

# PRACTICING TONE

## REMEMBER TO PRACTICE

- WITH A TUNER
- WITH A METRONOME
- QUIETLY + USING A VARIETY OF VOLUMES

## MOUTHPIECE EXERCISES

- PRACTICE "SIRENS" - MOVE THRU THE COMPLETE RANGE OF ALL POSSIBLE NOTES FROM HIGH TO LOW TO HIGH TO LOW ETC.
- HOLD AN F# NOTE (CONCERT A) OR ANY OTHER PITCH STEADY.
- USE A TUNER TO VERIFY THE ACCURACY OF THE NOTE BEING PLAYED.

## OVERTONES

- PLAY FOUR NOTES USING ONLY ONE FINGERING. OVERTONES CAN BE PRACTICED WITH FINGERINGS FOR THE LOW NOTES BETWEEN (B, A, + D).  
(EX. PLAY C  $\xrightarrow[\text{OCTAVE}]{\text{UP}}$  C  $\xrightarrow[5\text{TH}]{\text{UP}}$  G  $\xrightarrow[4\text{TH}]{\text{UP}}$  C) \* ONLY THREE NOTES TOTAL SHOULD BE ATTEMPTED WITH THE D NOTE.
- USE A TUNER TO VERIFY THE ACCURACY OF THE PITCH.

## INTONATION

- LONG TONES - HOLD ANY NOTE ON THE INSTRUMENT AS LONG AS YOUR BREATH WILL ALLOW YOU TO.
- QUICK FIX - HOLD EVERY NOTE IN A SCALE UNTIL ITS PITCH IS ACCURATE.
- PRACTICE THESE EXERCISES WITH A TUNER.

## ATTACK AND RELEASE

- HUFF - BEGIN EACH NOTE WITH A BREATH OF AIR.
- TONGUE - BEGIN EACH NOTE BY PLACING THE TONGUE AGAINST THE REED AND RELEASING IT AS YOU BREATHE.

- ATTACK + RELEASE VARIATIONS:

<u>ATTACK</u>	<u>RELEASE</u>
HUFF	AIR
HUFF	TONGUE (STOPS AIRFLOW)
TONGUE	AIR
TONGUE	TONGUE

- DOUBLE TONGUE - MOVE YOUR TONGUE UP AND DOWN TO STRIKE THE REED AND PLAY THE SAME NOTE OVER + OVER. USE THE SAME TECHNIQUE TO PLAY MULTIPLE NOTES.
- PRACTICE ATTACK + RELEASES IN CONJUNCTION WITH SCALES.
- USE A METRONOME TO ENSURE RHYTHMIC ACCURACY AND USE A TUNER TO CONFIRM YOUR ABILITY TO HIT THE CORRECT PITCH.