

# Intervals

Mission: To chop up the ***Scale Fingerings*** into intervallic scale sequences and play them everyway possible.

Here's how it works ...

\*\* All exercises are played in 16<sup>th</sup> notes! \*\*

The scales will be chopped up into 2nds, 3rds, 4ths, 5ths, 6ths, and 7ths accordingly. You have four exercises per interval

- a. Forward Basic
- b. Backward Basic
- c. Forward Turnaround
- d. Backward Turnaround

\*\* 2nds are only played as Backward Turns \*\*

The Catch ...

When playing all turnarounds the top interval on the ascent is played in the direction you started in, which is followed by the previous interval in the opposite direction to begin the descent. The last interval played, which is the interval you started this entire ordeal with will be played in the original direction you started with to *turn it around*. Got that?