

Dulcimer Chord Rhythms for Dance Music

Standard I-IV-V chord progression

I	IV	V
D	G	A
G	C	D

key of D:
key of G:

Chord Percussion Notation

Hand Order	Striking Sequence
R=right, L=left hand	Strike: 1, 2, 3

Section Endings:

- boom-chick-chick (pause)
- boom-chick-boom (pause)

Percussion Patterns

Boom-Chick	RLRL
Strike: 1, 2+3 emphasize the CHICK - "snap" it!	Strike: 1, 2, 3, 2 emphasize the R1 when doing several RLRLs together

Playing Chords with Reels

(b=boom-CHICK, r=RLRL striking patterns)

Reel de Montreal

Keys of G, D (A part in G, B part in D)

//: G G G G D D G G G G G G D D G G ://
b b r b r b r b b b r b r r b b

//: D D D D A A D D D D D D A A D D ://
b b b b b b b r b b b b b b r b

G	D

D	A

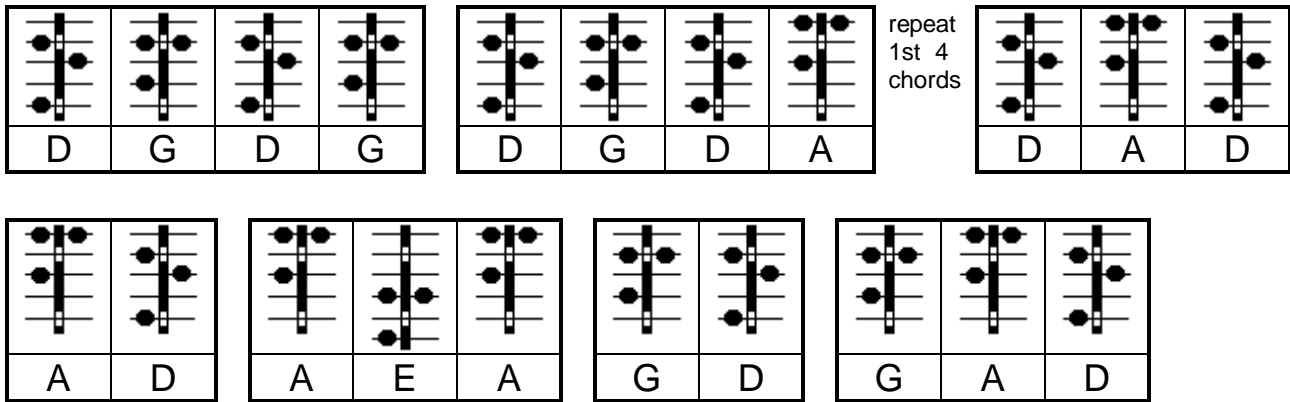
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Fisher's Hornpipe

Key of D

//: **D G D G** **D G D A** **D G D G** **D A D D** ://
 b r b r b r r b b r b r b r b b

//: **A A D D** **A A E A** **G G D D** **G A D D** ://
 b r b r b r r b b r b r b r b b
 r b r b r b r b b r b r r r b b (alt)



Other Reel Techniques

- Boom-chick-chick-chick... (when chord doesn't change)
- 2-note "chords" for effect, or if missing notes
 - Joys of Quebec B part
 - B chord in Old Grey Cat
- Alternating & walking bass lines
- Descending bass line
 - Am, D in The Dancing Bear
- Flam "chick" for swingy effect
- Drag 2nd note in RLRL for syncopated, honky-tonk effect

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Jig Rhythms

b c = boom-chick
 r, l = right, left hand
 1 2 3 = chord string/note number
 ~ = drag/roll

	Measure 1		Measure 2		
(beats):	1	2 3	4	5 6	
Simple Drone	b		c		
Rhythm Drone	r	r	l	r	l
Basic RLR - (always lead with the right)	r1	l2 r3	r1	l2 r3	
Alternating 232	r1	l2 r3	l2	r3 l2	
Alternating 212	r1	l2 r3	l2	r1 l2	
Basic combo	b		c		r1 l2 r3
Simple syncopated	r1	l2 r3	l2	l2	r1 l2 r3
Drag syncopated	r1	l2 r3~	l2	l2	r1 l2 r3~
1st measure syncopated	r3	r3	l2	r3 l2	r1 l2 r3
2nd measure syncopated	r1	l2 r3	l2	r3 l2	r3 r3

use when chords quickly change

Other Suggestions & Ideas:

- ◆ play "on-the beat", not after it - **be assertive!**
- ◆ striking pattern should add to the rhythm - **what feels/sounds good**
- ◆ don't stop to highlight your mistakes - keep moving!
- ◆ drone chords
- ◆ Waltzes:
 - Boom-chick-chick (emphasize the Boom, not the chick)
 - Play arpeggios, individual chord notes
 - Slowed down jig rhythms