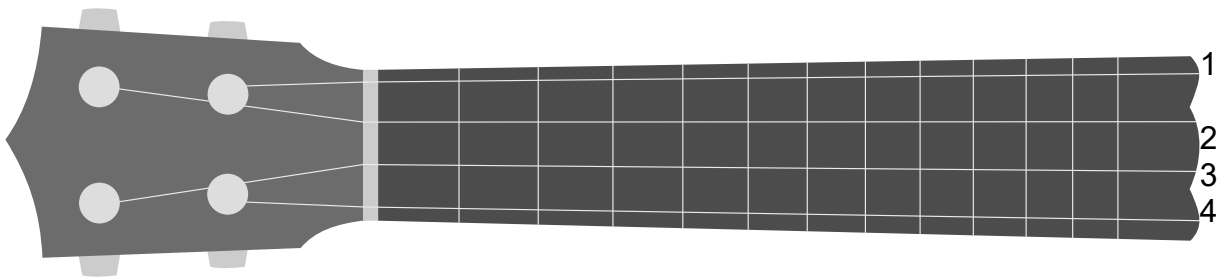
Two Point Ukulele Tuning

I've trawled the internet and while there are many tuning tutorials none seem to cover the method I use for fine tuning the instrument. The reason for taking this approach is to ensure the chords we play which are mainly in the upper regions of the fretboard – frets 1 to 4 – are all returning true notes.

In fact this is a method to optimise intonation – the accuracy of pitch – of a Ukulele. This can be influenced by the architecture of the ukulele i.e. how accurately the Ukulele is made with respect to neck length measured from the nut to the bridge/saddle. I've also found string type can be an influence with some strings easier to micro adjust to obtain decent intonation.

The first thing to note when using this method is to use a chromatic tuner – that is one that just returns the note that is played. The good news is that most tuners even the clip on types have a chromatic setting, usually designated as CRO, CHR Or even just C.

Just because you tune string 1 to A doesn't necessarily mean that the note at fret 3 on the A string is a true C. By first tuning A then checking that C is returned when holding down the string at fret 3 and then fine tuning so that both A and C return true notes you will ensure that your chords are always sweet!



Repeat this process for the 2nd string E. Hold down the string at the 3rd fret and this should return G

The process alters slightly for String 3 and 4 as you will be holding down the string at the 2nd fret.

String 3 should be C. Hold down the string at the 2nd fret and this should return D.
String 4 should be tuned to G. Hold down the string at fret 2 and this should return A.

You will need to go back and forth on the string to fine tune. Just remember that very fine turns are all that are needed to effect a change because of the short scale of the Ukulele. Depending on your Ukulele you may be able to get “dead on” accuracy but some may find that only an approximation may be reached.. Ask me about the matchstick trick!