

# GUIDE NOTE SHIFTING- Violin

A String      E String      A String

A musical staff in G major showing a scale from G4 to G5. Brackets above the staff indicate string changes: the first G4 is on the A string (finger 1), the next two notes (A4, B4) are on the E string, and the final two notes (C5, G5) are on the A string (finger 2).

## FINDING THE GUIDE NOTE

### ASCENDING

**1** Slowly, to measure intonation

**2** With rhythm. Use a metronome to check

**3** Hide the shift

Three measures of music on a staff in G major. Measure 1: Slowly, to measure intonation. Measure 2: With rhythm. Use a metronome to check. Measure 3: Hide the shift.

### DECENDING

**1** Slowly, to measure intonation

**2** With rhythm. Use a metronome to check

**3** Hide the shift

Three measures of music on a staff in G major. Measure 1: Slowly, to measure intonation. Measure 2: With rhythm. Use a metronome to check. Measure 3: Hide the shift.

**1** Play the scale- go slowly while finding the guide note

A musical staff showing a scale from G4 to G5 with fingerings and string changes indicated.

**2** Play the scale with the guide note still, but this time as a rhythm

A musical staff showing a scale from G4 to G5 with fingerings and string changes indicated.

**3** Play the scale and hide the shift

A musical staff showing a scale from G4 to G5 with fingerings and string changes indicated.

**Always practice shifting from the old finger and on the old bow stroke.**

# GUIDE NOTE SHIFTING- Viola

D String    A String    D String

## FINDING THE GUIDE NOTE

### ASCENDING

1 Slowly, to measure intonation      2 With rhythm. Use a metronome to check      3 Hide the shift

### DECENDING

1 Slowly, to measure intonation      2 With rhythm. Use a metronome to check      3 Hide the shift

Play the scale- go slowly while finding the guide note

1

2 Play the scale with the guide note still, but this time as a rhythm

2

3 Play the scale and hide the shift

3

**Always practice shifting from the old finger and on the old bow stroke.**