

CLARINET FINGERING CHAR1

Fingerings given are for full Boehm clarinet (20 keys and 7 rings). Fingerings limited to certain models are indicated on the chart. The following list is a résumé of model differences:

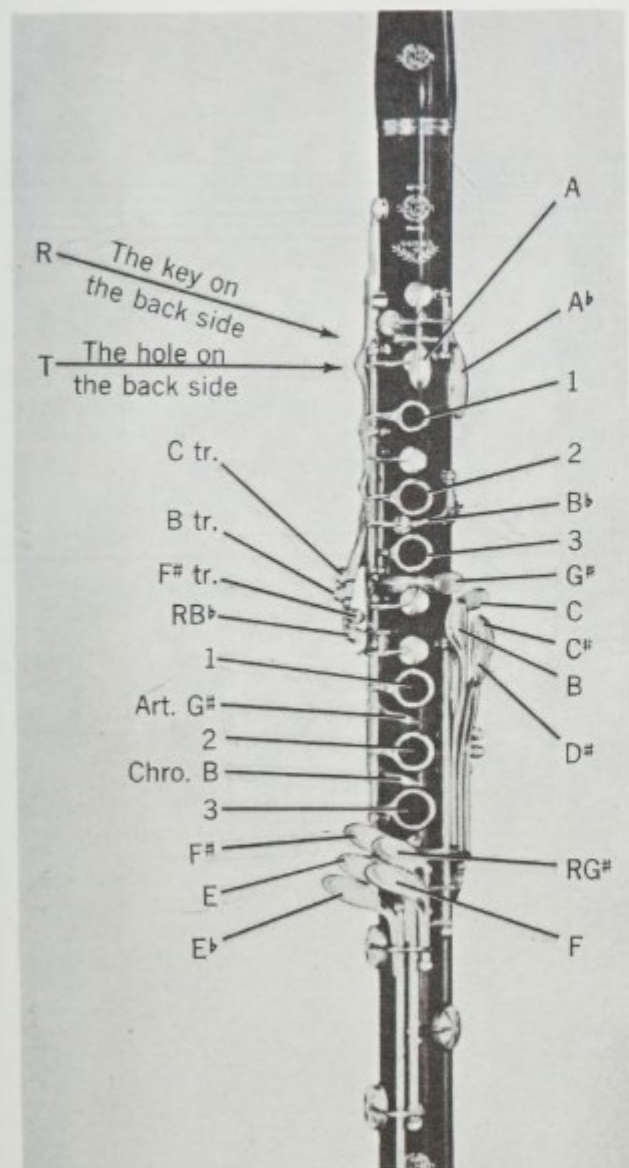
17 keys: 6 rings models omit the E \flat , D \sharp , Art. G \sharp , and forked E \flat -B \flat keys.

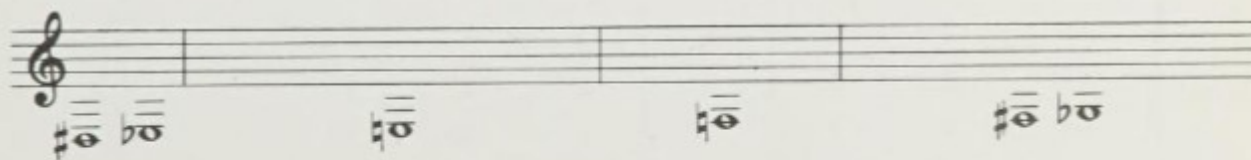
17 keys: 7 rings models omit the E \flat , D \sharp , and Art. G \sharp keys.

18 keys: 7 rings models omit the E \flat and D \sharp keys.

19 keys: 7 rings models omit the E \flat key.

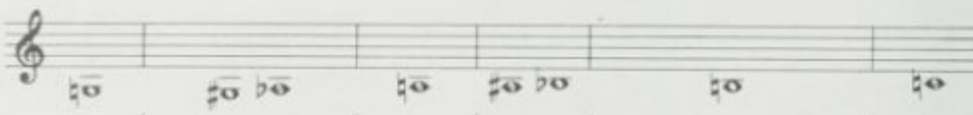
A basic rule for selecting fingering is to select the fingering sequence which will *not* require sliding a finger from one key to another. This problem is encountered chiefly where the little fingers indicated in parentheses are optional.





LEFT HAND	Thumb	T	T	T	T	T	T	T	T	T	T
	1st	1	1	1	1	1	1	1	1	1	1
	2nd	2	2	2	2	2	2	2	2	2	2
	3rd	3	3	3	3	3	3	3	3	3	3
	4th	(B)	B	B	C	-	-	C	C#	C#	C
RIGHT HAND	1st	1	1	1	1	1	1	1	1	1	1
	2nd	2	2	2	2	2	2	2	2	2	2
	3rd	3	3	3	3	3	3	3	3	3	3
	4th	E ^b	F	-	E	E	F	-	F	-	F#

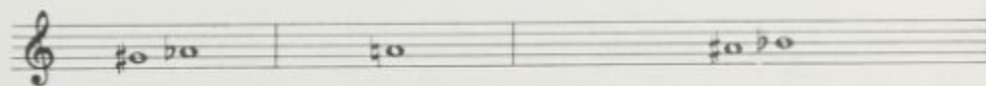
On full
Boehm.



LEFT HAND	Thumb	T	T	T	T	T	T	T	T
	1st	1	1	1	1	1	1	1	1
	2nd	2	2	2	2	2	2	2	2
	3rd	3	3	3	3	3	3	3	3
	4th	-	-	D \sharp	-	-	-	-	-
RIGHT HAND	1st	1	1	1	1	-	1	-	-
	2nd	2	2	2	2	-	2	-	-
	3rd	3	3	3	-	-	- chro.B	3	-
	4th	-	RG \sharp	-	-	-	-	-	-

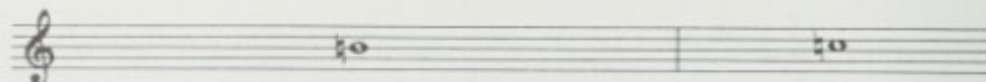
On 19 or 20
key models.

[illegible]

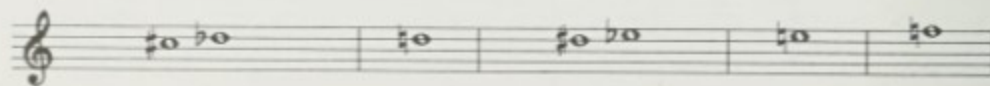


LEFT HAND	Thumb	-	T	-	-	R	R	-	{ R T
	1st	A \flat	A \flat	A	-	A	A	A	1
	2nd	-	-	-	-	-	2	-	2
	3rd	-	-	-	-	-	3	-	3
	4th	-	-	-	-	-	-	-	(B)
RIGHT HAND	1st	-	{ F# tr. (R \flat)	-	B tr.	-	-	B tr.	1
	2nd	-	-	-	-	-	-	-	2
	3rd	-	-	-	-	-	-	-	3
	4th	-	-	-	-	-	-	-	E \flat

On full
Boehm.

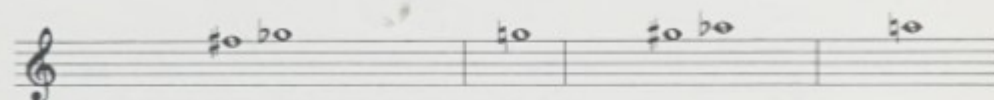


LEFT HAND	Thumb	{ R T	{ R T	{ R T	{ R T	{ R T	-	R	{ R T	{ R T	R
	1st	1	1	1	1	{ A 1	A	A	1	1	A
	2nd	2	2	2	2	2	-	-	2	2	-
	3rd	3	3	3	3	3	3	3	3	3	(3)
	4th	B	B	C	-	B	-	-	-	C	-
RIGHT HAND	1st	1	1	1	1	1	C tr.	B tr.	1	1	C tr.
	2nd	2	2	2	2	2	-	-	2	2	-
	3rd	3	3	3	3	3	-	-	3	3	-
	4th	F	-	E	E	F	-	-	F	-	-



		{R T	{R T	{R T	{R T	{R T	{R T	{R T	{R T
LEFT HAND	Thumb								
	1st	1	1	1	1	1	1	1	1
	2nd	2	2	2	2	2	2	2	2
	3rd	3	3	3	3	3	3	3	3
	4th	C♯	C♯	(C)	-	-	D♯	-	-
RIGHT HAND	1st	1	1	1	1	1	1	1	1
	2nd	2	2	2	2	2	2	2	-
	3rd	3	3	3	3	3	3	-	-
	4th	F	-	F♯	-	RG♯	-	-	-

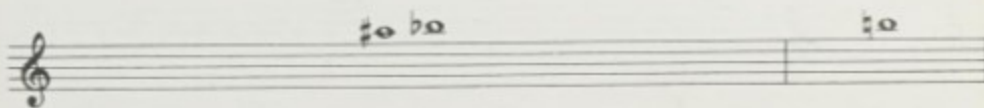
On 19 or 20
key models.



LEFT HAND	Thumb	{R T	{R T	{R T	{R T	{R T	{R T	{R T	{R T	{R T	{R T
	1st	1	1	1	1	1	1	1	1	1	1
RIGHT HAND	2nd	2	2	2	2	2	2	2	2	2	2
	3rd	3	3	3	3	3	3	3	-	-	3
	4th	-	-	-	G#	-	G#	-	-	-	-
	1st	1	-	-	-	-	-	-	1	-	RBb
	2nd	-	2	-	2	-	-	art. G#	2	-	-
	3rd	chro. B	-	3	-	-	-	-	-	-	-
	4th	-	-	-	-	-	-	-	RG#	-	-

For models with articulated G#. Used in rapid progressions involving F# to G# or vice versa.

On art. G# models.



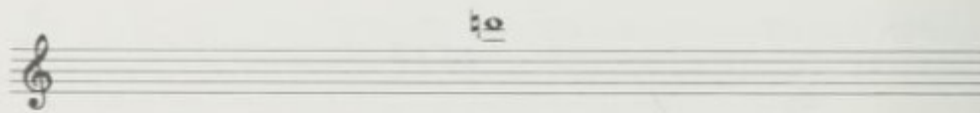
		{ R T	{ R T	{ R T	{ R T	{ R T	{ R T	{ R T	{ R T	{ R T	{ R T
LEFT HAND	Thumb										
	1st	1	1	1	1	1	1	-	-	1	-
	2nd	2	2	-	-	-	-	2	2	-	2
	3rd	Bb	-	-	-	-	3	3	3	-	-
	4th	-	-	-	-	-	-	G#	-	-	-
RIGHT HAND	1st	-	Rb	1	-	-	-	-	-	-	-
	2nd	-	-	-	2	-	-	-	art. G#	-	-
	3rd	-	-	-	-	3	-	-	-	-	-
	4th	-	-	-	-	-	-	-	-	-	-

On
seven
ring
models.

On art. G#
models.

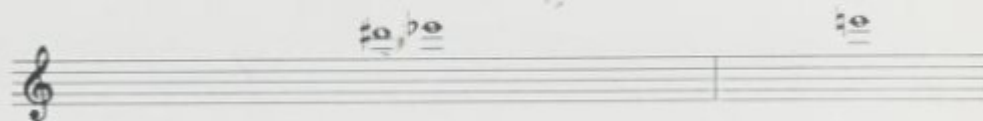
		$\left\{ \begin{smallmatrix} R \\ T \end{smallmatrix} \right\}$	$\left\{ \begin{smallmatrix} R \\ T \end{smallmatrix} \right\}$	$\left\{ \begin{smallmatrix} R \\ T \end{smallmatrix} \right\}$	$\left\{ \begin{smallmatrix} R \\ T \end{smallmatrix} \right\}$	$\left\{ \begin{smallmatrix} R \\ T \end{smallmatrix} \right\}$	$\left\{ \begin{smallmatrix} R \\ T \end{smallmatrix} \right\}$	$\left\{ \begin{smallmatrix} R \\ T \end{smallmatrix} \right\}$		$\left\{ \begin{smallmatrix} R \\ T \end{smallmatrix} \right\}$	$\left\{ \begin{smallmatrix} R \\ T \end{smallmatrix} \right\}$	R	$\left\{ \begin{smallmatrix} R \\ T \end{smallmatrix} \right\}$	-	$\left\{ \begin{smallmatrix} R \\ T \end{smallmatrix} \right\}$	
LEFT HAND	Thumb	-	1	1	1	-	-	-		-	-	1	1	-	$\left\{ \begin{smallmatrix} R \\ T \end{smallmatrix} \right\}$	$\left\{ \begin{smallmatrix} A \\ 1 \end{smallmatrix} \right\}$
	1st	-	-	-	2	-	-	-		2	-	-	-	2	-	-
	2nd	-	3	3	B \flat	-	-	-		3	-	-	-	-	-	-
	3rd	-	-	D \sharp	-	-	-	-		-	-	-	-	-	-	-
RIGHT HAND	4th	-	-	-	-	-	-	-		-	-	-	-	-	-	-
	1st	-	1	1	$\left\{ \begin{smallmatrix} F\sharp \text{ tr.} \\ RB\flat \end{smallmatrix} \right\}$	1	-	RB \flat		1	$\left\{ \begin{smallmatrix} F\sharp \text{ tr.} \\ (RB\flat) \end{smallmatrix} \right\}$	-	B tr.	-	-	-
	2nd	-	2	2	-	2	-	-		2	-	-	-	-	-	-
	3rd	-	3	3	-	3	3	-		-	-	-	-	-	-	-
	4th	-	RC \sharp	-	-	-	F	-		-	-	-	-	-	-	-

On 19 or 20
key models.

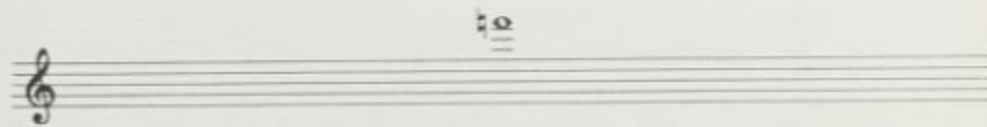


LEFT HAND	Thumb	{ R T	{ R T	{ R T	{ R T	R	{ R T	{ R T	No fingers
	1st	-	-	$\frac{1}{2}$	A \flat	-	-	-	-
LEFT HAND	2nd	2	2	2	-	-	-	2	-
	3rd	3	3	3	-	-	-	3	-
	4th	-	-	-	-	-	-	-	-
RIGHT HAND	1st	1	1	1	-	-	Btr.	-	-
	2nd	-	-	-	-	-	-	2	-
	3rd	-	-	-	-	-	-	3	-
	4th	-	RG \sharp	RG \sharp	RG \sharp	-	-	RG \sharp	-

For slurred
approach
from below.



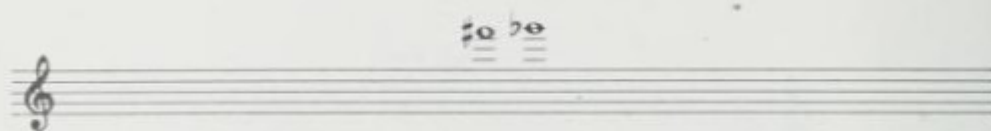
LEFT HAND	Thumb	{R T	{R T	{R T	{R T	{R T	{R T	{R T	{R T	{R T	{R T	R	-
	1st	-	-	-	A	{A ^b 1	A	-	1/2	-	1/2	1	A
	2nd	2	2	2	2	2	-	2	2	2	2	2	-
	3rd	3	3	3	3	3	-	3	3	3	3	3	-
	4th	-	-	-	-	-	-	-	-	-	-	-	-
RIGHT HAND	1st	1	-	-	1	-	-	-	1	-	-	-	B tr.
	2nd	-	2	-	2	-	-	-	-	-	-	-	-
	3rd	chro. B	-	3	-	-	-	{3 on ring chro. B	-	-	-	-	-
	4th	RG \sharp	RG \sharp	RG \sharp	-	{RG \sharp or F \sharp	-	RG \sharp	RG \sharp	-	RG \sharp	-	-



LEFT HAND	Thumb	{ R T	{ R T	{ R T	{ R T	R	R	{ R T	{ R T	{ R T	{ R T	{ R T
	1st	-	-	-	-	1	A	{ (Ab) 1	1	1	1	-
RIGHT HAND	2nd	2	2	2	2	2	-	2	2	2	-	2
	3rd	3	3	3	3	-	-	-	Bb	-	3	-
	4th	G#	-	-	G#	-	-	-	-	-	-	-
	1st	-	-	C tr.	1	-	B tr.	-	-	RBb	-	-
	2nd	-	-	-	2	-	-	-	-	-	-	2
	3rd	-	art. G#	-	3	-	-	-	-	-	-	(3)
	4th	(RG#)	-	-	-	-	-	-	-	-	-	E

For art. G#
models.

Not as
clear on
articulated
G#models.



LEFT HAND	Thumb	{ R T
	1st	- 1 - - 1 1 - -
	2nd	2 2 2 2 2 2 2 2 2 2 2 2
	3rd	- - - - - Bb - - - -
	4th	- - G# - - - - - - - C#
RIGHT HAND	1st	- 1 - - 1 - REb C tr. - - -
	2nd	- 2 - art.G# 2 - - - - 2 2
	3rd	- 3 - - - - - - chro.B - -
	4th	RG# RG# RG# RG# (RG#) RG# RG# RG# - F# -

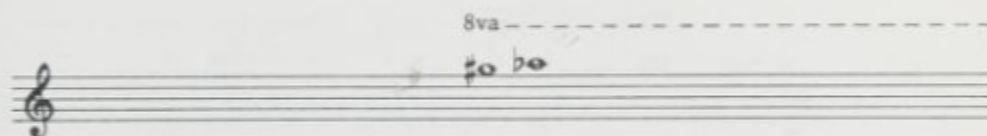


9

LEFT HAND	Thumb	{R T	{R T	{R T	{R T	{R T	{R T	{R T	{R T	{R T	{R T	{R T	{R T	{R T
	1st	-	-	-	-	-	1	1	-	-	-	-	-	1
	2nd	2	2	2	2	2	-	-	2	-	-	2	2	-
	3rd	-	3	-	B \flat	-	-	-	3	3	3	-	-	-
	4th	-	-	-	-	-	-	-	G \sharp	-	-	-	D \sharp	-
RIGHT HAND	1st	1	1	RB \flat	-	{F \sharp tr. RB \flat	-	1	1	-	-	-	-	C tr. 1
	2nd	2	2	-	-	-	-	2	-	art. G \sharp	2	2	-	2
	3rd	-	-	-	-	-	-	3	-	-	3	3	-	-
	4th	RG \sharp	RG \sharp	RG \sharp	RG \sharp	RG \sharp	RG \sharp	RG \sharp	F	RG \sharp	RG \sharp	RG \sharp	-	(RG \sharp) E \flat

On art. G \sharp
models.

On 19 or 20
key models.



LEFT HAND	Thumb	{R T	{R T	{R T	{R T	{R T	{R T	{R T	{R T	{R T
	1st	-	-	-	-	-	-	-	-	-
	2nd	2	2	2	2	2	2	2	-	2
	3rd	3	3	3	3	3	3	-	-	(3)
	4th	-	-	C#	-	-	-	-	-	-
RIGHT HAND	1st	1	-	1	1	1	-	-	{ F# tr. RBb	1
	2nd	-	2	2	-	2	-	2	-	-
	3rd	chro. B	-	3	-	3	3	-	-	3
	4th	RG#	{RG# or F# or F	(F)	F#	-	RG#	RG#	-	C#

C# key on
left side
played with
left hand
could be used
instead of C#
played with
right hand.



		{ R T	{ R T	{ R T	{ R T	{ R T	{ R T	{ R T	{ R T	{ R T	{ R T	{ R T	{ R T
LEFT HAND	Thumb	-	-	-	-	-	(Ab)	-	-	{ Ab 1	A	{ Ab 1	{ Ab 1
	1st	-	-	-	-	-	2	2	2	2	2	2	2
	2nd	2	2	-	-	2	3	3	3	3	3	3	3
	3rd	3	3	-	Bb	3	G#	-	-	G#	G#	G#	G#
RIGHT HAND	4th	-	C	-	-	C#							
	1st	-	RBb	{ F# RBb	-	-	-	-	{ F# tr. RBb	-	1	1	-
	2nd	-	-	-	-	-	-	art. G#	-	2	2	2	2
	3rd	-	-	-	-	-	-	-	-	3	3	3	3
	4th	(RG#) or (F)	-	-	-	-	RG#	RG#	-	F	F	F	F

On art. G#
models.

These do not play
on models with
articulated G#.

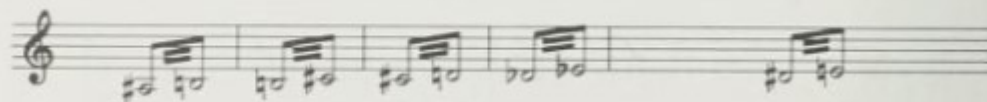
8va - - - - -

	Thumb	1st	2nd	3rd	4th	1st	2nd	3rd	4th	5th	6th	7th	8th
LEFT HAND	Thumb	{ R T	{ R T	{ R T	{ R T	{ R T	{ R T	{ R T	{ R T	{ R T	{ R T	{ R T	{ R T
	1st	{ (Ab) 1	1	-	-	1	{ Ab 1	{ A 1	1	{ A 1	1	1	{ Ab 1
	2nd	2	2	2	2	-	-	-	-	-	-	-	-
	3rd	-	-	-	-	-	-	-	-	-	Bb	-	-
4th	-	-	C#	C#	-	-	-	G#	-	-	-	-	-
RIGHT HAND	1st	1	1	1	1	1	1	1	1	1	1	1	{ B tr. F# tr. RBb 1
	2nd	2	2	-	2	-	-	-	-	2	-	-	-
	3rd	-	-	3	-	-	-	-	-	-	chro. B	chro. B	-
	4th	RG#	F#	(F#)	F#	RG#	RG#	RG#	RG#	RG#	RG#	RG#	RG#

A little
flat.

Clarinet Trill Fingerings

Arrows indicate fingers which move for the trill.
The trills given are for intervals where regular fingering does not work or where the fingering is not obvious.



LEFT HAND	Thumb	T	T	T	T	T	T	T	T
	1st	1	1	1	1	1	1	1	1
	2nd	2	2	→ 2	→ 2	-	-	-	-
	3rd	3	3	3	3	-	-	-	→ 3
	4th	-	G#	G#	G#	-	-	-	-
RIGHT HAND	1st	1	-	-	-	→ 1	-	-	-
	2nd	-	→ 2	-	-	-	→ 2	-	-
	3rd	→ chro.B	-	-	-	-	-	→ 3	-
	4th	-	-	-	-	-	-	-	-

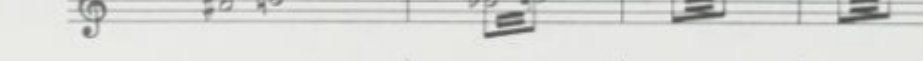
For articulated G# models.

Not for seven ring models.

For seven ring models.

For seven ring models.

The first system of musical notation for 'The Rose Tree' is shown. It consists of a single staff with a treble clef and a key signature of one sharp (F#). The melody is written in 2/4 time. The notes are: G4 (quarter), A4 (quarter), B4 (quarter), A4 (quarter), G4 (quarter), F#4 (quarter), E4 (quarter), D4 (quarter), C4 (half). The final note is marked with a fermata.



	Thumb	R	→ R	$\left\{ \begin{matrix} R \\ T \end{matrix} \right\}$	R	$\left\{ \begin{matrix} R \\ T \end{matrix} \right\}$	$\left\{ \begin{matrix} R \\ T \end{matrix} \right\}$	$\left\{ \begin{matrix} R \\ T \end{matrix} \right\}$	$\left\{ \begin{matrix} R \\ T \end{matrix} \right\}$
LEFT HAND	1st	A	A	1	A	1	1	1	1
	2nd	-	-	2	-	2	2	2	2
	3rd	(3)	-	3	(3)	3	3	3	3
	4th	-	-	B	-	C	-	G#	G#

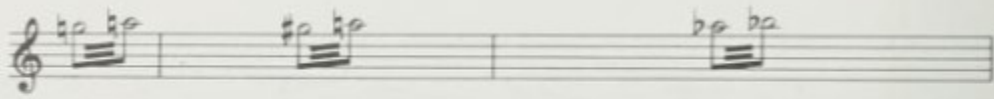
RIGHT HAND	1st	→ B tr.	B tr.	1	→ $\left\{ \begin{matrix} C \text{ tr.} \\ B \text{ tr.} \end{matrix} \right\}$	1	1	→ 1	-
	2nd	-	-	2	-	2	-	-	→ 2
	3rd	-	-	3	-	3	→ chro. B	-	-
	4th	-	-	→ E _b	-	→ E _b	-	-	-

For full
Boehm
models.

For full
Boehm
models.

For art. C#
models.

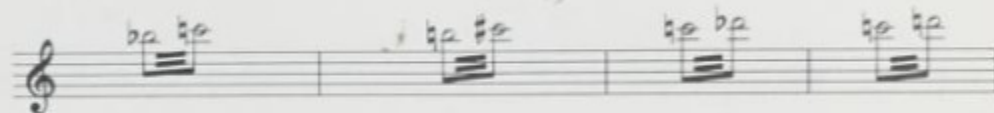
For art. C#
models.



LEFT HAND	Thumb	{ R T	{ R T	{ R T	{ R T	{ R T	{ R T	{ R T	{ R T	{ R T
	1st	1	1	1	1	→ 1	1	1	1	→ 1
	2nd	2	2	2	2	2	2	→ 2	→ 2	2
	3rd	3	-	→ 3	→ 3	3	3	3	-	-
	4th	-	-	G#	-	G#	G#	G#	-	-
RIGHT HAND	1st	→ RBb	→ 1	-	-	-	→ RBb	-	1	1
	2nd	-	→ 2	-	art. G#	-	-	-	2	2
	3rd	-	-	-	-	-	-	-	-	-
	4th	-	-	-	-	-	-	-	-	-

For art. G#
models.

For
seven ring
models.



		{ R T	{ R T	{ R T	{ R T	{ R T	{ R T	{ R T	{ R T	{ R T	{ R T
LEFT HAND	Thumb										
	1st	1	1	1	1	1	→ A ^b	-	-	→ A ^b	-
	2nd	2	2	2	-	-	-	-	2	-	-
	3rd	-	B ^b	B ^b	-	-	-	-	3	-	-
	4th	-	-	-	-	-	-	-	-	-	-
RIGHT HAND	1st	R B ^b	-	→ { F [#] tr. R B ^b	→ B tr.	→ { F [#] tr. R B ^b	-	→ { F [#] tr. R B ^b	1	-	→ B tr.
	2nd	-	-	-	-	-	-	-	2	-	-
	3rd	-	-	-	-	-	-	-	→ 3	-	-
	4th	-	-	-	-	-	-	-	R G [#]	-	-

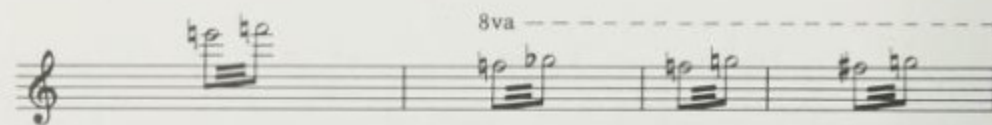
LEFT HAND	Thumb	$\begin{Bmatrix} R \\ T \end{Bmatrix}$	$\begin{Bmatrix} R \\ T \end{Bmatrix}$	$\begin{Bmatrix} R \\ T \end{Bmatrix}$	$\begin{Bmatrix} R \\ T \end{Bmatrix}$	$\begin{Bmatrix} R \\ T \end{Bmatrix}$	$\begin{Bmatrix} R \\ T \end{Bmatrix}$
	1st	$\rightarrow A_b$	-	$\rightarrow A$	-	$\rightarrow A_b$	-
	2nd	2	2	2	2	2	-
	3rd	3	3	3	3	3	-
	4th	-	-	-	-	-	-
RIGHT HAND	1st	1	$\rightarrow 1$	1	1	1	$\rightarrow 1$ \rightarrow C tr.
	2nd	2	2	2	-	-	-
	3rd	-	-	-	\rightarrow chro. B	-	-
	4th	-	-	-	RG#	RG#	RG#



LEFT HAND	Thumb	{ R T	{ R T	{ R T	{ R T	{ R T	{ R T	{ R T
	1st	-	A	-	-	-	-	-
	2nd	2	2	2	2	2	2	2
	3rd	3	3	3	3	→ 3	→ 3	3
	4th	-	-	-	-	-	-	G#
RIGHT HAND	1st	-	→ 1	→ C tr.	→ 1	-	1	-
	2nd	→ 2	→ 2	2	-	2	-	→ 2
	3rd	-	-	-	chro. B	-	chro. B	-
	4th	-	-	RG#	RG#	RG#	RG#	RG#

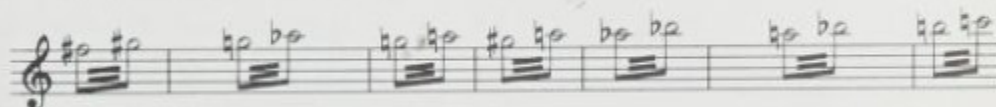
3rd finger
placed well
back on
chrom. B key.

For art. G#
models.



LEFT HAND	Thumb	{ R T	{ R T	{ R T	{ R T	{ R T	{ R T	{ R T
	1st	-	-	-	-	-	-	-
	2nd	2	2	2	2	→ 2	2	2
	3rd	3	3	3	→ 3	3	→ Bb	-
	4th	→ G#	-	-	G#	G#	G#	-
RIGHT HAND	1st	-	→ RBb	→ C tr.	-	→ RBb	-	→ RBb
	2nd	-	-	-	-	-	-	-
	3rd	-	-	-	-	-	-	-
	4th	RG#	RG#	RG#	RG#	RG#	RG#	RG#

8va -



LEFT HAND	Thumb	{ R T	{ R T	{ R T	{ R T	{ R T	{ R T	{ R T	{ R T
	1st	-	-	-	-	-	-	→ A	1
	2nd	2	-	2	2	2	2	2	→ 2
	3rd	-	-	3	3	3	3	3	-
RIGHT HAND	4th	-	-	-	-	G#	→ G#	-	-
	1st	→ { F#tr. RBb	→ { F#tr. RBb	→ 1	-	-	-	-	1
	2nd	-	-	→ 2	→ 2	→ 2	-	-	→ 2
	3rd	-	-	3	-	-	-	-	-
	4th	RG#	RG#	F	RG#	RG#	RG#	F#	RG#

For art. G#
models.