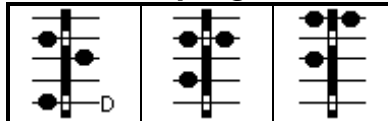


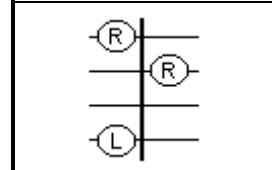
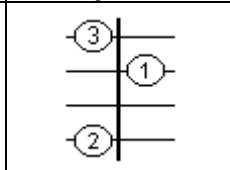
Fit for the Fiddler II: Dulcimer Chord Rhythms

Standard I-IV-V chord progression

		
I	IV	V
D	G	A
G	C	D

key of D:
key of G:

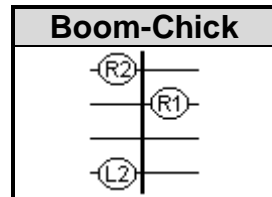
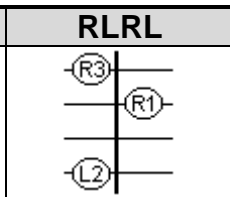
Chord Percussion Notation

Hand Order	Striking Sequence
	
R=right, L=left hand	Strike: 1, 2, 3

Section Endings:

- boom-chick-chick (pause)
- boom-chick-boom (pause)

Percussion Patterns

Boom-Chick	RLRL
	
Strike: 1, 2+3 emphasize the CHICK - "snap" it!	Strike: 1, 2, 3, 2 emphasize the R1 when doing several RLRLs together

Playing Chords with Reels


(B=boom-CHICK, r=RLRL striking patterns)

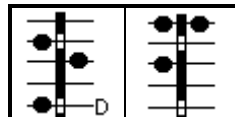
Reel de Montreal

Keys of G, D (A part in G, B part in D)

//: G G G G D D G G G G G G D D G G ://
 B B r B r B r B B B r B r r B B

//: D D D D A A D D D D D D A A D D ://
 B B B B B B B r B B B B B B r B

	
G	D
I	V

	
D	A
I	V

Fit for the Fiddler II: Dulcimer Chord Rhythms

Fisher's Hornpipe

Key of D

//: **D G D G** **D G D A** **D G D G** **D A D D** ://
 B r B r B r r B B r B r B r B B

//: **A A D D** **A A E A** **G G D D** **G A D D** ://
 B r B r B r r B B r B r B r B B
 r B r B r B r B B r B r r r B B (alt)

								repeat 1st 4 chords			
D	G	D	G	D	G	D	A		D	A	D
I	IV	I	IV	I	IV	I	V	I	V	I	

A	D	A	E	A	G	D	G	A	D
V	I	V	II	V	IV	I	IV	V	I

Other Reel Techniques

- Boom-chick-chick-chick... (when chord doesn't change)
- 2-note "chords" for effect, or if missing notes
 - Joys of Quebec B part
 - B chord in Old Grey Cat, Dancing Bear
- Alternating & walking bass lines
- Descending bass line
 - Am, D in The Dancing Bear
- Flam "chick" for swingy effect
- Drag 2nd note in RLRL for syncopated, honky-tonk effect

Fit for the Fiddler II: Dulcimer Chord Rhythms

Jig Rhythms

B C = boom-chick
 r, l = right, left hand
 1 2 3 = chord string/note number
 ~ = drag/roll



	Measure 1		Measure 2	
(beats):	1 2 3	4 5 6	1 2 3	4 5 6
Simple Drone	B	C		
Rhythm "Strum"	r1 r1	l2 r3 l2	r1 r1	l2 r3 l2
Basic RLR - (always lead with the right)	r1 l2 r3	r1 l2 r3	r1 l2 r3	r1 l2 r3
Alternating 232	r1 l2 r3	l2 r3 l2	r1 l2 r3	l2 r3 l2
Alternating 212	r1 l2 r3	l2 r1 l2	r1 l2 r3	l2 r1 l2
Basic combo	B	C	r1 l2 r3	l2 r3 l2
Simple syncopated	r1 l2 r3	l2 l2	r1 l2 r3	l2 l2
Drag syncopated	r1 l2 r3~	l2 l2	r1 l2 r3~	l2 l2
1st measure syncopated	r3 r3	l2 r3 l2	r1 l2 r3	l2 r3 l2
2nd measure syncopated	r1 l2 r3	l2 r3 l2	r3 r3	l2 r3 l2

use when chords quickly change

Other Suggestions & Ideas:

- ◆ play "on-the beat", not after it - **be assertive!**
- ◆ striking pattern should add to the rhythm - **what feels/sounds good**
- ◆ don't stop to highlight your mistakes - keep moving!
- ◆ drone chords
- ◆ Waltzes:
 - Boom-chick-chick (emphasize the Boom, not the chick)
 - Play arpeggios, individual chord notes
 - Slowed down jig rhythms