

# Extended Ornament Techniques

## Strikes

### **Priority**

Low. This is an advanced technique that has a percussive quality to it. Not all players use the technique.

### **Definition**

A strike is an ornament applied when the melody is moving down. It is a tap ornament played while the melody is moving. The strike is very similar to the bounce. Players that have difficulty performing the finger bounce often use strikes as a substitute. The bounce has a lighter sound. The strike has a more aggressive sound. The difference between the two techniques is VERY subtle. Most listeners will not discern the difference.

### **Performance**

Play the first tone. Tap the second tone. Tap the second tone.

### **Notes**

- Some tones accommodate strikes more easily than others. A strike on E is very difficult for most players.
- Many players restrict the use of the strike to only a few tones.
- The rapid motion of the tap is essential in order to perform successful strikes.

## **Double Cuts**

### **Priority**

The double cut is an advanced technique. Some players never use them. Some players rely upon them a great deal. Double cuts provide some high drama in a performance. They are not subtle. Double cuts can also be unique to a player's style. Master the technique of the single cut first before you try this.

### **Definition**

A double cut involves playing two cuts on a note. However, those cuts are not two identical cuts. A double cut is similar to a crann but shorter.

### **Techniques**

Double cuts are not possible on B and are rare on F#. Double cuts are most commonly done on A, G, E and D. For A and G use a combination for T1 and T2 to make the cuts. For E and D use a combination of B1 and B2. The order is not critical. Perform the moves so that the motion is fluid for you. These cut patterns work in both octaves.

<b>Target Note</b>	<b>Play this first</b>	<b>1<sup>st</sup> Cut</b>	<b>2<sup>nd</sup> Cut</b>
A	A	T1	T2
G	G	T1(or T2)	T2 (T1)
E	E	B2	B1
D	D	B2	B1

High speed is essential. Timing of the double cut is vital to success. The movements within the cut are not uniform.

### **Bounces**

#### **Priority**

LOW. A bound is an advance technique that some players never use.

#### **Definition**

A bounce occurs when a finger comes down so hard on the whistle that it bounces off the hole and then settles on the hole to sound the note.

#### **Performance**

Most players limit the use of the bounce to a few tones. Left hand dominant and right hand dominant players tend to use the bounce on different tones. Often a player will restrict the use of the bounce to only a few tones.

The finger that does the bouncing has to be relaxed and yet applied with sufficient force to cause it to bounce off the whistle.

This technique requires time to develop. Many players never master it.

### **Cranns**

#### ***Long Crann***

#### **Definition**

A long crann is the primary note followed by three cuts.

#### **Performance**

This takes both practice and persistence. It takes time to acquire the skill and the skill has to be refreshed frequently.

Typically the crann on D cuts in this order: T3, B1, B2. Some players change the order and cut B1, B2, T3. In any case, the speed is extremely fast.

### **Uses**

A crann is used in place of a roll on D and sometimes E. It is possible to crann on other notes. But, mostly they appear on D and E.

### ***Short Crann***

### **Definition**

A short crann is the primary note followed by two cuts.

### **YouTube Demo**

Search on: The Crann

Or go to this link: [http://www.youtube.com/watch?v=SpvHkq3u5\\_E&NR=1](http://www.youtube.com/watch?v=SpvHkq3u5_E&NR=1)