

**HOW TO  
AVOID THE DREADED  
"THIRD CLARINET DISEASE"**

By:

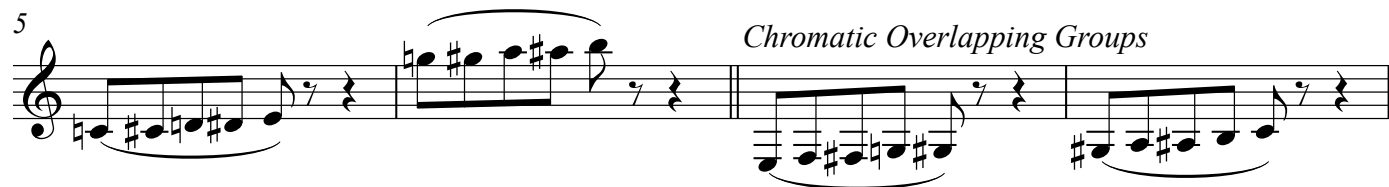
Kristen Sheridan & Rebecca J. McFarland

# CHROMATIC EXERCISES

*Chromatic 12ths*



5 *Chromatic Overlapping Groups*



9



13



17



21



24



# CHROMATIC REGISTER EXERCISES

The image displays three staves of musical notation for chromatic register exercises, all in 4/4 time. The first staff begins with a treble clef and a key signature of one flat (B-flat). It features a melodic line with eighth notes and quarter notes, marked with an 'X' above the first and second measures, and a fermata over the final note. The second staff continues the exercise with a similar melodic line, also marked with 'X' above the first and second measures, and a fermata at the end. The third staff shows a more complex exercise with a treble clef and a key signature of one sharp (F-sharp). It includes a bass line with a sharp sign and a melodic line with eighth notes and quarter notes, marked with 'X' above the first and second measures, and a fermata at the end.

# LIGHT AND QUICK ARTICULATION EXERCISE

7

14

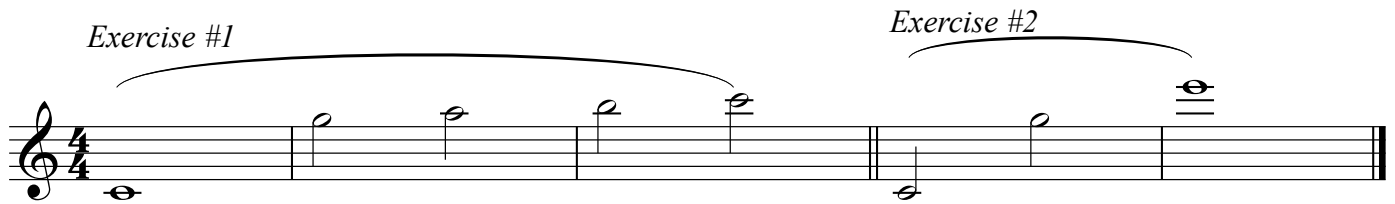
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## Tips:

1. Make sure the tongue is high in the mouth (say "HEEE")
2. Strike the tip of the reed lightly with the tip of the tongue with the syllable "THEE"
3. 16ths should be LEGATO, 8ths should be STACCATO
4. Keep the tongue on the reed and keep blowing during the rests
5. Only breathe after four measures on the breath marks - the air should be strong and constant
6. Challenge: Repeat this exercise in the altissimo register or in other keys!

# TONGUE POSITION CHECKUPS



Exercise #1: Play with a drone on concert Bb/ clarinet C.  
Make sure that the notes are not flat by using the "HEE" tongue position.

Exercise #2: Have the student play the C at forte, then have the student hit the register key for G.  
Once the student can reach the G have the student hit the side G# key for the E.  
If the note comes out, the tongue is high enough.  
If the note does not come out, the tongue needs to be higher in the "HEE" position.

# LEARNING TO PLAY IN THE ALTISSIMO REGISTER

PLAY ALL EXERCISES AT FORTE

A E C#

A E C#

A → E :Add Reg. Key

E → C# :½ Hole

B<sub>b</sub> F D

B<sub>b</sub> F D

B<sub>b</sub> → F :Add Reg. Key

F → D :½ Hole + E<sub>b</sub> Key

B<sub>b</sub> F# D<sub>#</sub>/E<sub>b</sub>

B<sub>b</sub> F# D<sub>#</sub>/E<sub>b</sub>

B<sub>b</sub> → F# :Add Reg. Key

F# → D# :½ Hole + E<sub>b</sub> Key

C G E

C G E

C → G :Add Reg. Key

G → E :½ Hole + E<sub>b</sub> Key

C<sub>#</sub>/D<sub>b</sub> G<sub>#</sub>/A<sub>b</sub> F

C<sub>#</sub>/D<sub>b</sub> G<sub>#</sub>/A<sub>b</sub> F

C# → G# :Add Reg. Key

G# → F :½ Hole + E<sub>b</sub> Key