THE UNITED STATES ARMY OLD GUARD FIFE AND DRUM CORPS



FIFE BOOK 1

www.fifeanddrum.army.mil

THE BASICS

POSTURE

Think "tall" and keep a natural, upright curve in your spine.

Shoulders should be back and relaxed.

BREATHING

Inhale deeply, keeping your shoulders down. Your waist, chest and back should expand.

AIRSTREAM AND SUPPORT

Embouchure is the shape and form of our lips when we play a wind instrument.

Say the word "PURE" and notice how your lips form into an OOOH shape like you are blowing a kiss.

Keep the corners of the lips steady and balanced for control.

Put the palm of your hand in front of your lips. Take a deep breath, form the word "TOO", and blow out by steadily letting your air out. You should feel a cool airstream on your hand - not a warm one. Engage your tummy muscles as you let the air out without tightening your shoulders, neck, jaw, or tongue.

TONE (SOUND) AND TONGUING

Scoop the edge of the fife's embouchure hole up to the bottom edge of your lower lip. The fife should be stable on your chin.

To make a sound, form your embouchure and begin to blow beginning with an attack from the tongue like saying the word "TOO".

The air should partly go into the fife and partly across the embouchure hole.

To sound more notes, use the tongue behind the front teeth with another "TOO" at the beginning of each note.

After every attack, make sure the tongue travels down – away from the airstream.

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HOLDING THE FIFE



Place the middle of the fife just above the bottom joint of your left index (pointer) finger then hook it to cover the first tone hole. Place your left-hand thumb naturally on the fife to stabilize it. The left-hand middle and ring fingers will cover the 2nd and 3rd tone holes.

Place your right index (pointer) finger on the 4th tone hole down and your thumb comfortably underneath being careful not to "stick out" past the fife's edge. The right-hand middle finger and ring finger will cover the remaining 5th and 6th holes.

On a 6-hole fife, you can opt to place your right pinky finger on the instrument for stability.

Feel the fife balance as you place the instrument on the chin. Commonly, the left-hand wrist will have a bent position, but be sure to keep the right-hand wrist straight. The overall balance should allow your fingers to move with ease.

Six Hole Fingering Chart:

(If you are not playing a basic 6-hole fife, be sure to refer to your instrument maker's fingering chart)

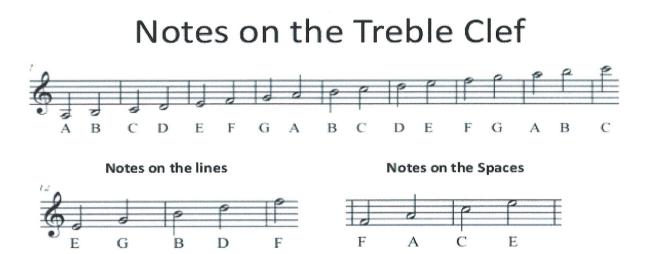
| - 0- | # | D | E | F# | G | A | B | C# | D | E | F# | G | A - | в _ 0 | C |
|--------------------|-----|-----------|---|----|---|---|---|----|----|---|----|---|-----------|-----------------|------|
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| Left Hand | 2 | | | | | | 0 | 0 | ÷. | | 0 | 0 | | 0 | |
| in district in our | 3 | \$ | | | * | 0 | 0 | 0 | | 0 | | | \$ | | 0 |
| | 4 | | | | 0 | 0 | 0 | 0 | | 0 | | 0 | | Ó | |
| Right Hand | 5 | | | 0 | 0 | 0 | 0 | Ó | | 0 | 0 | 0 | | | 4 |
| | 6 | | 0 | Q | 0 | 0 | 0 | Ò | ۰. | | 0 | 0 | 0 | Q | * |

READING NOTES

The Music Staff has 5 lines and 4 spaces where notes and rests are written.

The <u>Treble Clef</u> is a symbol on the staff that indicates you are sounding higher pitched notes that are above middle-C.



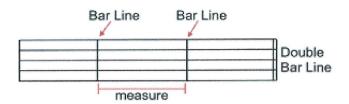


A good way to remember the notes on the lines is to remember this phrase: Every Good Boy Does Fine.

A good way to remember the notes on the spaces is to remember they spell out **FACE** from bottom to top.

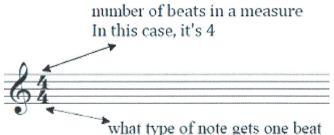
READING RHYTHM

A Measure (or bar) divides time into a set of beats (or pulses).



Bar Lines separate measures. The end of a song is shown with a Double Bar Line.

The <u>Time Signature</u> is placed at the beginning of the staff. In 4/4 time, the top number indicates there are four beats in one measure. The bottom number shows what note will get the beat (or pulse). In 4/4 time, the quarter note gets the beat.

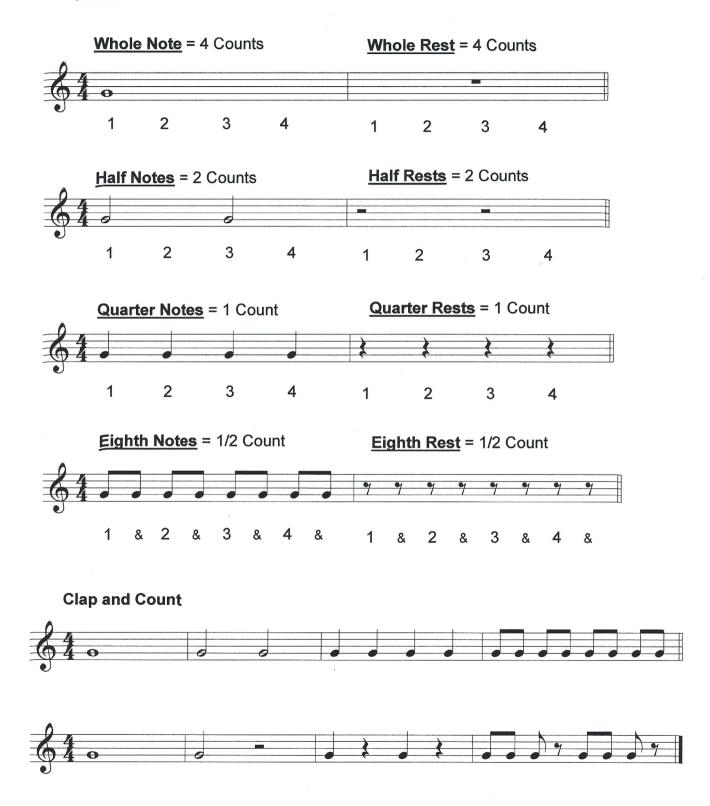


In this case, it's a quarter note

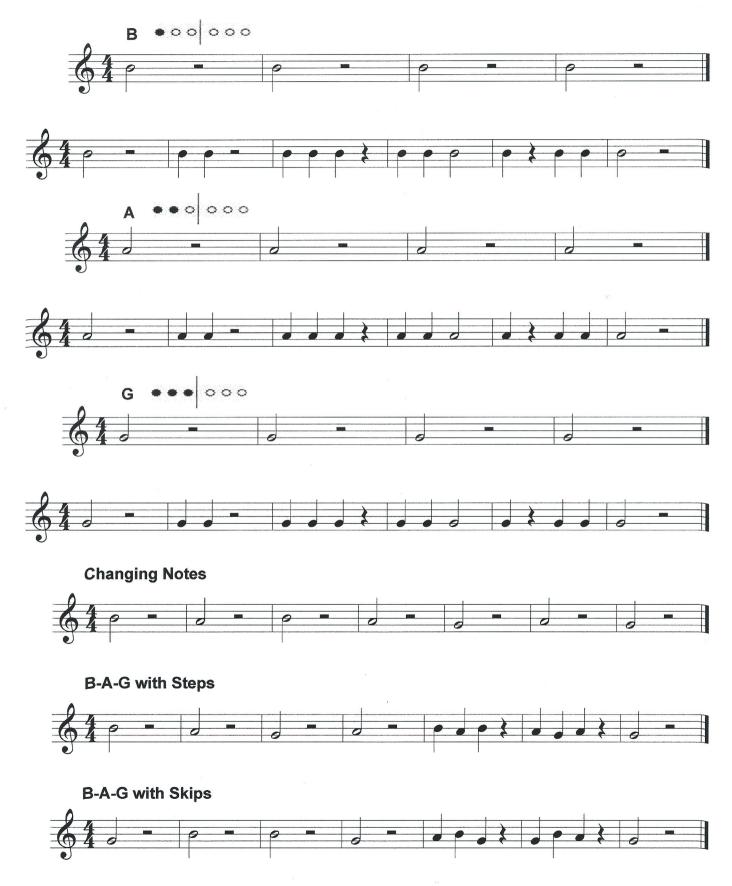
| Symbol | Name | Read as | Description |
|-------------|-----------------------|---------------------------------|---|
| 62 | 2/4 Time Signature | Two four time signature | Top number = 2 beats per measure Bottom number = a quarter note gets one beat |
| \$3 | 3/4 Time Signature | Three four time signature | Top number = 3 beats per measure Bottom number = a quarter note gets one beat |
| \$ 4 | 4/4 Time Signature | Four four time signature | Top number = 4 beats per measure Bottom number = a quarter note gets one beat |

Rhythmic Note and Rest Values:

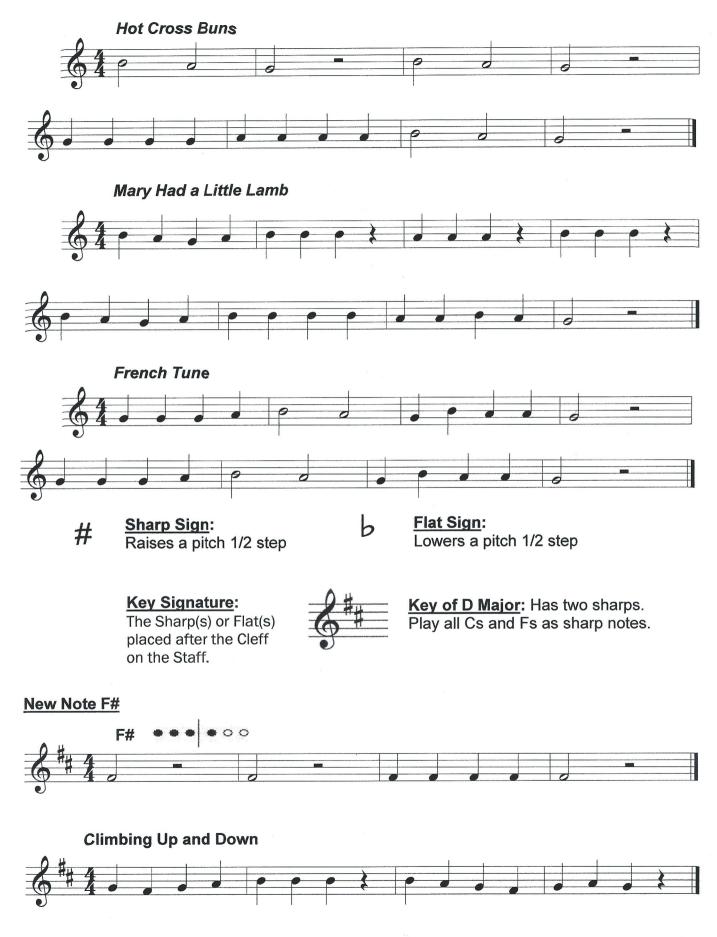
Different kinds of <u>Notes</u> tell us how long to play. <u>Rests</u> tell us to count silent beats.



LESSON 1: Let's Play Music - Notes B-A-G

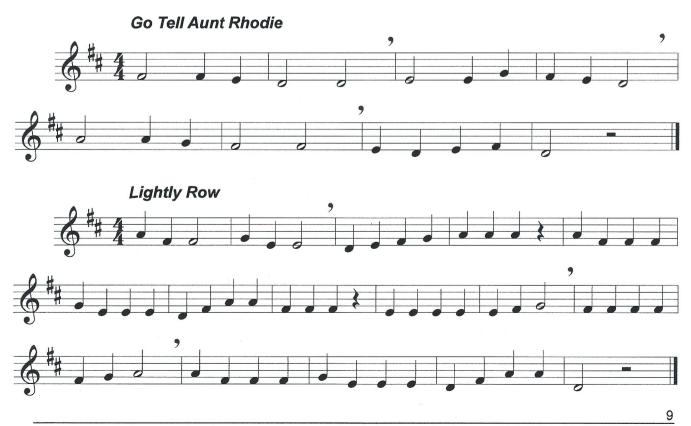


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Breath Mark: Take a full breath through your mouth at the end of a note.



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Lightly Row - in 2/4



Twinkle Twinkle



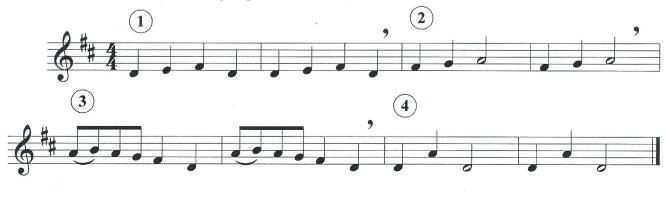


<u>Slur:</u> A curved line which connects notes of different pitches. Tongue only the first note in a slur.

London Bridge



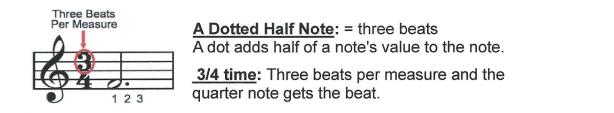
Are You Sleeping? - Round (8th notes in 4/4 time)



LESSON 3: Playing in D Major and Notes up to High A

<u>D</u> Octave: Use the same D fingering for both low and high. For the high note, increase the air speed and form a smaller lip opening.

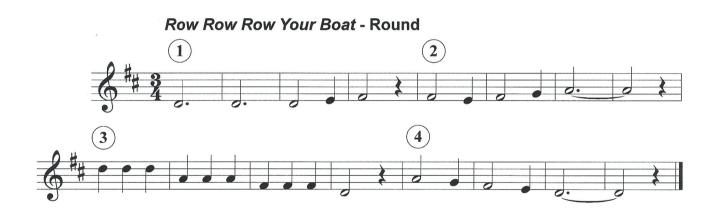








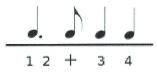
<u>Tie</u>: A curved line connecting notes of the same pitch. Play one note for the combined counts of the tied notes.



<u>**Pick-up Note(s)**</u>: One or more notes that come before the first full measure. The beats of pick-up notes are subtracted from the last measure.

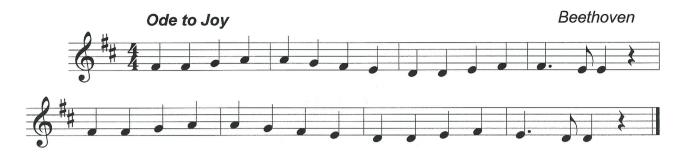






Dotted Quarter Note: The dot adds half of the note's value. For a guarter note - add an 8th note.

A single 8th note has a flag on the stem.



Oh Susanna













Notes Up to High A:



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Lesson 4: Playing in G Major and New Note C Natural

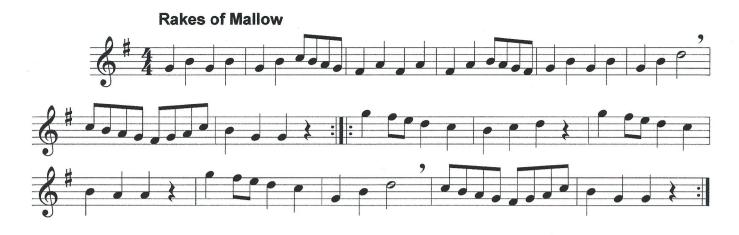
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<u>Natural</u>: Cancels a flat or sharp and remains in effect for the entire measure.

<u>Accidental</u>: a note that is not a member of the key indicated and marked with a flat, sharp or natural sign before the note to be played.



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Repeat 1st and 2nd Endings: Play through the 1st ending then back to the repeated section.On the repeat, skip the 1st ending and play the 2nd ending.





Yankee Doodle





