



Dexterity Exercises 1

WHEN YOU ARE new to an instrument, you have to get used to all the physical aspects of it. You're learning, for example, how far apart the holes are, how hard (or soft) to blow, how to change from the lower register to the upper register, and so on. The exercises below are about helping you get used to some of the combinations of fingering

you're asked to do.

Ex.1a makes you raise and replace four fingers, then three fingers, then two, etc.

Ex.1b is similar, but starts with five fingers.

Ex.1c is about getting used to going from lower notes up to the high D.

Ex.1d gives you quite tricky combinations.

Exercise 1

Ex.1a

DAADAAD EAAEAAE F#AAF#AAF# GAAGAAG

Ex.1b

DBBDBBD EBBEBBE F#BBF#BBF# GBBGBBG

Ex.1c

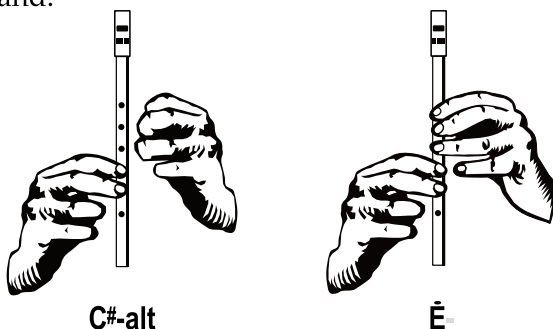
GDDGDG ADDADDA BDDDBDB CDDCDDC

Ex.1d

AEEAEEA BEEBEEB C#EEC#EEC# DEEDDEED

C# to E

In Ex.1d above, the third bar presents one of the most tricky combinations of fingerings, C# to high E and back again. Normally this would entail swapping all your fingers, but there is an alternative. When you play the C# in the 3rd bar, use the C#-alt position below. Then, when it comes to playing the high E, you keep the fingers on the right hand where they are, and add the three fingers on the left hand.



Exercise 2

2a

C# E C# B A B C# A A A

2b

E C# E E C# E D C# B A

2c

A C# E E D B B A A A

2d

A E C# A E C# B C# B A