

The Instrument, Bow, and Care

Handle your cello with care.

Bumping it may cause it to go out of adjustment. After playing, loosen the thumbscrew, push the endpin all the way in, and tighten the thumbscrew. Place your cello in its case, close and zipper or latch it securely.

Wash your hands before playing. Store your instrument in a place of moderate temperature.

Be careful with your bow. Dropping the bow may cause it to break.

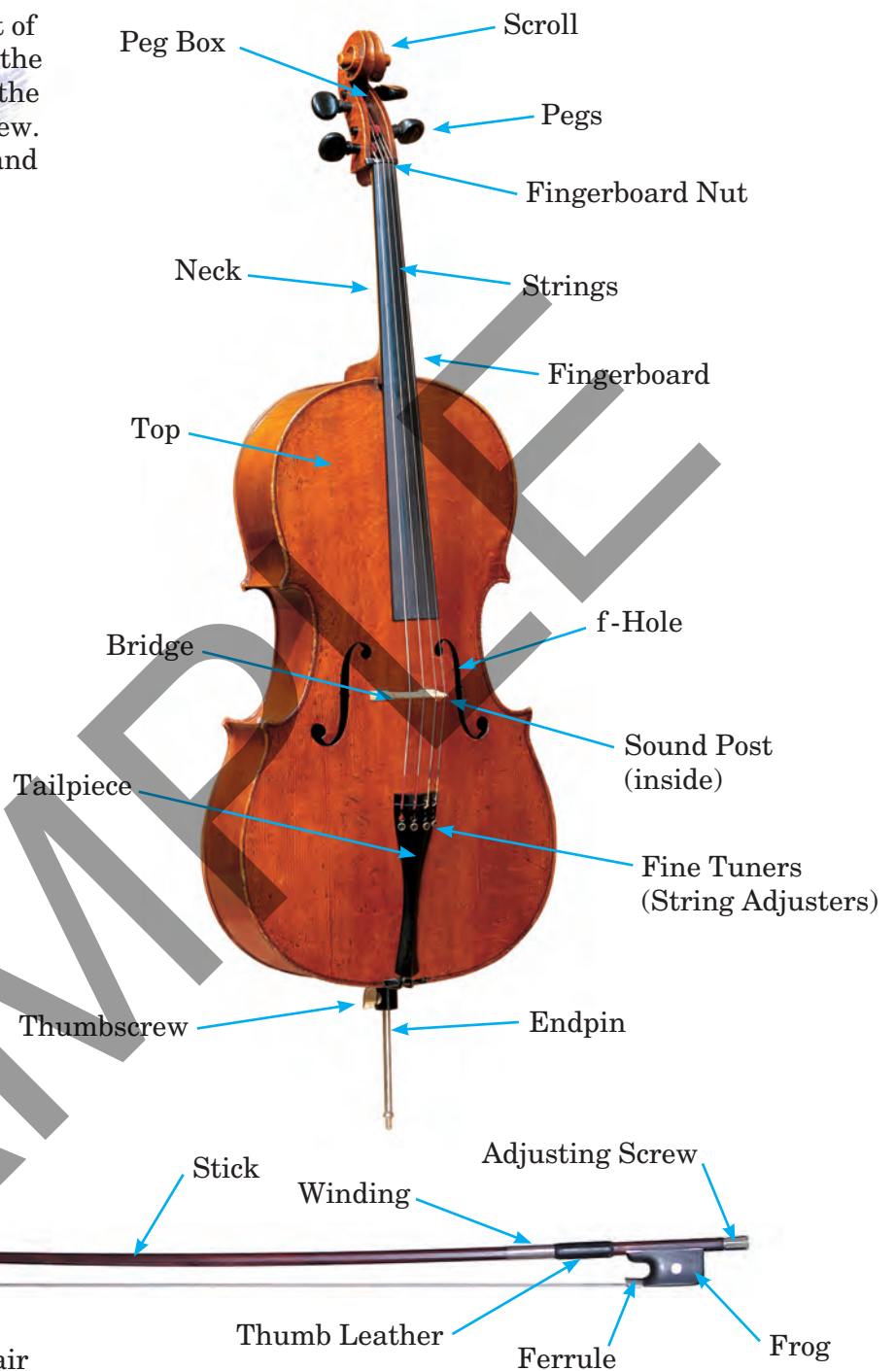
Rosin your bow regularly, but do not over-rosin it.

Avoid touching the hair. Touching it can ruin and discolor the hair.

Tighten your bow when you're ready to play; loosen your bow when you put it away!

Use a soft cloth to wipe the rosin dust from your instrument, bow stick and strings. If your instrument needs adjustments or repairs, ask your teacher for assistance.

You should have the following accessories:
Rosin, Soft Cloth,
Endpin Protector,
Extra Strings, Pencil.

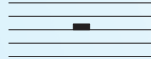


UNIT II – The D-String

What's New?

Natural ♮
Cancels a sharp (or flat).

Sharp #
Raises a note 1/2 step.

Half Rest 

Arco
Play with the bow.

Pizzicato (Pizz.)
Pluck with a finger of your right hand.

D-String Finger Patterns

Now that we know where 4th finger goes in first position, let's locate 3rd, 2nd, and 1st fingers. Notice that finger placements form patterns of half steps (1-2, 2-3, or 3-4) and whole steps (1-3 or 2-4).

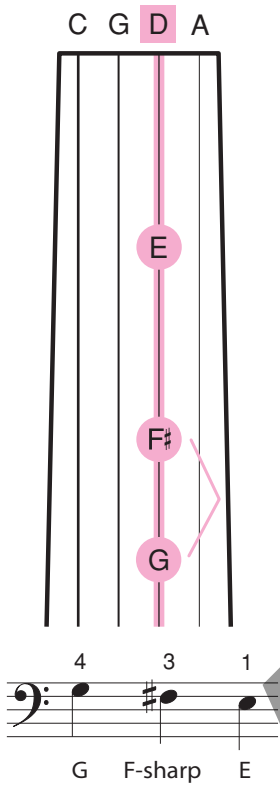


Diagram showing the D-string with notes G, F-sharp, and E. Fingerings 4, 3, and 1 are indicated. A musical staff below shows the notes G, F-sharp, and E.



All four fingers down with 1st finger positioned whole step above open string.

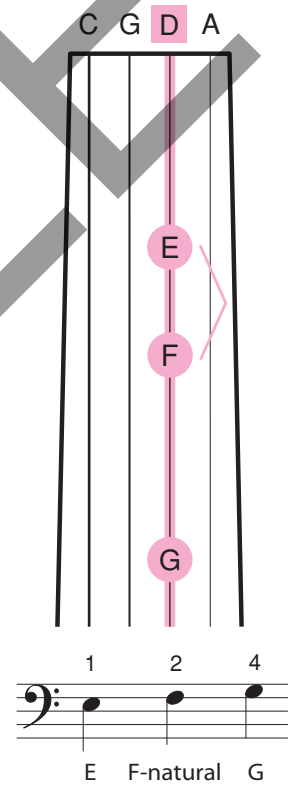
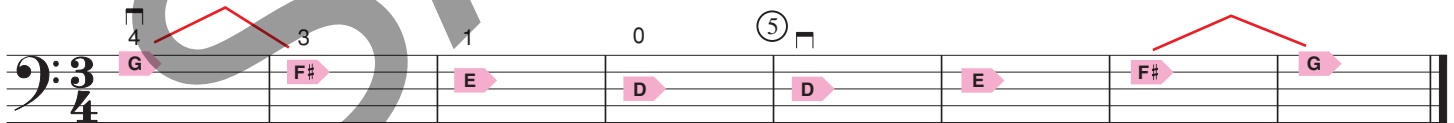


Diagram showing the D-string with notes E, F-natural, and G. Fingerings 1, 2, and 4 are indicated. A musical staff below shows the notes E, F-natural, and G.

30. Down 'n' Back Variations – The Sports Report Rhythms (see p. 12)

Here we play F-sharp with 3rd finger.



Musical staff for exercise 30 in 3/4 time. Notes: G (4), F-sharp (3), E (1), D (0), D (5), E (5), F-sharp (3), G (3).

31. Sporty Fingers



Musical staff for exercise 31 in 3/4 time. Notes: G (4), F-sharp (3), E (5), D (5), D, E, F-sharp, G.



32. Steps to Success

Play pizzicato, then arco.



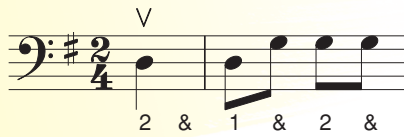
Musical staff for exercise 32 in 4/4 time. Notes: G (5), F-sharp (5), E, D, D, E, F-sharp, G.

 Write the note names.

What's New?

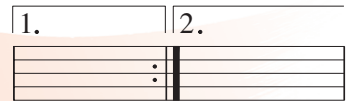
Pick-Up Notes

A note or notes that come before the first full measure of the music.



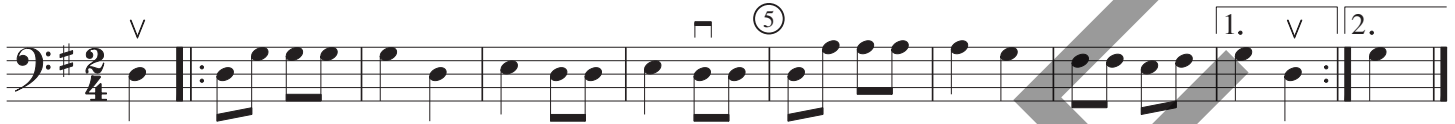
1st & 2nd Endings

Play the first ending the first time. Then repeat the same music, skip the first ending, and play the second ending.



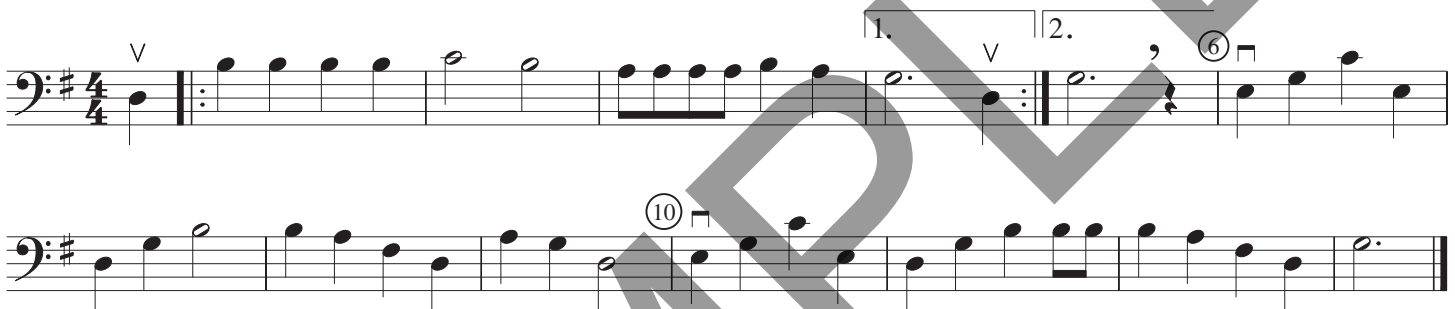
87. Zeg Moeder, Waar Is Jan? (Say Mother, Where is John?)

Netherlands Folk Song



88. There's Music in the Air

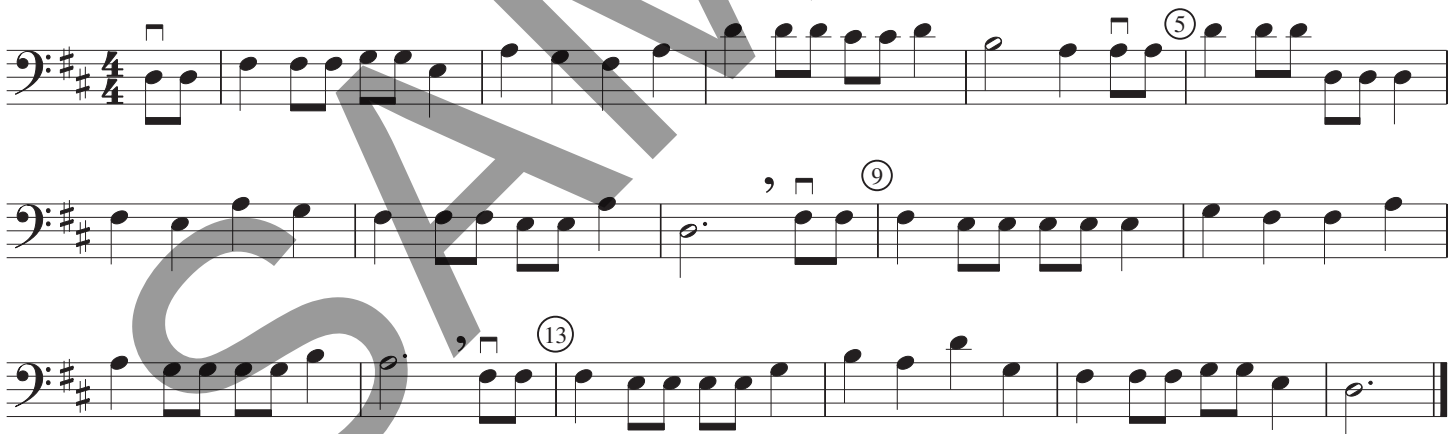
George F. Root (1820–1895)



What beat does the pick-up note begin on? _____



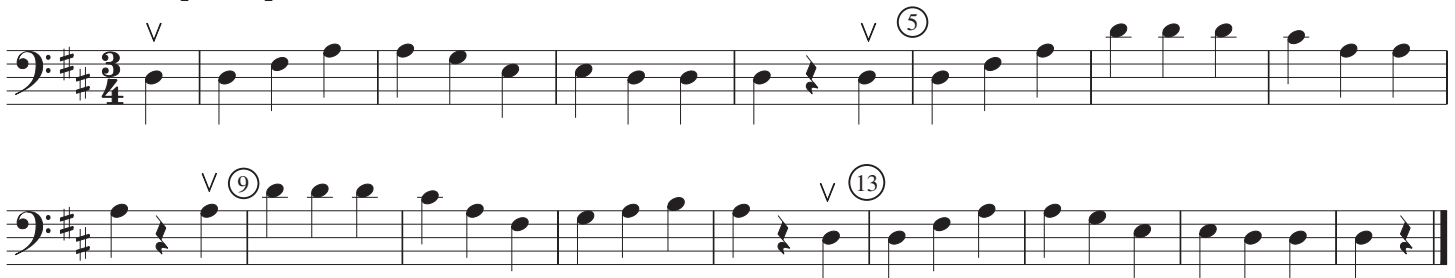
89. Pick-Up a Turkey Toe



90. Sweet Betsy from Pike

American Folk Song

Start each pick-up note in the middle of the bow.



Write the name of the key. _____

UNIT IV – The C- and E-Strings



C G D A

1
D

3
E

4
F

122. Down 'n' Back Variations (Viola/Cello C-String)

For Songs 122 and 124, play the Slow Bow Variations (p. 15), and Meter Melt (p. 21).

* $\frac{4}{4}$, then $\frac{3}{4}$, then $\frac{2}{4}$, then $\frac{1}{4}$.



123. Down 'n' Back Rhythm Mixer

124. Up 'n' Back Variations (Violin/Bass E-String)



125. Up 'n' Back Rhythm Mixer



126. The Mountain Climber




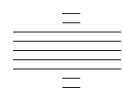








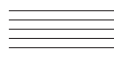



Play martelé the first time, and legato on the repeat.

Andante





Write the note names.

Reference Center

Basics

Accidentals		Sharp, flat, or natural signs found in the music, not in the key signature.	Interval		The pitch distance between two notes.
Arpeggio		Notes of a chord played one at a time.	Key Signatures		Sharps or flats at the beginning of each staff.
Chord		Three or more notes played at the same time.	Ledger Lines		Short staff lines used to extend the staff (above or below).
Clef Signs		Sign at the beginning of each line of music, showing how to read the notes on the staff. The Treble or G clef curls around G above middle C. The Alto or C clef, point out middle C. The Bass or F clef, has dots around F below middle C.	Meters		Time signatures including $\frac{4}{4}$, $\frac{3}{4}$, and $\frac{2}{4}$.
	Treble Alto Bass		Natural		Cancels a sharp or flat.
D. C. al Fine		Go back to the beginning and finish when you come to the end of the measure marked "Fine." "D. C." is the abbreviation for the Italian term, Da Capo, meaning "To the Head (Beginning)." "Fine," pronounced "Fee-nay," is Italian for "Finish," or "The End."	Octave		Interval between a note and the next lowest or highest note with the same name.
			Pick-Up Notes		A note or notes that come before the first full measure of the piece. Sometimes called upbeats.
			Repeat Sign		Play the previous section of music again.
Double Stop		Two notes played together by one player.	Ritardando (Ritard., Rit.)		Gradually slow the tempo.
Duet		Music with different parts for two players.	Round		A form of music where players play the same melody but begin at different times.
Dynamics		The softness and loudness of the music. piano = <i>p</i> = soft mezzo forte = <i>mf</i> = moderately loud forte = <i>f</i> = loud	Scale		A sequence of notes in ascending or descending order.
			Sharp		Raises a natural note $\frac{1}{2}$ step.
Ensemble		Music with several different parts for a group of players.	Simile		Continue playing in the same way.
Fermata (hold)		Play longer than written.	Solo		Music for one player, with or without an accompaniment.
First/Second Endings		Play the first ending the first time. Repeat the music, then skip the first ending and play the second ending.	Staff		The grid of five lines and four spaces on which music is written.
Flat		Lowers a natural note $\frac{1}{2}$ step.	Tempo		The speed of music. Andante = moderately slow, Moderato = moderate speed Allegro = fast and lively
Half Step		The smallest interval between two notes.	Tie		A slur mark joining two notes of the same pitch, which then become one long note.

Bowings

Arco		Play with the bow.	Legato		Play smoothly connected.
Bow Division		Planned usage of a specific part and amount of bow. LH = lower half MB = Middle UH = UpperHalf WB = whole bow	Martelé		A very crisp stroke, starting with the bow planted deeply into the string.
Bow Lift		Lift the bow from the string. Reset at the frog for the next arco note.	Pizzicato		Play by plucking the string, usually with a finger of the right hand. + = pluck with the left hand.
Bow Speed		The art of using different speeds of the bow.	Slur		Two or more notes connected smoothly in one bow.
Down Bow		Bow in the direction of the tip.	Spiccato		Bounced bow stroke.
			Up Bow		Bow in the direction of the frog.