

Tambourine is an ancient instrument with a wide range of techniques. Modern concert tambourine involves extremes of loud/soft, fast/slow, and articulate/sustained playing.

The Basic Four Techniques:

Slow: Loud
Hand or Fist



Slow: Soft
Fingers



Fast: Loud
Knee/Hand



Fast: Soft
Knee/Fingers



One-Hand Leg Trick:

For wide dynamic ranges, holding the tambourine in one hand and placing the far rim on the knee will greatly reduce volume.

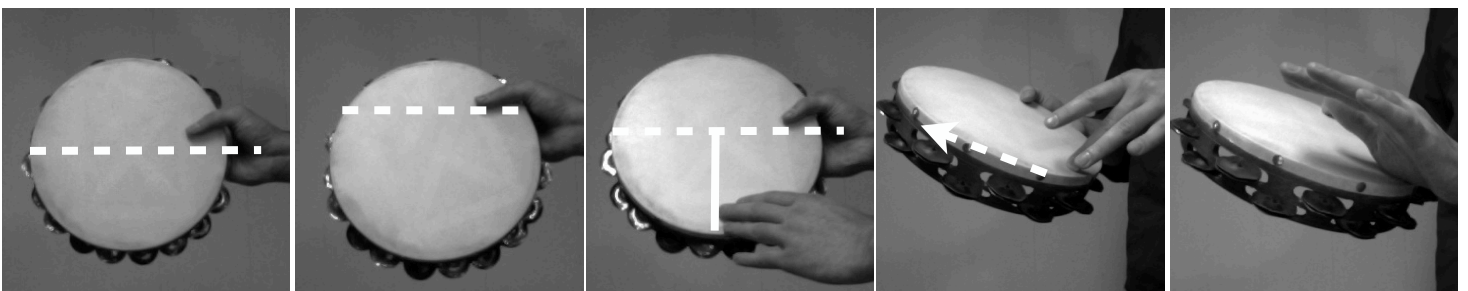
Rolls:

Axial Shake Roll = Forearm rotates with the axis in the center of the tambourine. Jingles are thrown back and forth in unison. The sound is choppy, gravelly, and can be evenly subdivided if desired.

Tilted Shake Roll = Forearm rotates off-center with the axis. Jingles move out of sync with each other. Sound is smooth, blended, and more dense.

Super-Charger = Opposite hand flexes against the head perpendicular to the axis, maintaining contact and increasing rotational speed. Sound is agitated and the most dense.

Finger Roll = End of any finger or thumb rubbed on the head creates a stick-and-slip friction. Density is adjusted with pressure and friction. Sound is highly variable. Heel of hand or other fingers are used to articulate the end of rolls when desired



Gut Technique: By John Parks IV

Hands-free method of holding the tambourine which may greatly improve facility.

- Wedge the tambourine into the bend at the waist
- Notice new axis formed by contact points on the leg and waist
 - Volume is softest parallel to the axis, loudest perpendicular. Axis can move.
- All medium to soft techniques and Finger Rolls may now be played with two hands
- Can be picked up quickly for loud techniques and shake rolls as well

With practice this can become the default position for nearly all tambourine playing, as it is highly adaptable, and transitions very smoothly and quickly back to the one-handed approach for shake rolls and loud playing.

