

G6 – 38 fingerings were collected and analysed

Generic 1

1 or 3

- Key changes worth considering:
 - Half holes on LH 1 or LH 2 are used individually- each raises the pitch
 - The E, F and D keys all lower the pitch
 - B and Eb are sometimes added individually and together but do not make a great difference
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Generic 2 – The basic form is a little sharp

1 or 3

- Key changes worth considering:
 - Lifting the G key takes it up to a possible G#
 - Adding the low D raises it considerably
 - Adding the G# key lowers the pitch
 - The C# key is sometimes added but does not improve the pitch or the sound quality
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Generic 3 – This is very sharp and identical to a G# basic fingering. I have included it because it is the foundation for a considerable number

1 or 3

- Other key changes worth considering:
 - Adding G# brings the pitch down
 - Adding E and F together brings the pitch down and adding the G# key brings it down even further
 - Experiment with adding the F key and the A key
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G#6 – 27 fingerings were collected and analysed

Generic 1

1 or 3 (occasionally 2 is listed but I found it less convincing)

- Key changes worth considering:
- - Half hole on LH 1 (there is one use of an open key which raises the pitch)
- - Bb and Eb are often added (individually or together) these additions strengthen the fingerings considerably. It even works with no octave keys sometimes!
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- - Adding the Bb key can take the pitch down a little
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Generic 2 – note that this is the same basic fingerings

1 or 3 (occasionally 2 is listed but I found it less convincing)

- Key changes worth considering:
- - A number of fingerings use a LH 1 half open or open, these alterations raise the pitch
- - Experiment with C, Eb, G# and B keys for pitch variation
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A6 – 36 fingerings were collected and analysed

Generic 1

1, 2 or 3 and occasionally in the lists a doubling of 1/3 or 2/3
– The second raises the pitch a little and the 3rd is rather poor

- Key changes worth considering:
- - LH1 half closed is common but can flatten the pitch
- - G# and Eb are the most commonly added keys – G# raises the pitch
- - Adding F# can lower the pitch
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Generic 2

1 or 2 the 2nd raises the pitch a little

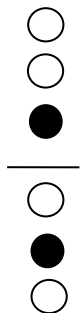


Key changes worth considering:

- LH1 is often listed as open and raises the pitch – occasionally there is a ‘closed’ listed
- Bb and B are the most common additions

Generic 3

1, 2 and 3 are all used



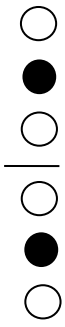
Key changes worth considering:

- LH1 is often listed as a half hole which flattens the pitch
- The A key is sometimes closed which flattens the pitch
- Adding the G# key takes the pitch up a little
- Adding the Eb key takes the pitch up a little

Bb6 – 19 fingerings were collected and analysed many of which were really A6 fingerings

Generic 1 - a little sharp

1 or 2 - the 1st is slightly flatter




Key changes worth considering:

- LH1 is occasionally listed as a half hole
- Taking the G# off flattens the pitch
- Adding the G key flattens the pitch

Eb

Generic 2 - a little flat

1 or 2 - the 1st is slightly flatter



Key changes worth considering:

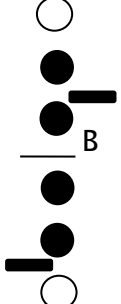
- LH1 is occasionally listed as a half hole
- Half holing the G can tune the fingering

Eb

B6 - 20 fingerings were collected and analysed - teeth were used throughout the tests

Generic 1

All three octave keys are found in the lists but 2 is by far the best - the 1st flattens the pitch



Key changes worth considering:

- LH1 half hole is occasionally suggested
- Experiments with both the C# and the D trill keys can modify the pitch and intonation and sometimes help the pitch to speak
- Taking the G or E keys off can raise the pitch

Eb

Generic 2 – this tends to be flat

2



Key changes worth considering:

- LH1 half hole is occasionally suggested
- C# trill key can raise it to pitch
- D trill sharpens the pitch
- Half hole on the G raises the pitch
- Removing the G or E keys can raise the pitch

C7 – 20 fingerings were collected and analysed

Generic 1 – this tends to be flat

All three are listed but 2nd is by far the



Key changes worth considering:

- LH1 half hole is occasionally suggested
- A number of fingerings use the D trill key rather than the C# trill key
- D trill sharpens the pitch
- Experiment with both trill keys

Generic 2 – this is sharp

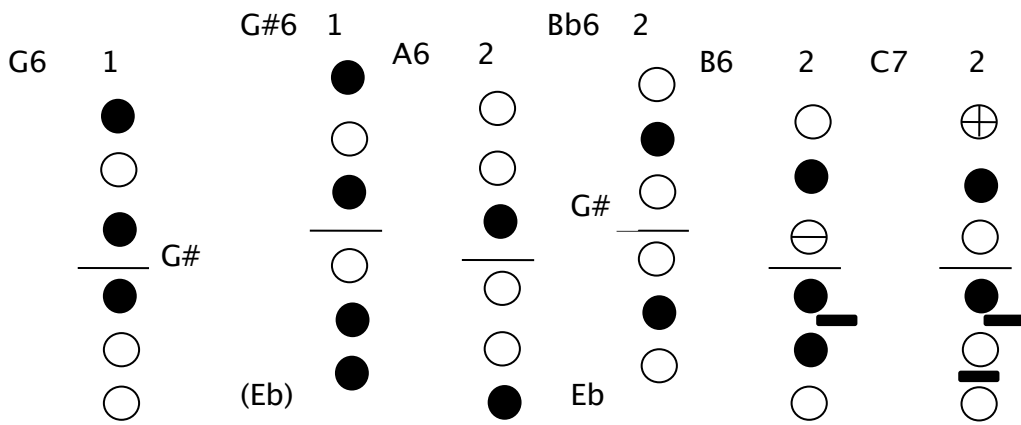
2



Key changes worth considering:

- LH1 open and closed are also found in the lists
- C# trill key often added
- Some do not have the D trill key

Appendix Three: My Own No-teeth Altissimo Range Fingerings



Altissimo C#7 and D7 - With Teeth!

