

Special Effects



Shake: This is a variation of the pitch upwards (at least a whole step) and back down. The width of the shake depends on the style and tempo of the music and person's taste. (Ahh - E)



Flip: Raise the pitch and drop to the following note.

(ro - E)



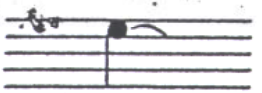
Bend: Approach the note slightly under pitch and bend downward, then upward to the notated pitch.



Doit: Sound the pitch and gliss. quickly upward.

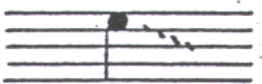


Ghost Note: This occurs most often at fast tempos with eighth- or sixteenth-note passages. The sound is indefinite or muffled.



Fall: Establish the pitch and then fall off of it. Use chromatic fingerings.

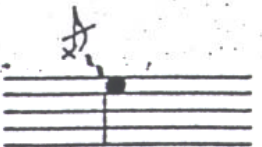
(bow or row)



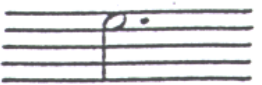
Spill: Similar to a fall using chromatic fingerings. Often occurs between an upper and a lower note.



Scoop: Approach the note from well below pitch and come up quickly (like a grace note).



Drop: Rapidly slide down the harmonics or diatonic scale before sounding note.



Forte-Piano: Accent and immediately drop dynamic level. Don't crescendo until shortly before the release.

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