

Tonechime Method

PRESTON HANCOCK III

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INTRODUCTION

Welcome to the wonderful world of tonechimes. This great instrument will allow you to create the marvelous sounds of handbells. They are easy to handle, very durable, and if cared for properly, will last a lifetime.

This method will teach you how to play the tonechimes as well as teaching you how to read music.

Pages 5 through 8 teach the proper techniques for playing and damping sounds. Pages 9 through 16 provide rhythmic exercises that teach the understanding of rhythmic musical notation while giving experience playing and damping the tonechimes. All of these exercises can be played in unison with all bells or can be divided into note or chord patterns. For example, the C chime may play measure 1 and the D chime measure 2, etc. Or have the C chord (CEG) play measure 1, the G7 chord (GBDF) play measure 2, etc. After completing page 16 you can play the arrangements provided in the companion publication, Tonechime Song Sheets. In Tonechime Song Sheets each student gets his/her own sheet of music with his/her own notes circled. This type of arrangement is described on page 30 of this method under Melody Alone.

Pages 17 through 29 teach note reading and provide arrangements of many songs, gradually progressing from melody alone to melody with chords. Page 29 also includes a "written out" round. Pages 30 through 32 teach how to write your own arrangements. With this information you will be able to perform any of your favorite songs with tonechimes.

ASSIGNING PARTS

In the beginning it is suggested that each student holds one tonechime and thus has the responsibility for playing one note. As the students progress, they have to the responsibility of playing two notes. When assigning two notes, you should review pages 5 through 8 using the new hand. You should also practice the exercises on pages 10 through 16 using both hands.

There are two ways to assign parts when performers are using both hands:

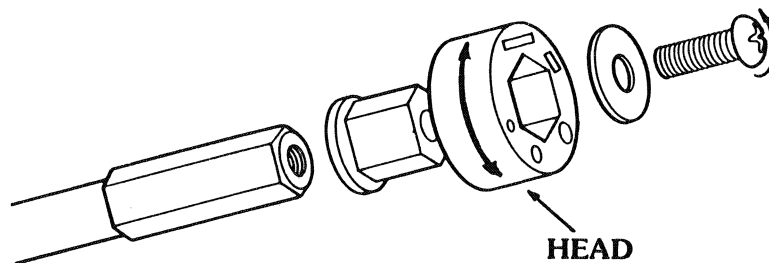
1. Assign each player two adjacent notes (C and D). That person would also have the responsibility for the accidentals related to those notes (C# or D \flat and D# or E \flat).
2. Assign each player the same note in two different octaves (C5 and C6). In this case you would assign accidentals as needed.

When playing with the responsibility for two or more notes, it is better to stand. It is also necessary to have a padded table. Often you will have to use the tabletop as a damping surface when switching from one tonechime to another.

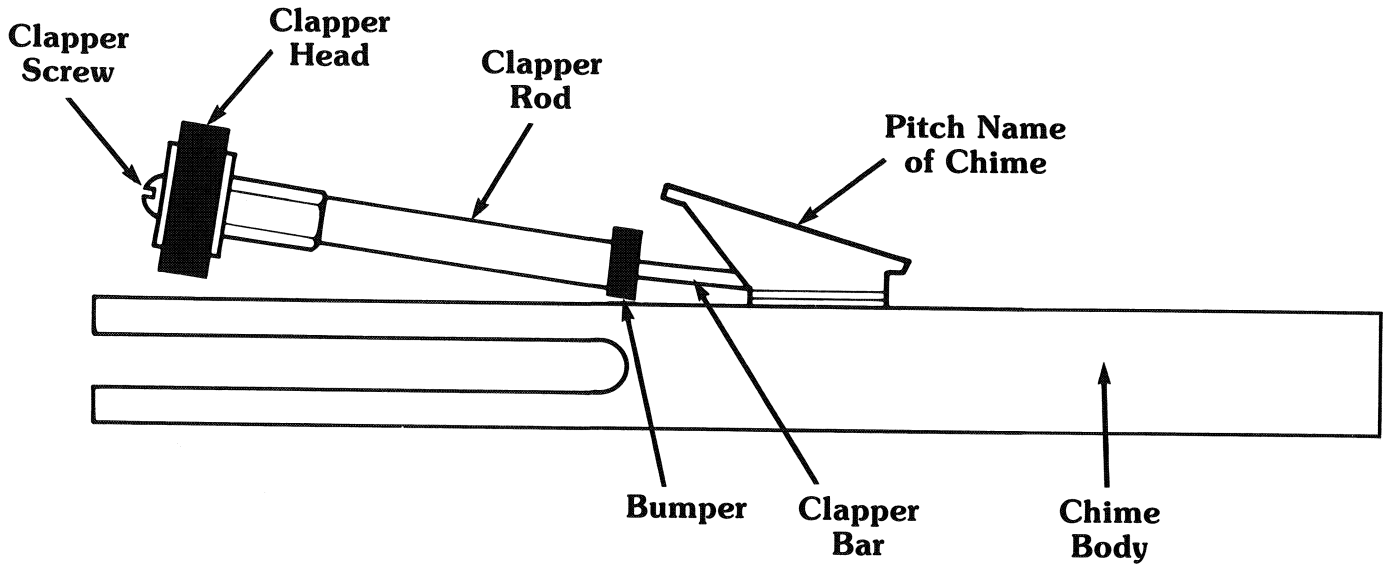
TOECHIME CARE

Your tonechimes are designed to last a lifetime. They have few moving parts and need only to be wiped down periodically to keep them clean. Always place your tonechimes in the specially designed case when not in use. This will protect them from being accidentally dropped and will also help to keep them clean.

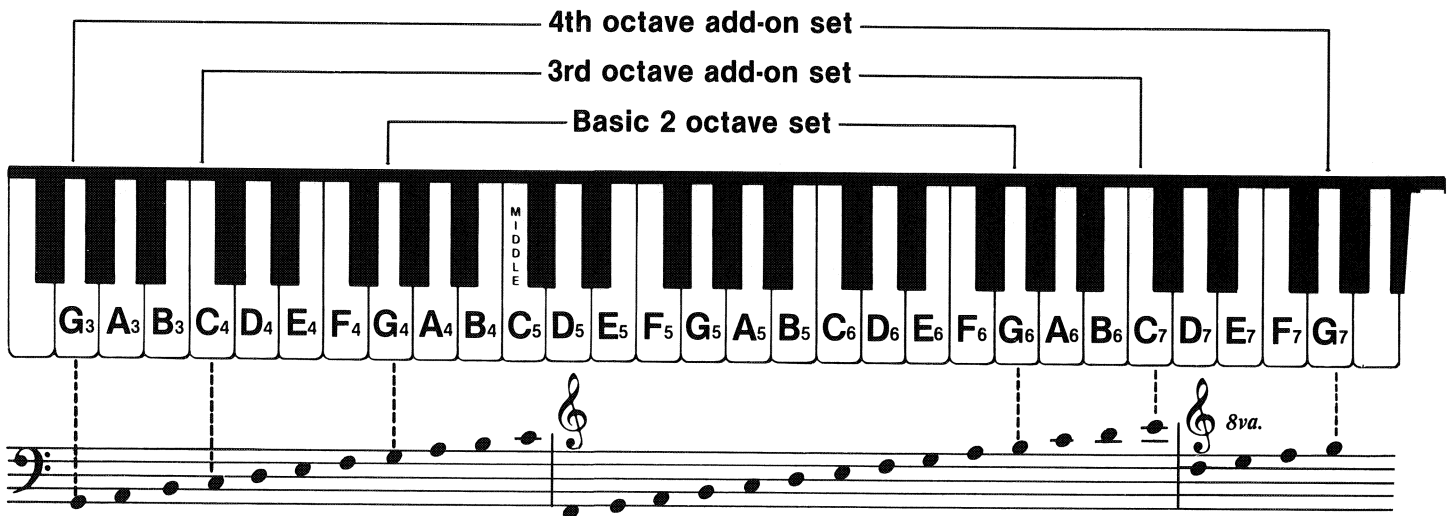
Should you desire a “harder” tone adjust the clapper head by removing the clapper screw, rotating the clapper head and replacing the screw.



TONECHIME PARTS



TONECHIME RANGE



An Introduction to Rhythm

WHOLE – HALF – QUARTER NOTES

The duration of musical sounds (long or short) is indicated by different types of notes.

WHOLE NOTE



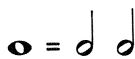
HALF NOTE



QUARTER NOTE



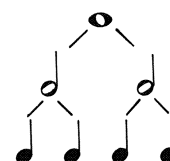
One whole note equals two half notes.



One half note equals two quarter notes.



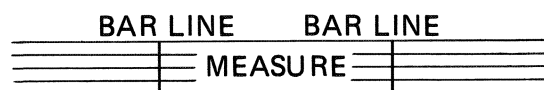
One whole note equals four quarter notes.



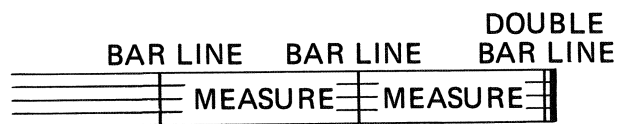
MEASURE – BAR LINES – DOUBLE BAR LINES

Music is divided into equal parts called MEASURES.

BAR LINES indicate the beginning and end of measures.





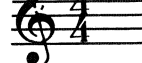
DOUBLE BAR LINES, one thin and one thick, show the end of a piece.



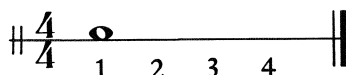
TIME SIGNATURES and NOTE VALUES

TIME SIGNATURES are placed at the beginning of a piece of music. They contain two numbers that show the number of beats (or counts) in each measure and the kind of note that receives one beat.

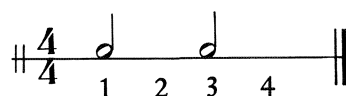
 The top number shows the number of beats (or counts) in each measure.
The bottom number shows what kind of note gets one beat.

 means four beats in each measure.
 means a quarter note (♩) gets one beat.

In $\frac{4}{4}$ time, a whole note receives four beats.



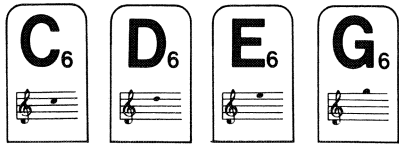
A half note receives two beats.



A quarter note receives one beat.



MERRILY WE ROLL ALONG



* C G7 C

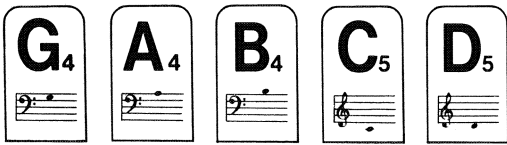
f

Mer - ri - ly we roll a - long, roll a - long, roll a - long.

G7 C

Mer - ri - ly we roll a - long, o'er the deep blue sea.

LIGHTLY ROW



G Am G

p

Light - ly row, light - ly row o'er the shin - ing waves we go,

Am G D7 G

Smooth - ly glide, smooth - ly glide on the si - lent tide.

THE BRIDGE AT AVIGNON



Go on to next line

G D7 G D7 G

f

G D7 G D7 G

These two lines can also be played together.

*Chord symbols for guitar and/or autoharp.