Clarinet method for beginning students - Volume two

by Jack Snavely



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CLARINET METHOD for

BEGINNING STUDENTS

by

JACK SNAVELY

The clarinet contains three distinct registers, each with its own name. From low to high they are the Chalumeau, Clarion and Altissimo. The notes in each register are:



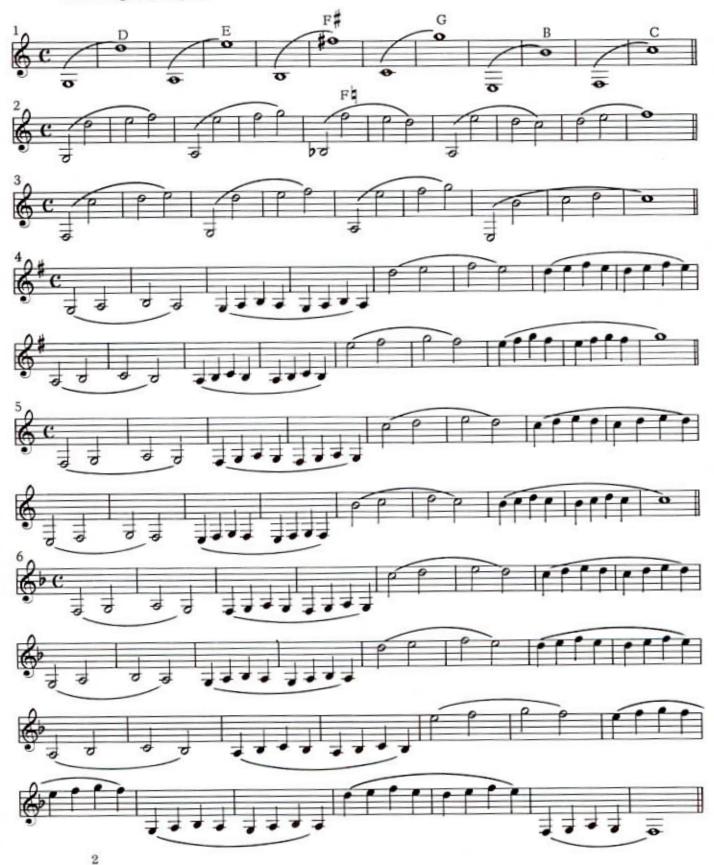
The fingerings of these three registers are very closely related. For example: to play the second or Clarion register, we finger the lower Chalumeau and add the thumb register key R. This causes the pitch to jump a twelfth (12 tones). The first two registers are then fingered exactly alike except for adding the register key.

To play the notes in the Clarion register make no embouchure change. DO NOT BITE FOR HIGH NOTES. Instead, blow much more breath through the clarinet. The higher we go on a wind instrument, the more breath support is necessary. The following rule should be used to play high notes: "the embouchure never knows in what register it is playing, but the breath support does."

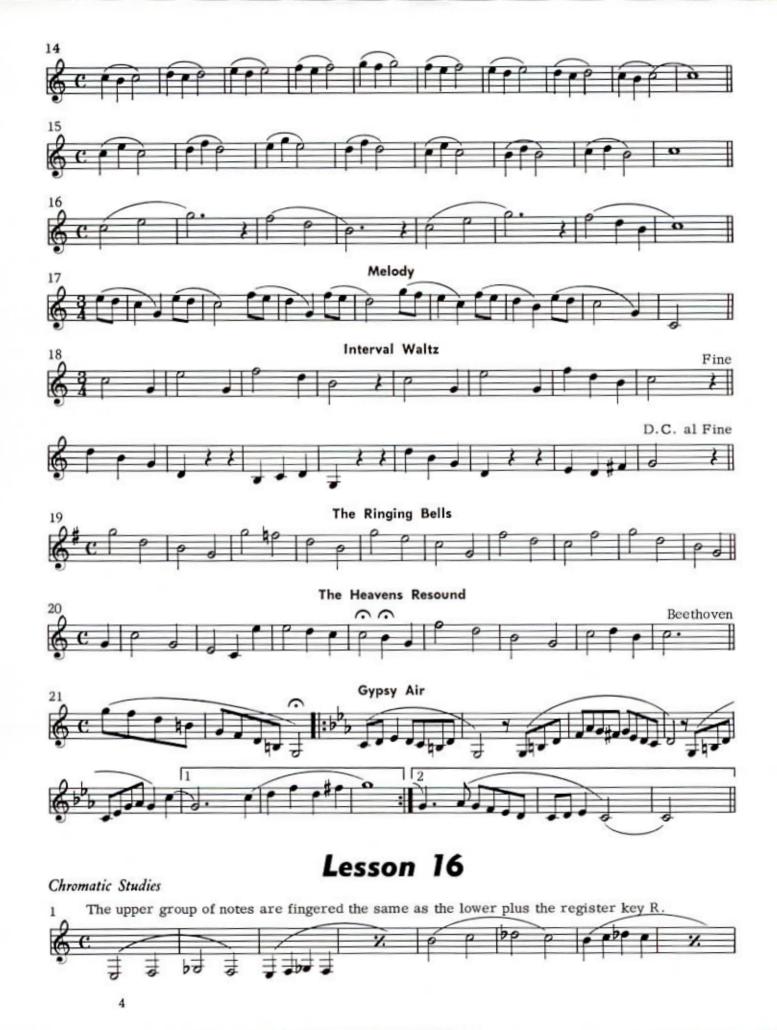
Listen carefully to the high tones for tuning. It is easy to play out of tune on these notes. If they are flat don't "bite" them in tune - try changing to a new reed and blow them in tune. The Altissimo register will be taken up in a later lesson.

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The upper note is played with the same fingering as the lower note, with the addition of the register key ${\sf R}\,.$

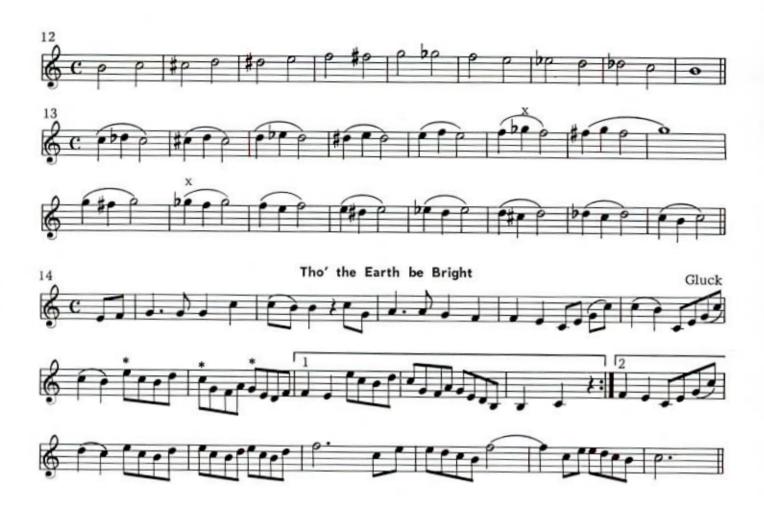








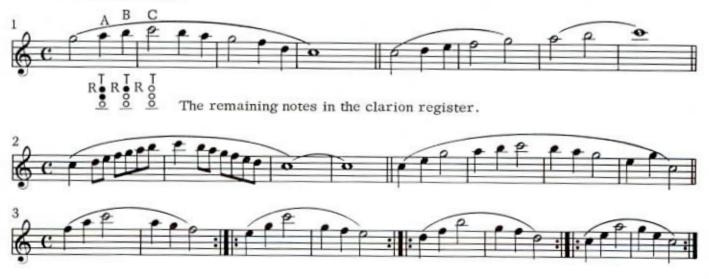




Practice habits: in difficult music, divide the difficult sections into groups and practice each section until you master it as you would a finger pattern. Next, put the groups together until you master the entire section. Example: above, there are three groups marked *. Each group should be practiced alone first, then two groups together and finally all three as one section.

Lesson 17

The higher one plays the more breath is necessary for good tone and tuning. Blow more and play the notes above high G a bit fuller.







To develop evenness of tone, repeat this study, playing the low notes loudly and the high notes softly.











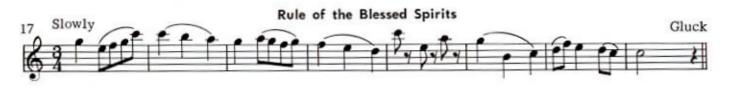














The left hand finger motion must be the same in examples a and b(except for the register key being pressed for the B). The first finger mustuse a rolling motion in the first measure of each example. The right hand fingers may be kept down through both measures of example b.









Practice these studies two ways: 1, with the right hand held down, and with the right hand coming up.



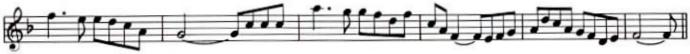








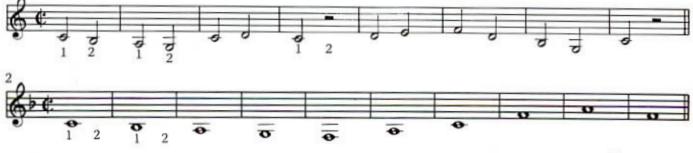








Alla Breve, or cut time, is notated by a line drawn through the C (4/4) sign, or c (2/2). This cuts the time value in half. A half note now gets one beat, a whole note gets two beats and two quarter notes equal one beat.





















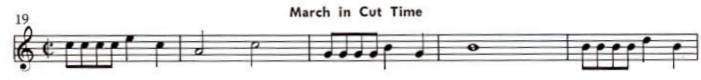


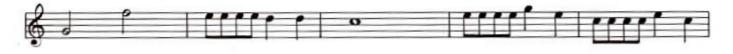




















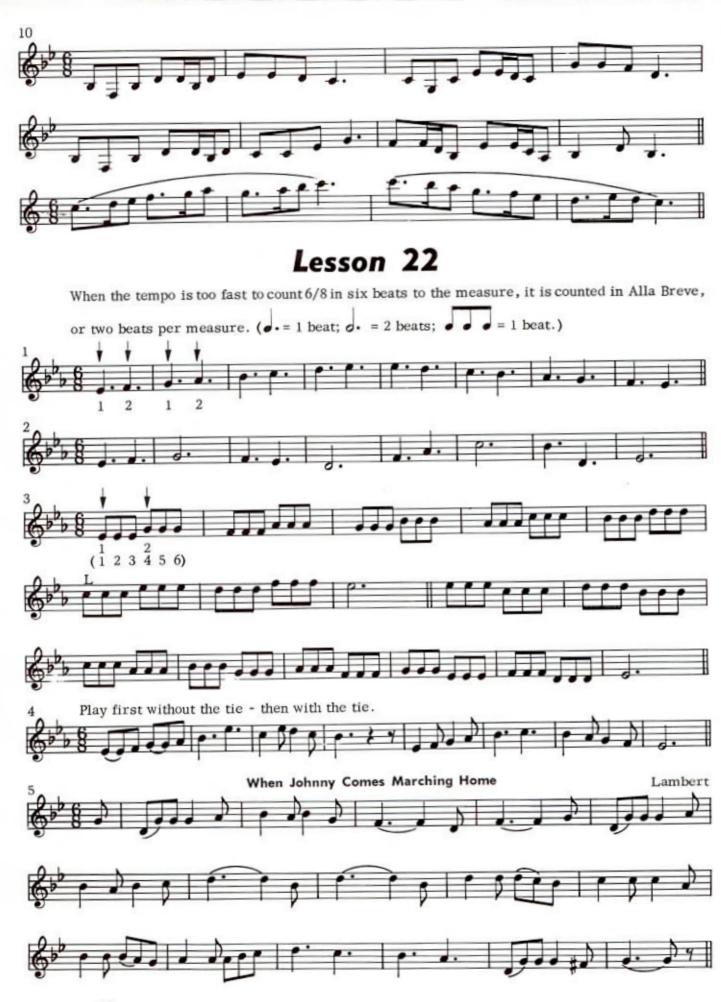














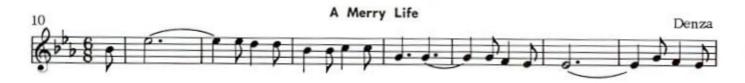






















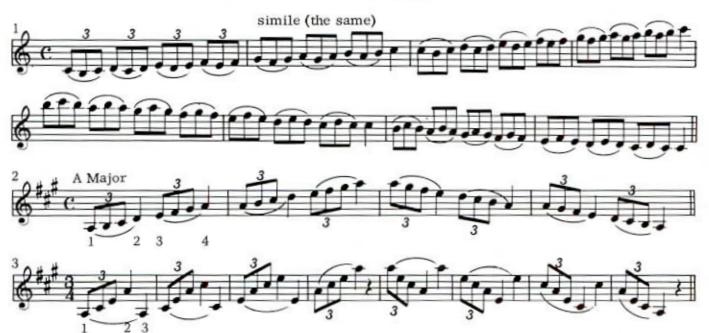














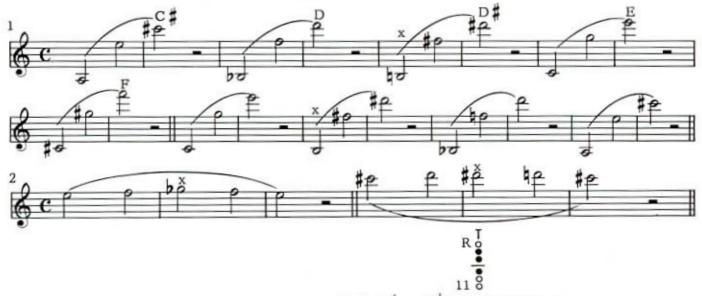






The Altissimo Register

In each group of notes, the upper note is fingered the same as the middle note - except for the removal of the first finger of the left hand. This causes the pitch to jump up to the higher tone. Beginning with "D" every altissimo note needs the little finger of the right hand on the $E \not$ key No. 12. It is necessary to use a little more breath when playing in the Altissimo register. Other than this, no changes should be made.



High D # or E > should use the chromatic fingering.



























