Learn to Play the Bagpipes

Working Draft



Provided by the Garden Valley Pipe Band in memory of Zach Lees

This is a working draft,
if you encounter errors in this document or have ideas/suggestions to improve it, please send them to:
JAMES@GARDENVALLEYPIPEBAND.ORG
Please include the applicable page number(s) in your email.
Thanks!

Index/Progress Sheet

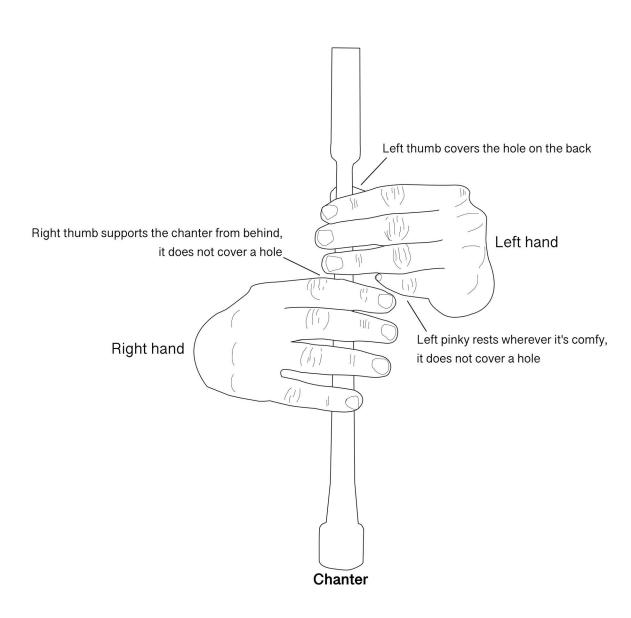


Week	Pg.	Principal/Song	Instructor Initials	Date of Pass-off	Wee	k P	j.	Principal/Song	Instructor Initials	Date of Pass-off	
4	<u>BEGINNER</u>				<u>l</u>		Chapter 6				
	Chapter 1					- 3	3-39	D Strike/Shake			
-	1-2	Holding the chanter				∞	39	The Leaving o' Liverpool			
	Chapter 2			:	ກ	40	Highland Cathedral				
Q	3-11	3-11 Playing the scale					Chapter 7				
Two	10	London Bridges				<u>4</u>	1-42	Grip with a D Gracenote			
0	11	Damhsa Hat Mheicsiceo			Ĥ	≝	43	Grip with a B Gracenote			
Three	Chapter 3				11	44	Taorluath				
-	13-14	G Gracenote				12:	45	The Star of the County Down			
5	15-16	15-16 D Gracenote			يلم	4	<u>ADVANCED</u>				
Four	17 Gort na Sailean										
2	17	Mo Ghile Mear					3-47	D Throw			
9	18-19	E Gracenote				N	47	Amazing Grace (CM)			
7	20	G-D-E				8 4	3-49	Heavy D Throw			
œ	21	Whiskey, You're the Devil			į	9 4	49	The Grey Cock			
	Chapter 4			i	4	50	The Brown Haired Maiden (CM)				
6	22	A Gracenote				Ω.	51	Scotland the Brave (CM)			
19	23-24 Taps					Chapter 9					
7	25	Going Home				× 5	2-53	Birl			
12	25	Skye Boat Song				× 5	53	The Minstrel Boy			
4	<u>INTERMEDIATE</u>					54	Great Birl				
	Chapter 5					Seven	55	Corriechoille's Farewell			
ē	27-28	E Doubling				<u> </u>	3-57	C-A Tachum			
One	28	Mari's Little Plate o' Haggis			Ė	50 1 50	3-57	B-G Tachum			
0	29	29 A Doubling					Additional Tunes				
Тwo	30	C Doubling					58	Cornwath Mill (CM)			
ee	31	D Doubling					58	Bonnie Dundee (CM)			
Three	32	The Dark Island			2	2	59	The Green Hills of Tyrol (CM)			
'n	33	F Doubling			à	9-12	60	When the Battle's O'er (CM)			
Four	34	B Doubling					61	The Highland Laddie (CM)			
5	34	Mari's Wedding					62	Rowan Tree (CM)			
×	35	G Doubling									
Six		Idumea									

Holding the Chanter

Chapter 1

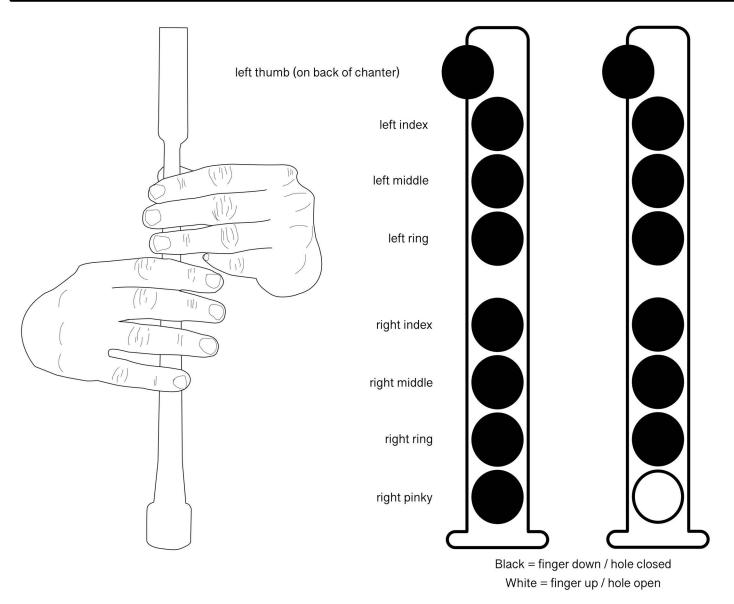




Holding the Chanter

Chapter 1





Do not play with your finger tips, fingers should be relaxed and relatively straight



Do not squeeze the chanter, hold it gently so your fingers can move freely



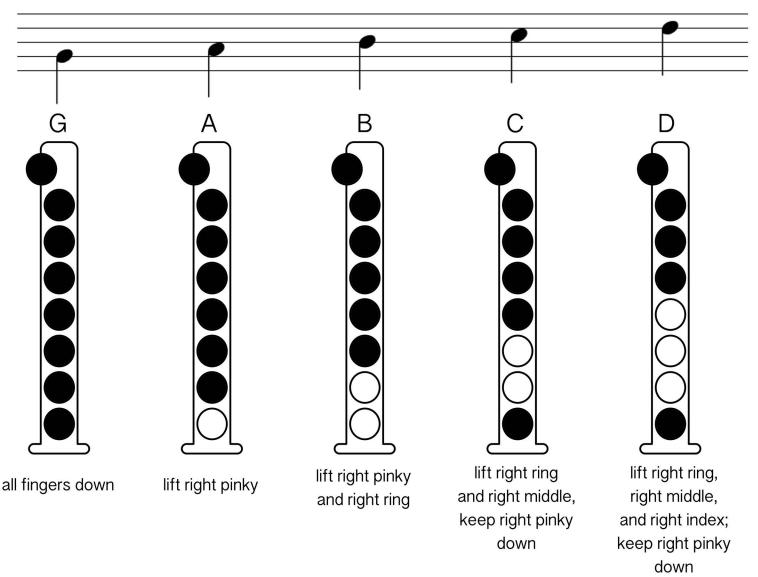
It may be helpful to rest the base of your chanter on your knee, a table, or something similar

The Scale Chapter 2



"The Lower Hand"







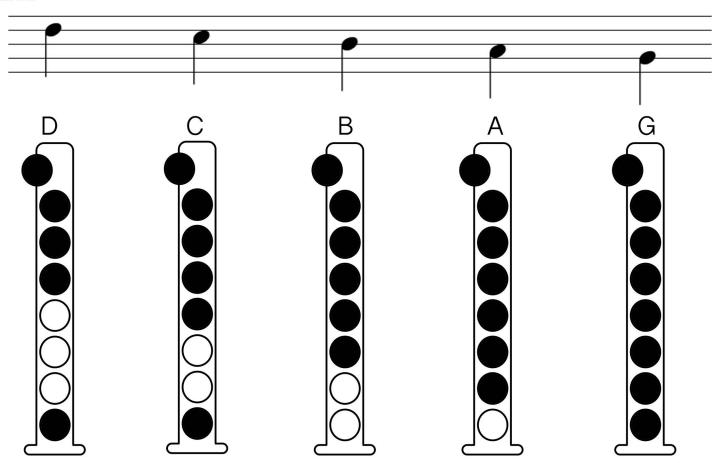
Play each of these notes. When you begin to feel comfortable, try playing the scale from G, at the bottom, up to D without taking a break between notes

The Scale Chapter 2



"The Lower Hand"

Ex. 2.2



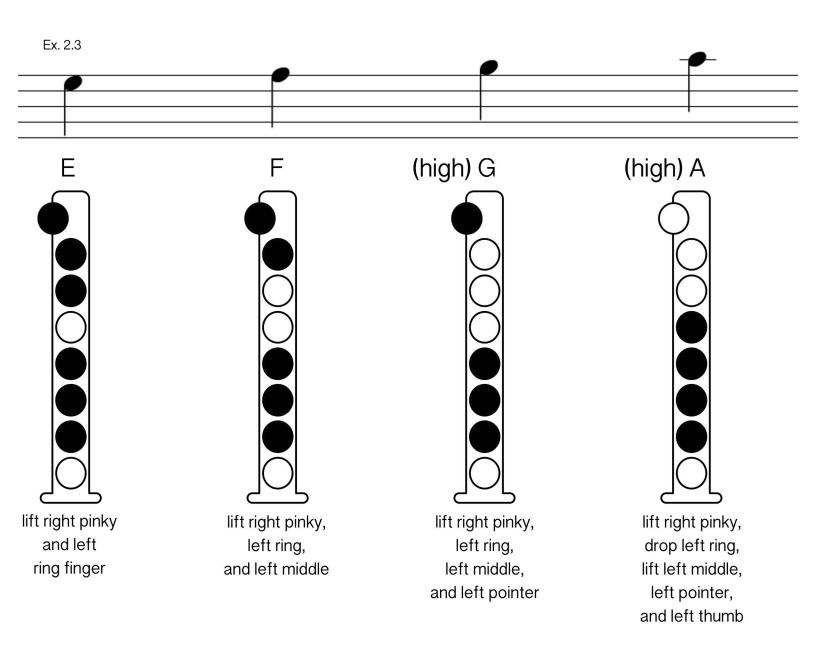


Now try playing the same notes, but from D down to G

The Scale Chapter 2



"The Upper Hand"



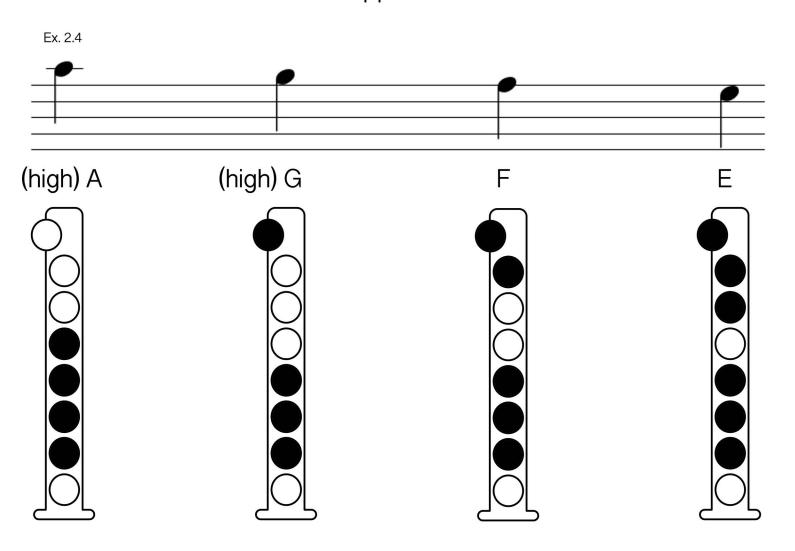


Play each of these notes. When you begin to feel comfortable, try playing the scale from E up to high-A without taking a break between notes





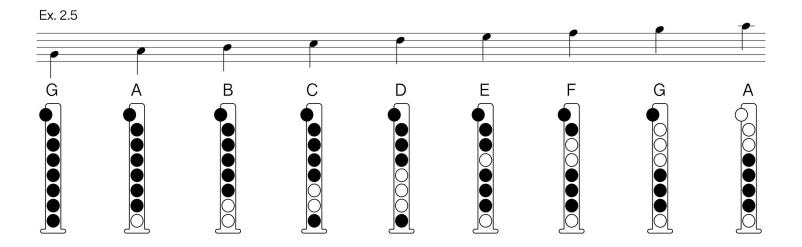
"The Upper Hand"



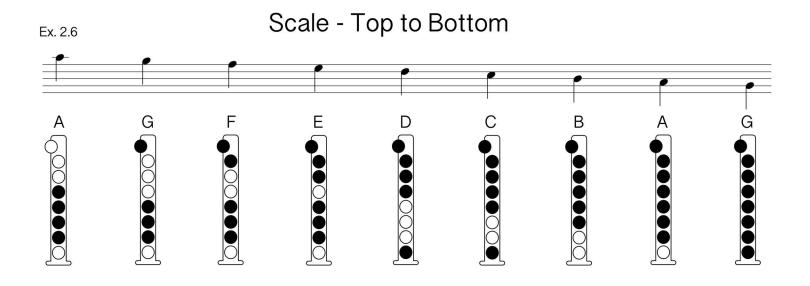
Now try playing the same notes, but from high-A down to E



Scale - Bottom to Top



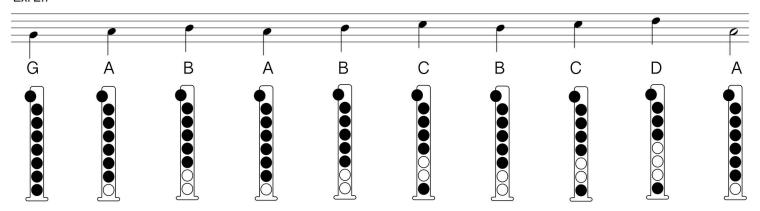
Once you're comfortable, try covering the fingering diagrams



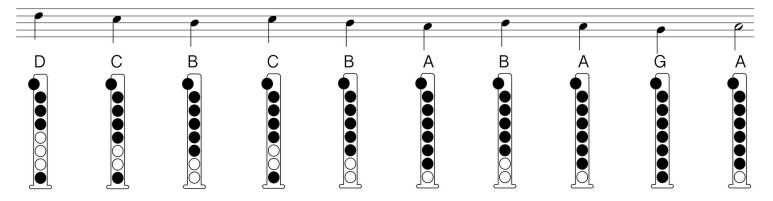
Chapter 2



Ex. 2.7



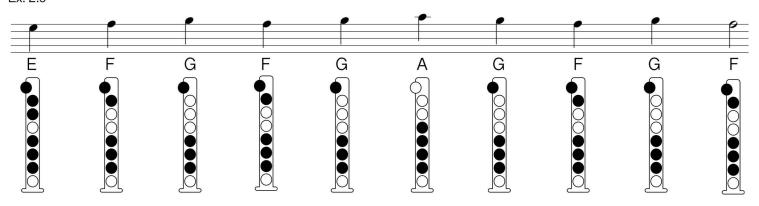




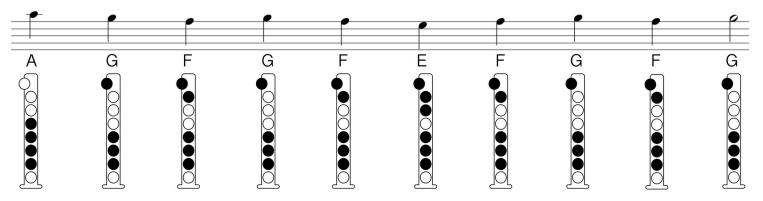
Chapter 2



Ex. 2.9



Ex. 2.10



Chapter 2

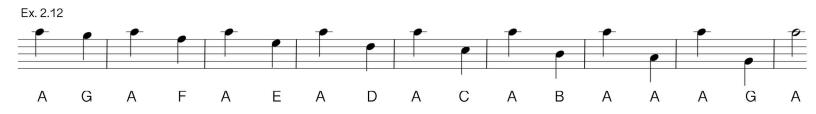


London Bridges









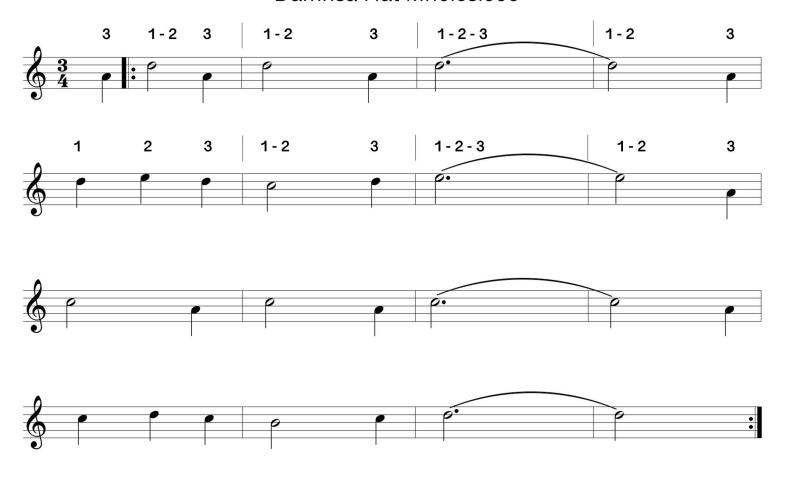


Chapter 2





Damhsa Hat Mheicsiceo



Chapter 3



these are gracenotes





Gracenotes can separate the notes of a song



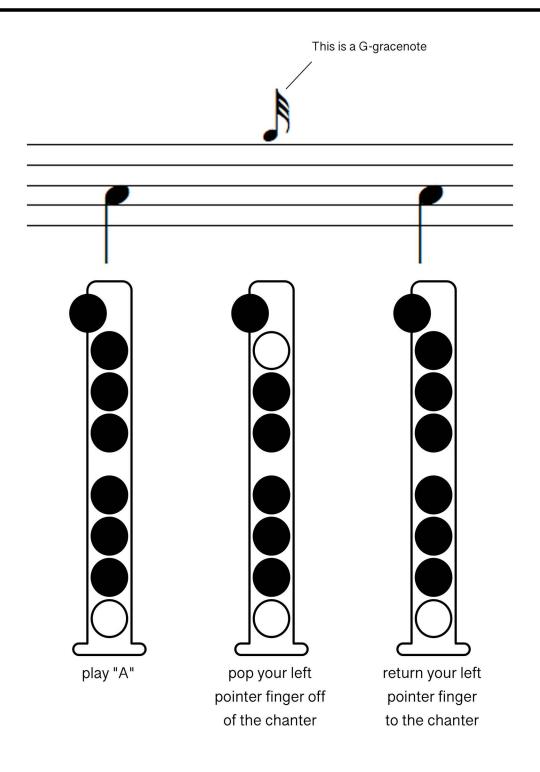
Gracenotes have no, 'mathematical,' value - so in the example above, there are only four beats, just as there would be with no gracenotes at all



Gracenotes are embellishments - we use them to make songs sound fancy

Chapter 3







Gracenotes happen quickly. You want your gracenote to sound like a quick, little "pop" or "beep".

Chapter 3



G-Gracenote

exercises

Ex. 3.1





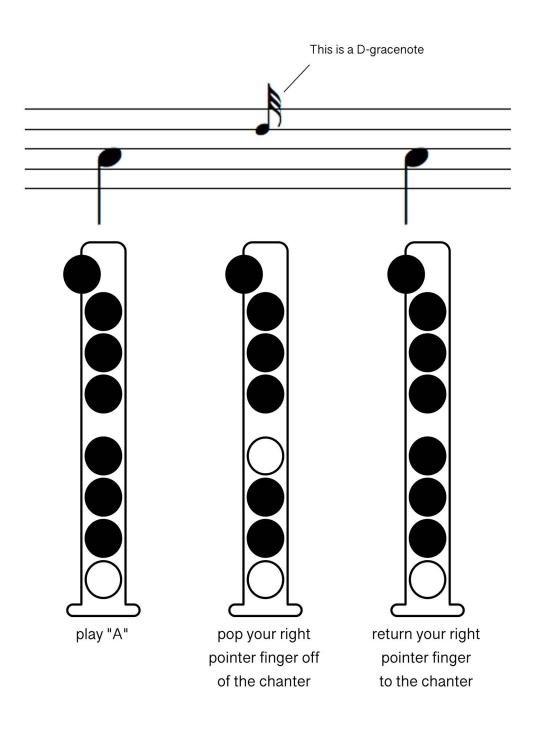
Note that for the above exercises, the left-index is the only finger that moves, making the repeated G-gracenotes.





Chapter 3







The D-gracenote is exactly like the G-gracenote you've been practicing, except with the opposite hand.

Chapter 3



D-Gracenote

exercises







Now that you've practiced both G-gracenotes and D-gracenotes, try putting them together





Chapter 3



Gort na Saileán

The Maids of Mourne Shore





Mo Ghile Mear

chorus, simplified

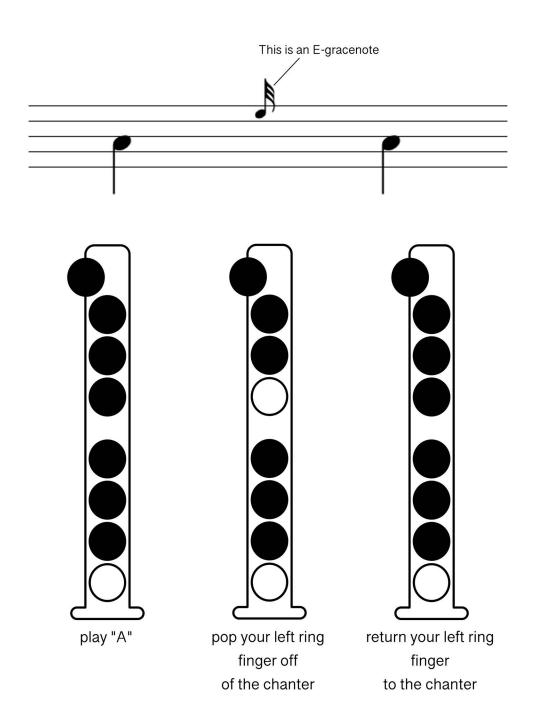




Note that the top song is in "4/4" time and the bottom song is in "C" time. In this case, the "C" stands for "Common" and means "4/4" time. In other words, "C" and "4/4" both mean the same thing. Four counts per measure.

Chapter 3







The E-gracenote differs from the G and D-gracenotes only in that it is done using your top <u>ring</u> finger, so you're playing a brief, small "E-beep".

Chapter 3



E-Gracenote

exercises

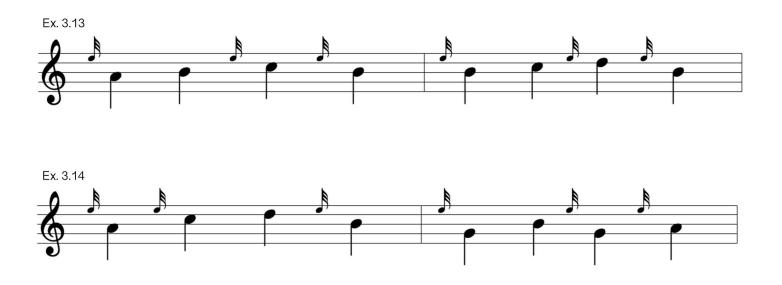




Don't get discouraged if the E-gracenote is more difficult than those you previously learned. Moving the ring finger independently is more difficult than moving your pointer fingers independently



Moving your ring finger independently throughout the day will help gain dexterity for playing the E-gracenote. Try tapping your steering wheel, table or desk top, etc. with just the ring-finger while keeping all other fingers stationary



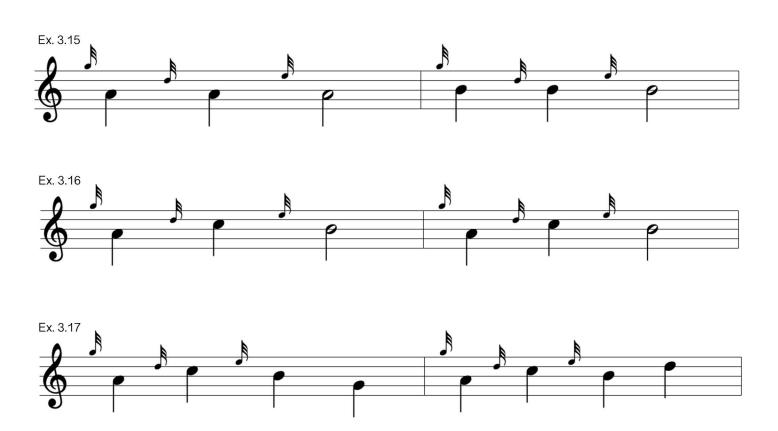
Chapter 3



This combination is referred to as a, "G.D.E."



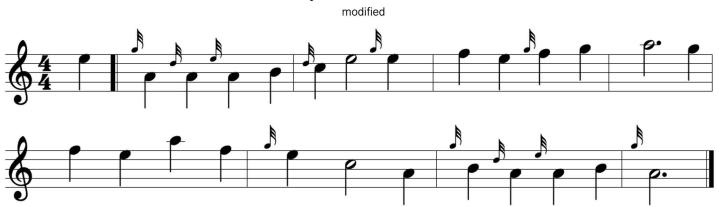
Often songs will include sequences where a G, D, and E gracenote are played in-sequence. When this occurs, the combination of gracenotes can be lumped-together into what we call a, "GDE"



Chapter 3



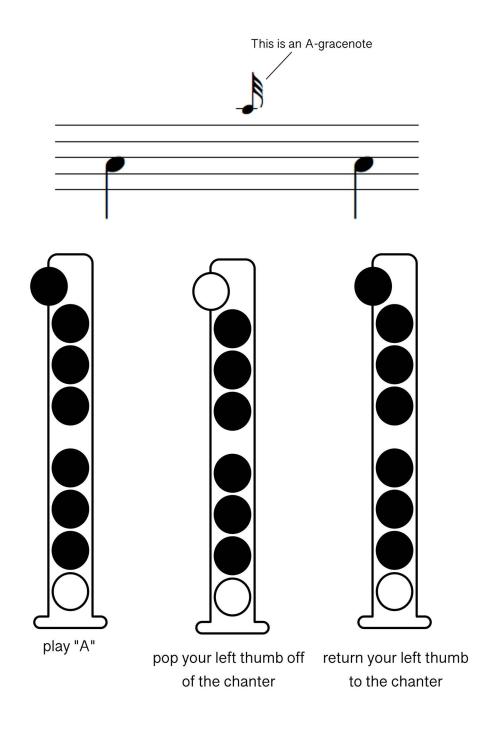
Whiskey, You're the Devil



Take your time and keep your fingering clean. Learning an instrument can be difficult, but it's even <u>more</u> difficult to learn an instrument incorrectly, and then have to re-learn it again. Don't rush yourself. Get these basics down good and proper, and you'll be setting yourself up for success.

Chapter 4





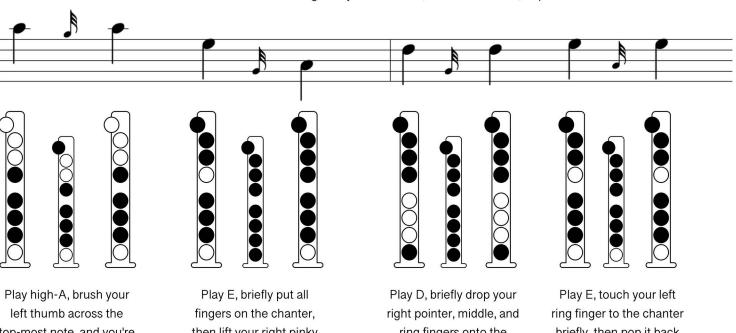


The A-gracenote is simple to understand but can be challenging to play. Repeated practice, building muscle memory, is the only way to get that thumb to land perfectly on the hole every time. Practice this a lot, but **don't** squeeze your chanter too hard. Stay relaxed.

Chapter 4



This embellishment goes by a few names, here we'll call it a, "tap".



top-most note, and you're back to high-A

then lift your right pinky to play A

ring fingers onto the chanter, then pop them right back up again

briefly, then pop it back up again



Put simply, a gracenote happens above the melody line, while a tap happens below the melody line.

Chapter 4





As you advance you may be given fewer exercises in some chapters, but they will increase in difficulty. Practice them repeatedly and master them before moving-on. Moving-on before you're ready is like building a house on an incomplete foundation.



Chapter 4

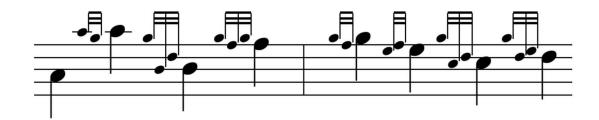




Chapter 5



These embellishments are doublings and half-doublings





Doublings are, basically, a set of two gracenotes played in rapid succession.



It is very common for students, when learning to play doublings, to overdo it a bit. Their fingers, trying to play quickly, end up fluttering excessively, so instead of a nice, controlled doubling like this:

we end up with a jittery, uncontrolled mess like this:

Chapter 5



E Doubling





- 1: Play a low-A
- 2: G-gracenote to E
- 3: F-gracenote, (just lift your middle finger for a blip)
- 4: Rest on E

---play the first line through a few times, then play the following lines, "tightening," the E between the gracenotes---







Chapter 5







Mari's Little Plate o' Haggis





Chapter 5



A Doubling





- 1: Play a low-A
- 2: Play high-A
- 3: Just brush your thumb across high-A so you play a tiny, "g," beep
- 4: Rest on A

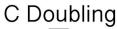






Chapter 5









- 1: Play a low-A
- 2: G-gracenote to C
- 3: Play a D gracenote, stay on C







Chapter 5



D Doubling





- 1: Play a low-A
- 2: G-gracenote to D
- 3: Play a E gracenote, stay on D







The Dark Island

Part 1, simplified





Chapter 5



F Doubling





- 1: Play a low-A
- 2: G-gracenote to F
- 3: Play another G-gracenote







Doublings

Chapter 5



B Doubling





- 1: Play a low-A
- 2: G-gracenote to B
- 3: Play a D gracenote, stay on B





Mari's Wedding

Part 1, simplified





Doublings

Chapter 5



G Doubling





- 1: Play a low-A
- 2: Play high-G
- 3: Quick F-tap, back to G







Idumea





Strikes/Shakes

Chapter 6



Some people call these, "Strikes," others call them, "Shakes"





There are typically three steps to a Strike (or Shake):

- 1-High gracenote, usually G, but sometimes A
- 2-Land on the, "target note," as seen above
- 3-Low tap, usually low-G or A, before returning to the, "target note"



"Proper," names for these movements vary, usually they are known as Strikes or Shakes, but sometimes what you see above is called by one of those names while this: is known by the other. Alternatively, some make a distinction between, "heavy," and, "light," Strikes or Shakes.

You will probably find it easiest and best to just call them by whatever name your instructor uses.

Strikes/Shakes

Chapter 6



D Strike/Shake





Play each measure until it is comfortable, then move to the next, (don't worry about time signature).





This is what some would call a Strike or Shake in contrast to the first line of this page. Others would refer to this as a **light** Strike or Shake while the above would be a **heavy** Strike or Shake. The only change is replacing the low-G tap with a C-tap, instead.











The Leaving o' Liverpool





Highland Cathedral

Roever & Korb



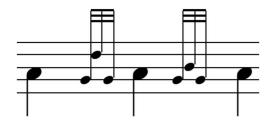
At the end of this arrangement you'll notice the Italian phrase, "D.C. al Fine," which means, "Da Capo al Fine," or in English, "from the head to the end". This indicates that you should go back to the beginning of the song, and play until you encounter the end, "Fine".

So, in this case, play the entire song straight through, then repeat the first two lines, (we ignore the word, "fine," in measure eight the first time through).

Chapter 7



These are two kinds of Leumluath, also known as "Grips"



first we will learn to play a Grip with a D gracenote in the middle, then we will learn to play a Grip with a B gracenote in the middle



Steps for playing a Grip/Leumluath with a D gracenote:

- 1: From the starting note, drop to low-G
- 2: Play a D gracenote
- 3: Return to low-G before moving-on to the target note
 - ---play these two lines nice and slow, (don't worry about time signature,) to get a feel for the movement---





Chapter 7











Chapter 7





Now we will learn to play a Grip with a B gracenote in the middle. Note: this is generally only played from C & D.



Steps for playing a Grip/Leumluath with a B gracenote:

- 1: From the starting note, drop to low-G
- 2: Play a B gracenote (lift your right/bottom ring finger)
- 3: Return to low-G before moving-on to the target note
 - ---play these two lines nice and slow to get a feel for the movement. Don't get discouraged if it's more difficult than playing grips with a D gracenote -- using ring fingers indipendently is always a challenge. Practice, practice, practice---







Chapter 7





This is a Taorluath, no one knows how to pronounce this word.



Steps for playing a Taorluath:

- 1: From the starting note, drop to low-G
- 2: Play a D gracenote
- 3: Return to low-G briefly
- 4: Play an E gracenote to the target note
 - --- This is basically just a Grip with D gracenote plus an E gracenote at the end---



(just pause in between each of the measures in this line)





(feel free to move slowly through these last two measures)

Chapter 7



The Star of the County Down





Chapter 8



This is a Throw



This movement is known by several variations of the following names: Throw, D-Throw, Throw-on-D, Light-Throw, etc.



Steps for playing a Throw:

- 1: From the starting note, drop to low-G
- 2: Play a D (briefly)
- 3: Play a C-tap and return to D



---play these measures nice and slow, (don't worry about time signature,) to get a feel for the movement---

^{*}This movement is used exclusively to land on D, the target note will always be D.

Chapter 8





*Note: in the following pages, you'll learn songs known as, "common marches". These are tunes that many pipers all over the world learn, and they're often heard in Massed Bands at competitions, Highland Games, etc. Because these tunes are played by many, many bands, there are many versions. The versions in this book are the versions used by the Western United States Pipe Band Association.

Chapter 8



This is a Heavy Throw



This embellishment is also known by several names, such as: Heavy-D-Throw, Deep-Throw-on-D, Heavy-Throw, etc.



Steps for playing a Heavy Throw:

- 1: From the starting note, drop to low-G
- 2: Play a D-gracenote, (lifting only the lower pointer-finger)
- 3: Return to low-G
- 4: Play C (briefly) and land on D



---play these measures nice and slow, (don't worry about time signature,) to get a feel for the movement---

^{*}This movement is also used exclusively to land on D, the target note will always be D.

Chapter 8





The Grey Cock





The Brown Haired Maiden







Scotland the Brave





Chapter 9



This is a Birl





Steps for playing a Birl:

- 1: From the starting note, drop to low-A
- 2: Play a low-G tap, staying on low-A
- 3: Play another low-G tap
- 4: Remian on low-A, Birls always end on Low-A



Method 1: "Double Tap"

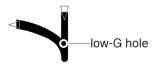
Just bounce your pinky on the low-G hole twice as quickly as you can

Method 2: "Brush-By"

Place your pinky on the chanter, in the space between your ring finger and the low-G hole. Brush your pinky past the low-G hole completely, then brush it back up to where it started. As your pinky passes over the low-G hole, it produces the two low-G taps shown in measure one above.

Method 3: "Sideways Seven"

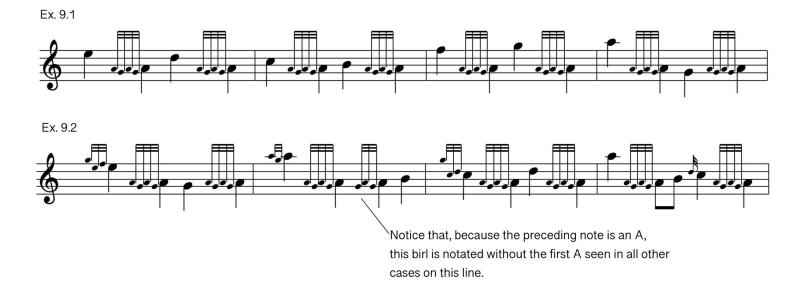
Like the, "Brush-By," place your pinky in the space between your ring finger and the low-G hole. Brush your pinky down to get the first low-G, then curl your pinky off the chanter as it brushes back up, across the low-G hole. The end of your pinky will trace a sideways, "7":



^{*}There are several ways to achieve these rapid low-G taps, some are described below, your instructor may have other strategies, techniques, etc. Try it a few ways to find what works best to you, and listen to your instructor/Pipe Major.

Chapter 9





The Minstrel Boy



At the end of this arrangement you'll notice the abbreviation, "D.S." which means, "Dal Segno," or in English, "to the signal/symbol/sign". This indicates that you should go back to wherever you see this symbol: %, and play until you encounter the end, "Fine".

So, in this case, play the first line twice, then play the second line, and finish by playing the first line, omitting the E eighth note that comes before the, "segno".

Chapter 9



This is a Great Birl



To play a Great Birl, simply start-off your Birl with a G-gracenote (unless the note you're coming from is a high-G, in which case you'll use a high A-gracenote)









Corriechoille's Farewell





Chapter 9



These are Tachums



Tachums always move C to A, or B to G, as seen above



Chapter 9













Cornwath Mill

WUSPBA Setting



Bonny Dundee





The Green Hills of Tyrol





When the Battle's O'er





The Highland Laddie





Rowan Tree

