



Horn in F Calibration Scales

Performance Instructions

- Play all scales very evenly and smoothly, without any accents; do not get quieter or louder at the ends of notes
- Especially when the note is followed by a rest, play the full value of every note, right up until the next beat
- Do not use vibrato
- To clarify the dynamic markings in the score ('p' and 'f'), please test what is the absolute softest and the absolute loudest you are able to sustain on your instrument. If those two extreme dynamics are 'pp' and 'ff' respectively, then between those two dynamics you will be able to establish what for you and your instrument constitutes four more dynamics: 'p mp mf f'.
Notated in the music, the scales are each to be played 'p' and 'f', and based on the 6-step dynamic range you established using the guidelines given above
- the scales should be recorded as written - not in concert pitch

Recording Instructions

- Produce (record) each scale separately
- Ensure you record .wav files at 48kHz and 24bit (or 32bit)
- Label each scale clearly

♩ = 60

Open Sustained Senza Vibrato

The first system consists of four staves. The first staff is in bass clef and begins with a piano (*p*) dynamic. The second staff is in treble clef. The third and fourth staves are also in treble clef. The music is in 4/4 time and features a sequence of notes with various accidentals (sharps, naturals, and flats) across the staves.

Open Sustained Senza Vibrato

The second system consists of four staves. The first staff is in bass clef and begins with a forte (*f*) dynamic. The second staff is in bass clef. The third and fourth staves are in treble clef. The music continues with a sequence of notes and rests, including a double bar line in the second staff.

Stopped Sustained Senza Vibrato

The third system consists of four staves. The first staff is in bass clef and begins with a piano (*p*) dynamic. The second staff is in bass clef. The third and fourth staves are in treble clef. The music continues with a sequence of notes and rests.

Stopped Sustained Senza Vibrato