

Whole Tone and Other Chimes (Harp-Harmonics)

Ted Greene - 1982, July 20

For Whole Tone:

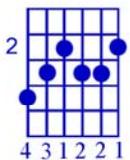
Start on *every* string (from say, C) and play the ascending scale by either

- 1) Playing a chime first, then a regular note 3 strings up, or
- 2) Playing a regular note first then a chime 2 strings down, or
- 3) As in 1) with a hammer after the regular note
- 4) As in 2) with 2 regular notes first via a hammer-on
- 5) Two regular notes in a row on adjacent strings
- 6) Two chimes in a row on adjacent strings
- 7) Pedal bass (what can become a non-bass tone) first
- 8) Also once you get started, you can apply the hammers or two regular notes (or chimes) in a row on *any* string according to taste. Also similar things with descending logic.
- 9) Combinations of any of this.

APPLICATION:

Blue = editorial additions
H = harmonic

C Whole Tone

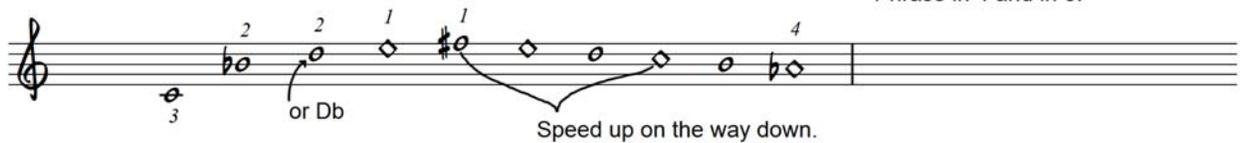


String pattern:
5 3 2 4 1 4 2 5 3 6
H H H H

Just right amount of height and sweep, plus the ringing bass pedal is full and helps give a less predictable pattern; and the Ab saved for just the end is a nice touch.

2nd position

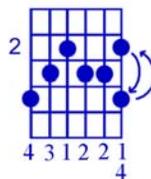
Phrase in 4 and in 3.



Speed up on the way down.

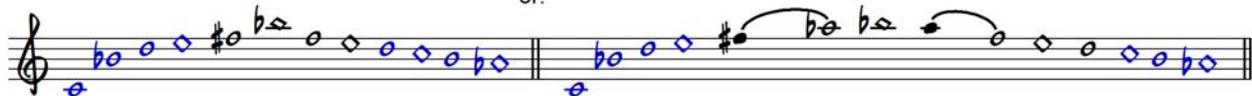
Alternate top-ends:

String pattern:
5 3 2 4 1 3 1 4 2 5 3 6
H H H H H



String pattern:
5 3 2 4 1 1 3 1 1 4 2 5 3 6
H H H H H

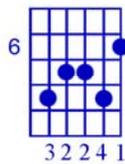
or:



Another example of this type of pattern:

Bb Major

6th position

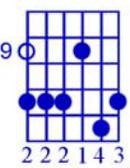


String pattern:
4 3 5 2 4 1 4 2 5
H H H H

Do Ascending diatonic then #ivø7



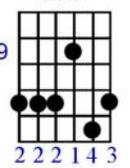
C#m⁹ 9th position



String pattern:
5 3 2 4 1 4 2 5 3 6
H H H H

Speed up on the way down

C#m⁹ Just descending waterfall

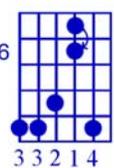


String pattern:
1 4 2 5 3 6 4
H H H



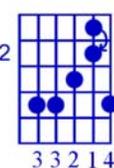
or regular pattern on way up, but starting from middle of chord so as to avoid the heavy 9th in the bass sound.

Gb/9 6th position:



String pattern:
6 4 3 3 5 2 4 3
H H H

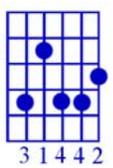
or 2nd position:



String pattern:
5 3 2 2 4 1 3 2
H H H



A9#11 2nd position



String pattern:
5 3 2 4 1 4 2 5 3 6
H H H

If the last note on the bottom string is not physically playable try adding it in the right hand one octave higher

