| RH          |    |    | 3<br>→ | 1        | 2        | 3     |                 |    |
|-------------|----|----|--------|----------|----------|-------|-----------------|----|
| black/white |    |    | often  | always 🗌 | always 🗌 | often | always <b>=</b> |    |
| Solfege     | do | re | mi     | fa       | so       | la    | ti              | do |
|             |    |    | _      |          |          |       |                 |    |
| black/white | _  |    | often  | always 🗌 | always 🗌 | often | always 📕        |    |

 $\sqrt{\text{"mi"}}$  and "la" are always 3- fingered, which are also "thumb-triggers"  $\sqrt{\text{Keep}}$  old blacks, the new black is "ti".

## The All-Black Keys

 $\sqrt{\text{"twins"}}$  and "triplets" rule. All fingering works around them.  $\sqrt{\text{know where to "hug"}}$  [\$\pm\$ keys = \text{hug left}\$ // \$\bar{\bar{k}}\$ keys = \text{hug right}\$]

## The Flat b Keys

| RH          | 3     |    |    |    |    |    |          |    |
|-------------|-------|----|----|----|----|----|----------|----|
| black/white |       |    |    |    |    |    | always 🗌 |    |
| Solfege     | do    | re | mi | fa | so | la | ti       | do |
| l .         |       |    |    |    |    |    |          |    |
| black/white | a A A |    |    |    |    |    | always □ |    |
|             |       |    |    |    |    |    | always □ |    |

 $<sup>\</sup>sqrt{\phantom{a}}$  keep old white notes, **new white note is "ti"** 

 $<sup>\</sup>sqrt{\text{ fingers 1 and 2 rh often } \square \square \text{ [white] in both hands}}$ 

 $<sup>\</sup>sqrt{\ }$  rh wedges are based on "twins" and "triplets"

 $<sup>\</sup>sqrt{\ }$  lh starting wedges are: Ab: sw/Eb: sw/Bb: sw/F: omi, bw