



PERCUSSION 101 STUDY GUIDE

Instructional videos are available online at <http://www.vicfirth.com/education/percussion101-concertKeyboard.php>

Keyboard Percussion

VIDEO 1: Instrument Characteristics and Maintenance

1. What is the best place on the bar to play most keyboard percussion instruments?
2. What can you do to keep your keyboard instruments in their best shape?
3. When restringing the bars on the keyboard, what is the best string to use?
4. Describe maintenance routines that should be performed on keyboard instruments.

VIDEO 2: Setup and Playing Position

1. What is the best position for the music stand on most keyboard instruments?
2. When moving up and down the keys on large instruments, what is the best way to position your body?

VIDEO 3: Grip and Stroke

1. Describe the best general grip and stroke for keyboard performance.
2. How are mallets best positioned on the bar when playing alternating strokes?

VIDEO 4: Sticking Considerations

1. How do you decide which sticking to use on a particular keyboard passage?

VIDEO 5: Rolls

1. What type of rolls are used on keyboard percussion instruments?
2. When moving from one rolled note to another, which are important considerations?

VIDEO 6: Xylophone

1. What are some important considerations to make when selecting mallets for any keyboard instrument?
2. Why is it important to have a wide selection of mallets for each keyboard instrument?

VIDEO 7: Glockenspiel / Bells

1. If a bar on a glockenspiel does not produce a long, sustaining sound, what is a likely problem that needs to be fixed?
2. Where is the best playing position on the bar for the bells?
3. What are 3 types of mallets that you can use on the bells?

VIDEO 8: Vibraphone

1. What are two ways to muffle notes on the vibes?
2. What type of mallets should you use on the vibes to produce the best characteristic sound?

VIDEO 9: Marimba

1. Describe a selection of mallets that you can use on the marimba to produce a great sound in all the registers.

VIDEO 10: Chimes

1. Detail the best setup and playing position for the chimes