

Welcome to WindTab

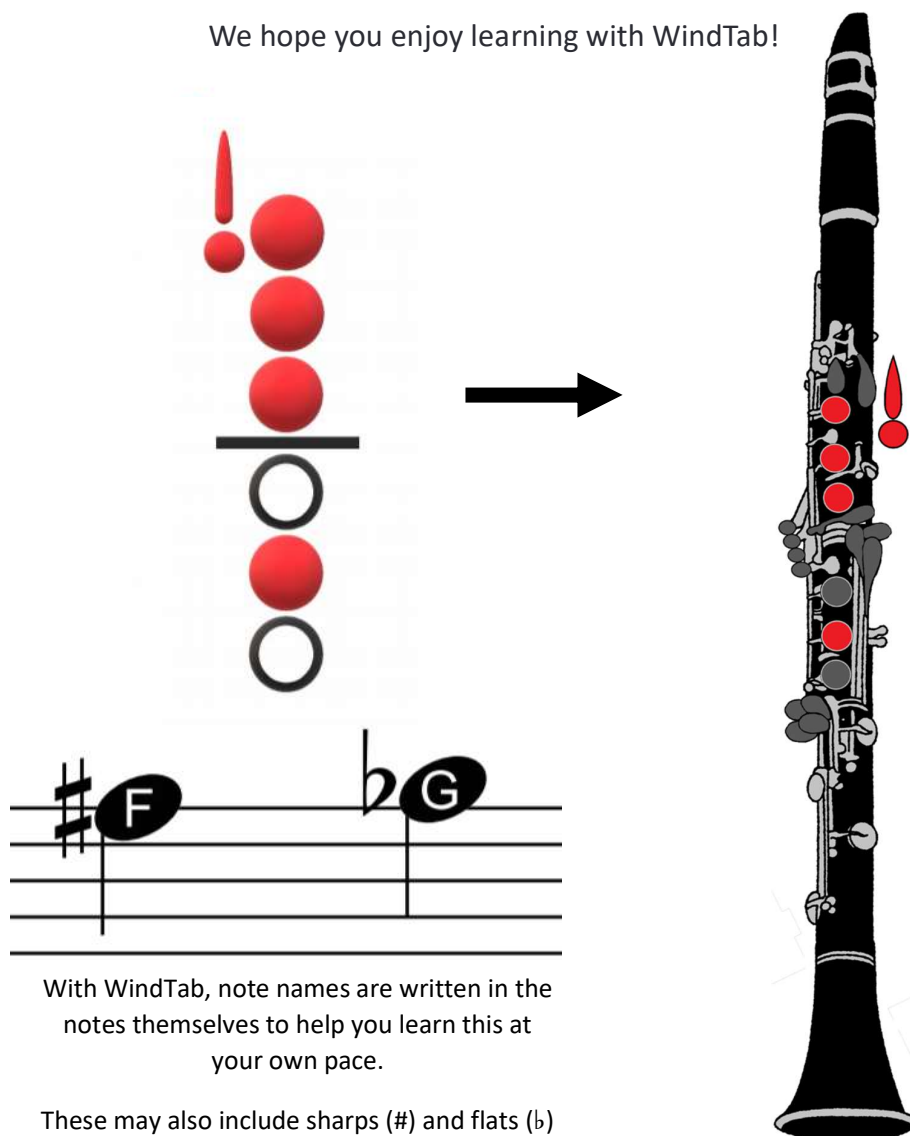
WindTab has been carefully designed to help you read music faster and achieve results. It makes learning to read notes and complex fingerings easy, so you are less likely to give up in frustration.

It has been developed by a team of experienced teachers who aim to make reading music more efficient and fun! All charts are available in three varieties and you may progress through these as you learn:

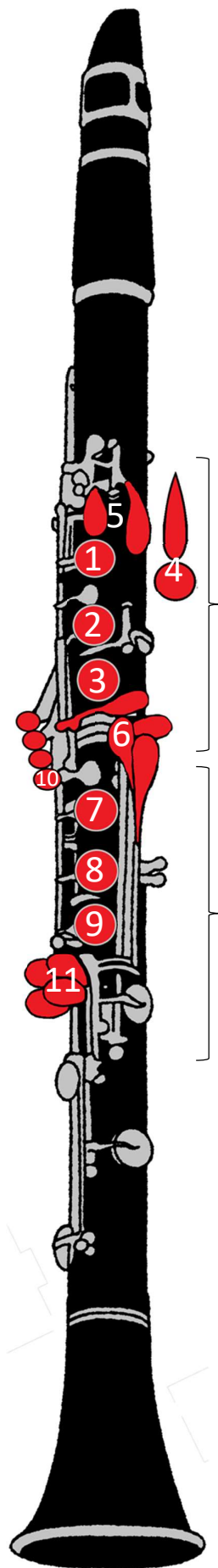
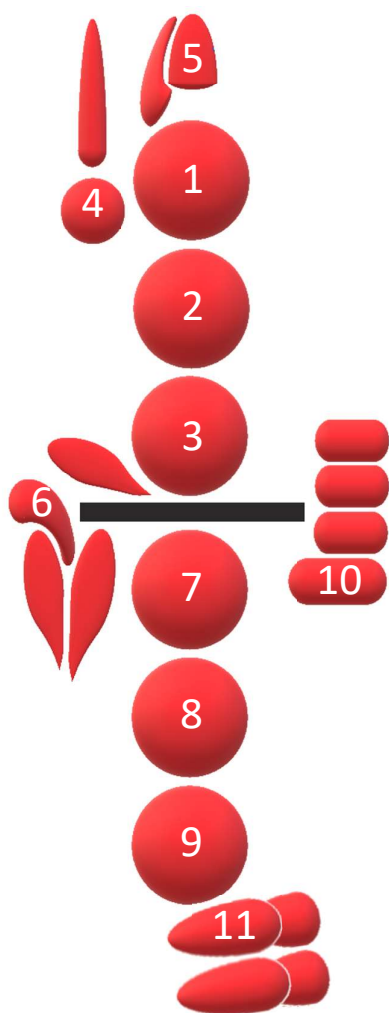
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|---------------------|-----|---|
| Full WindTab | ... | with diagrams showing how to play each note |
| Easy read | ... | featuring large notes and note names |
| Standard | ... | traditional notation |

To use WindTab, simply press down the keys on your clarinet shown in red on the diagram. The next pages show where to place each finger when holding the instrument, as well as a comprehensive list of possible notes for reference.

We hope you enjoy learning with WindTab!



WindTab on Clarinet



Left Hand - Top

1. Index finger
2. Middle finger
3. Ring finger
4. Thumb
5. Side of index finger
6. Little finger

Right Hand - Bottom

7. Index finger
8. Middle finger
9. Ring finger
10. Side of index finger
11. Little finger



The chart displays fingerings for the following notes in order:

- System 1: E4, F4, F#4, G4, G#4, A4, A#4, B4
- System 2: B4, C5, C#5, D5, D#5, E5, F5, F#5, G5
- System 3: A5, A#5, B5, B#5, C6, C#6, D6, D#6
- System 4: E6, F6, F#6, G6, G#6, A6, A#6, B6

Notes marked (*) can be played in 2 different ways, both of which are shown above.

WindTab will automatically select the best fingering when these notes appear.

= sharp

(Meaning slightly higher)

b = flat

(Meaning slightly lower)

Clarinet playing tips

Holding the instrument

When playing, take care not to press any extra keys down. Side keys (numbers 5 and 10 on intro diagram) are easy to press by accident and even slight pressure on these can cause the note to sound wrong!

Aligning the reed

If the instrument is not producing a clear sound, check that the reed is correctly aligned. The flat of the reed should rest flush against the mouthpiece with the thin tip of the reed a hair's breadth lower than the end of the mouthpiece. If the reed is placed too low or high, then this can make playing difficult.

Correct embouchure

The reed should sit comfortably on the bottom lip and the top teeth atop the mouthpiece with the lips resting to form a complete seal around. The mouth should be relaxed and not be biting down or exerting much pressure. (See below)

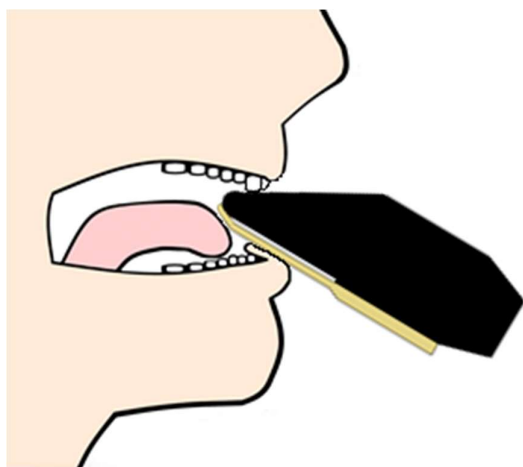
A common cause of squeaking sounds is having the mouthpiece held too far in. A more muffled sound may be caused by having the mouthpiece held too far out.

Tonguing

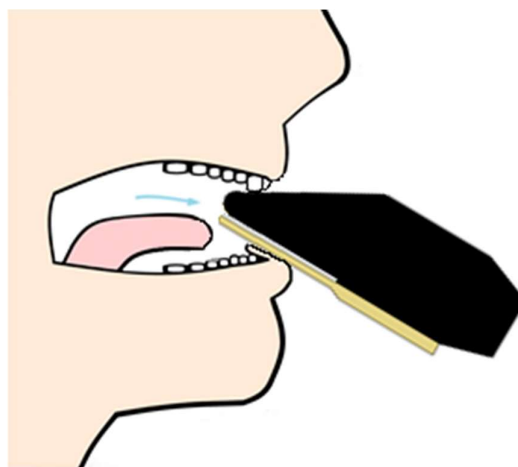
In order to produce a good sound, it is important that you are able to articulate each note clearly.

To do this, you should start each note by placing the tip of your tongue on the edge of the reed, sealing the reed against the opening of the mouthpiece (see below). As you start to blow, quickly move your tongue away to let the air through into the instrument as if you were making a 'tu' sound.

This process is called tonguing and is an essential part of playing the clarinet. Tonguing is particularly useful when you want to play the same note more than once in a row.



Tongue seals mouthpiece shut



Tongue releases to let air through

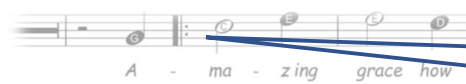
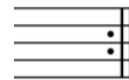
Following the Music

Repeats

If a section of music should be repeated, for instance a chorus of a song, these symbols are used:



When you come to these dotted symbols at the end of a bar, you should return to the corresponding symbol earlier in the music.



When you see this:



Bracketed notes should only be played first time

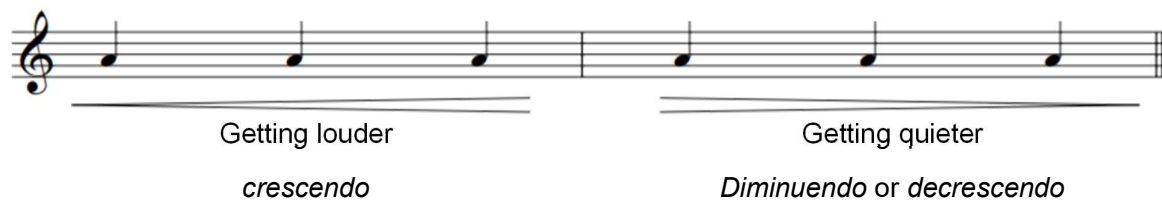


Jump back to here.



Dynamics

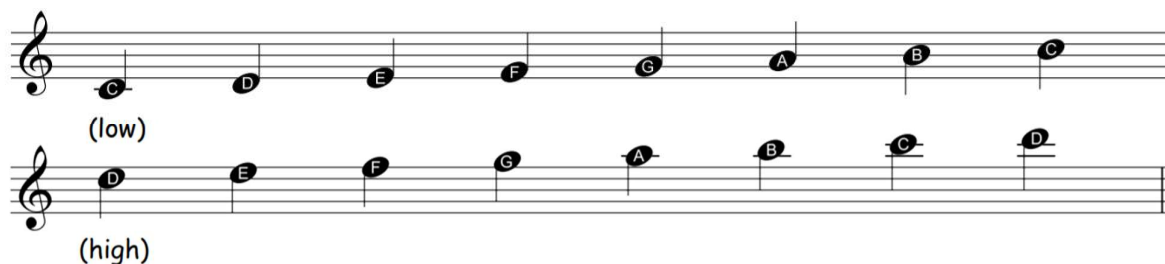
Sometimes there will be an indicator of how loud or quiet to play, this is indicated using these letters or symbols:



Reading Traditional Music

Pitches

Firstly, here is a quick guide to names of music notes as they appear on paper:



Accidentals + Key Signatures

A note may also be slightly altered by one of the following:

Sharps # make the note slightly higher

Flats b make the note slightly lower

These are known collectively as accidentals, both will affect all subsequent notes of the same pitch until the end of the bar:



This Db causes the following D to become a Db.

Additionally, many tunes have sharps or flats indicated at the very start of the music, this is called a *key signature*. Key signatures affect all notes of that pitch for the whole tune.



The key signature shows Bb and Eb...

...so all B and E notes in the tune will be flat notes.

Another type of accidental is the *Natural* ♮ which cancels out any sharp or flat, from either the key signature or other accidentals. Like sharps and flats, these are also in effect until the end of the bar.