
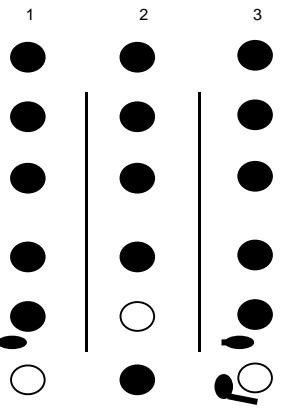

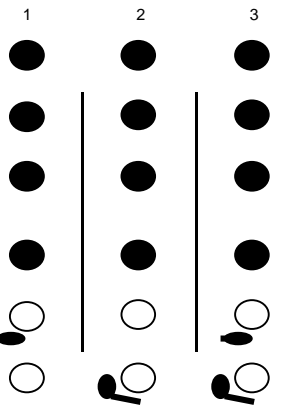

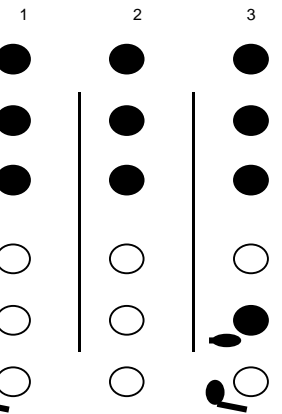
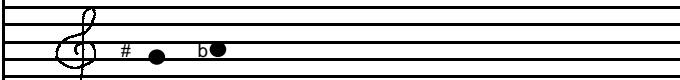
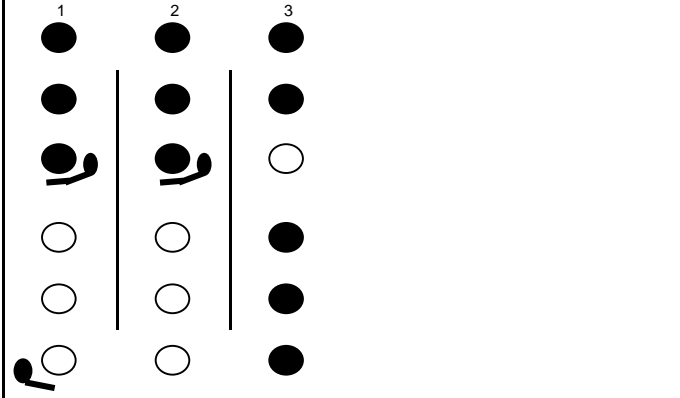
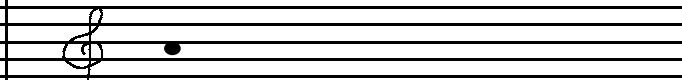
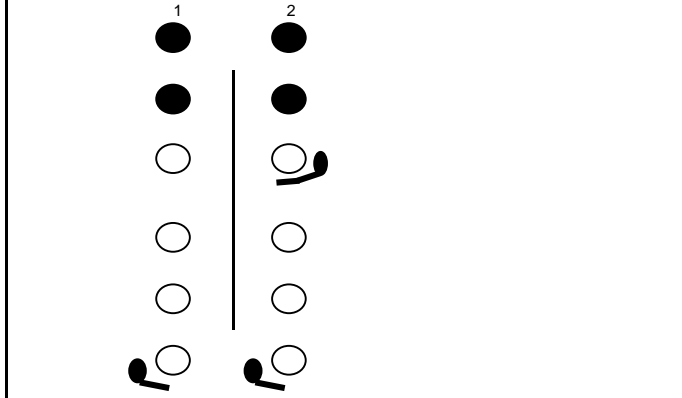
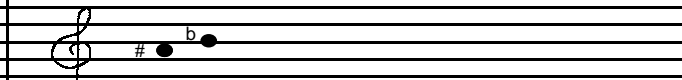
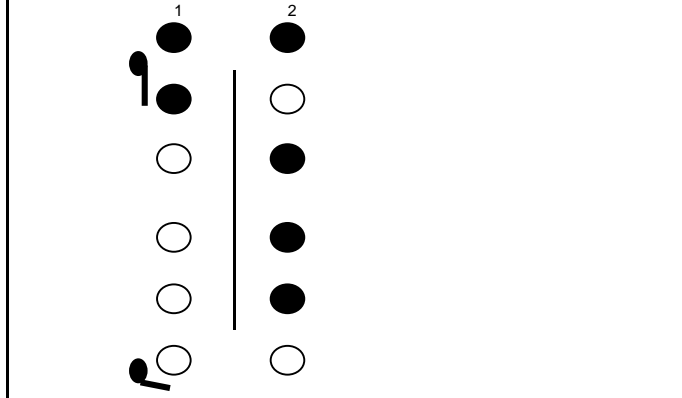
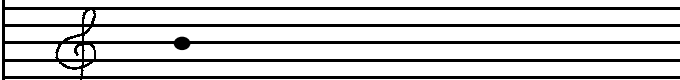
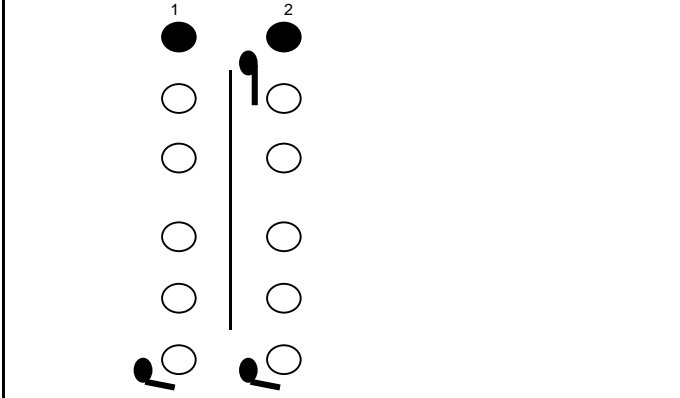
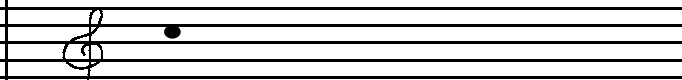
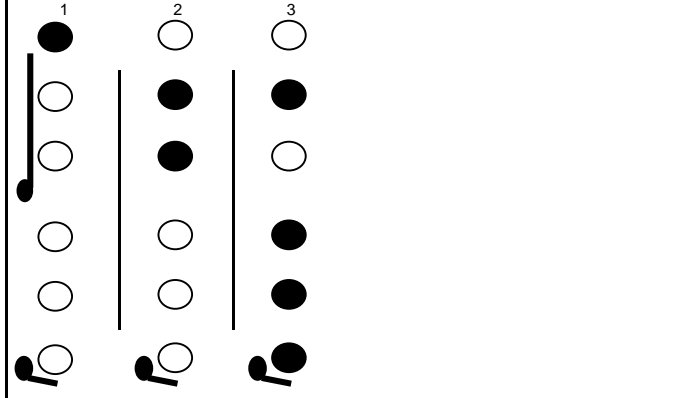
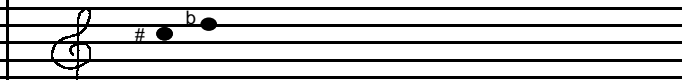
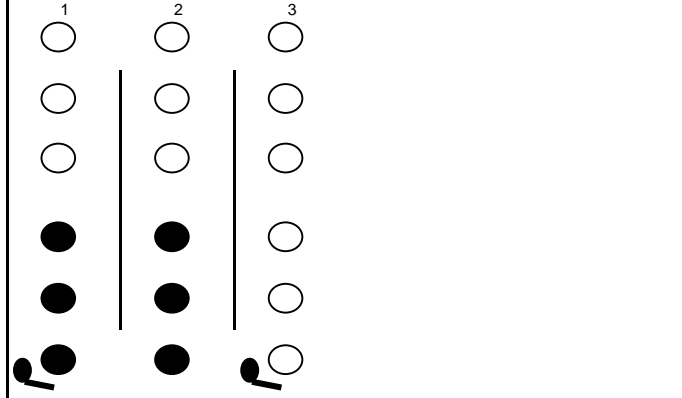

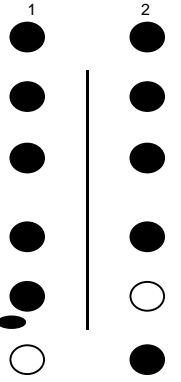

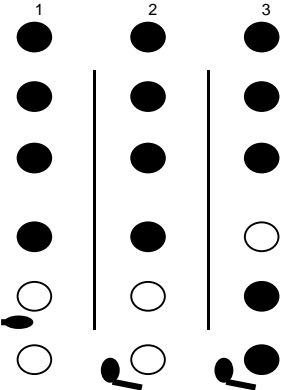

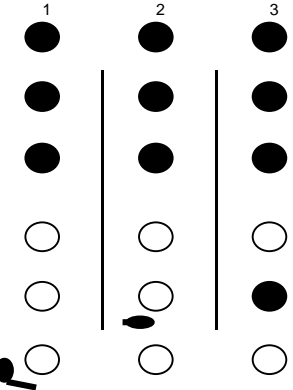



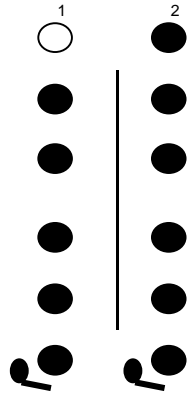

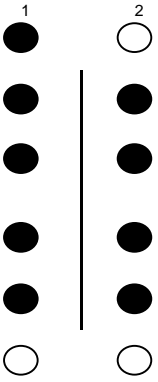
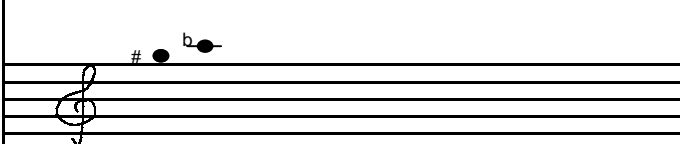
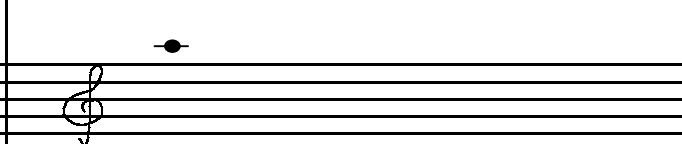
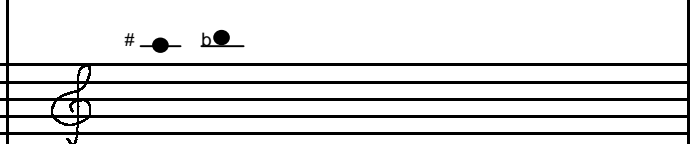
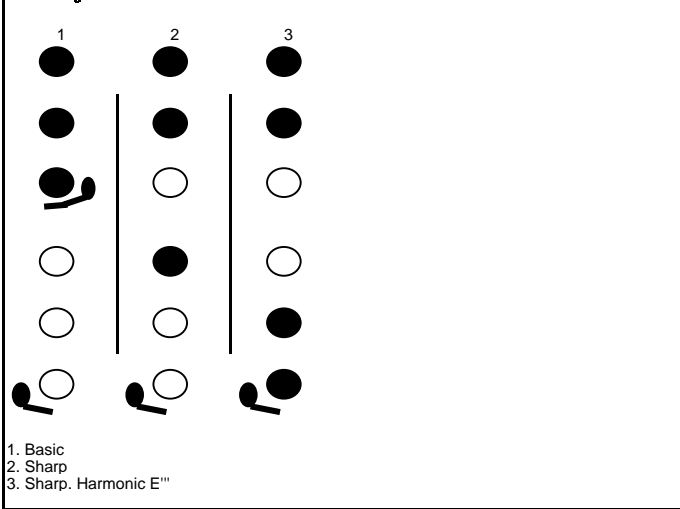
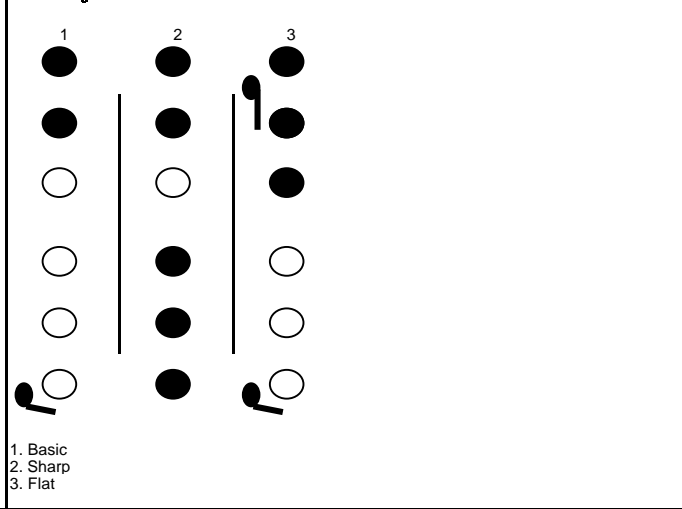
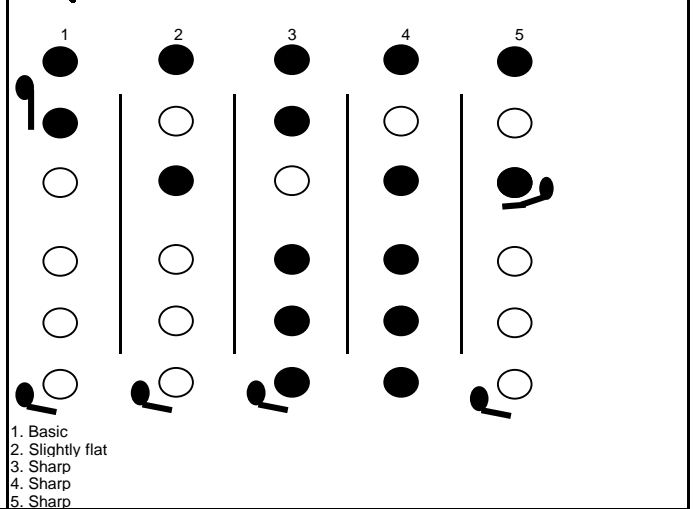
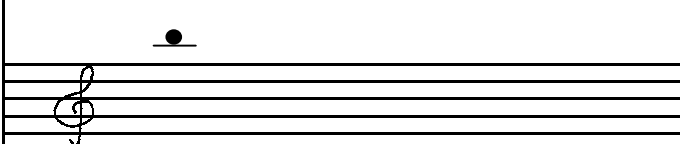
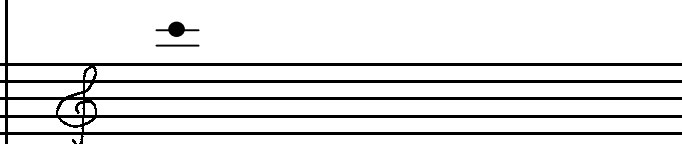
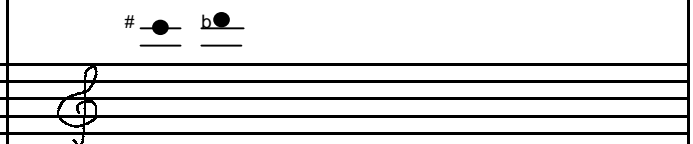
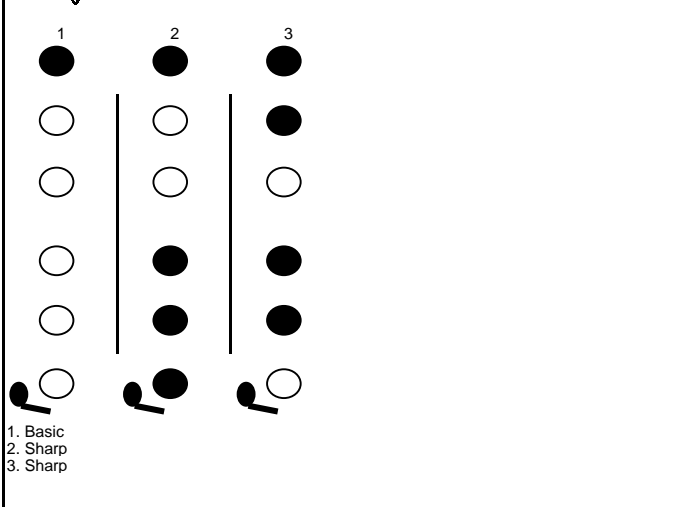
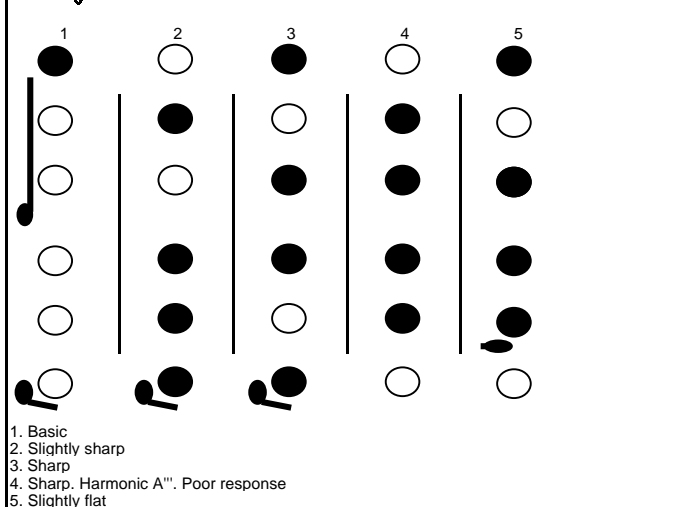
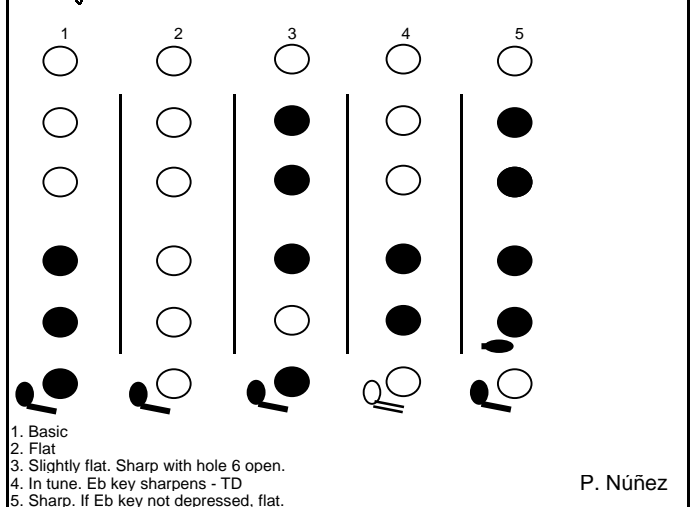
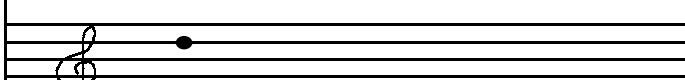
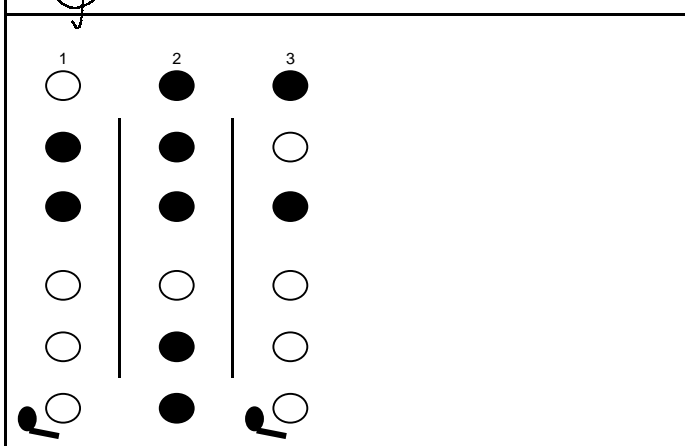
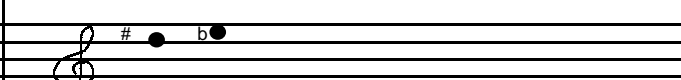
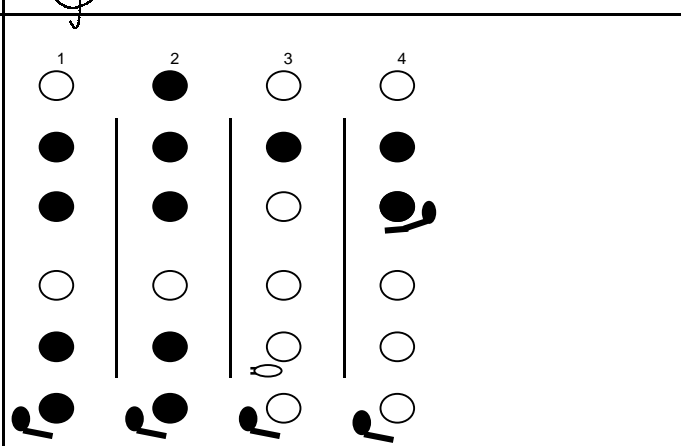
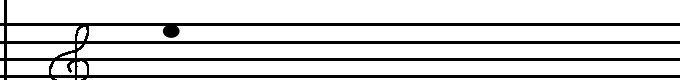
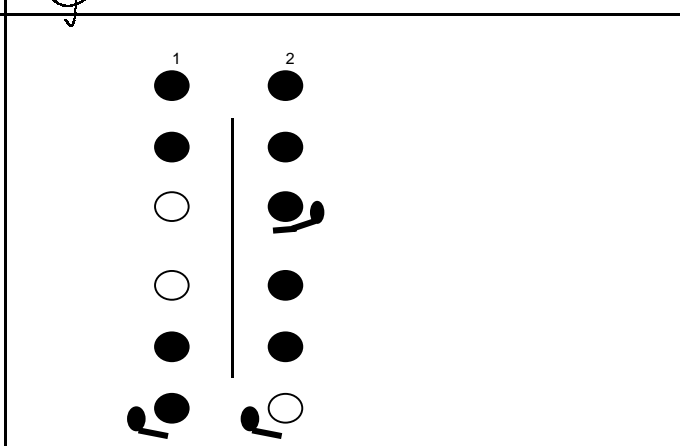
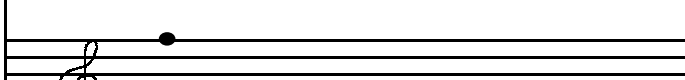
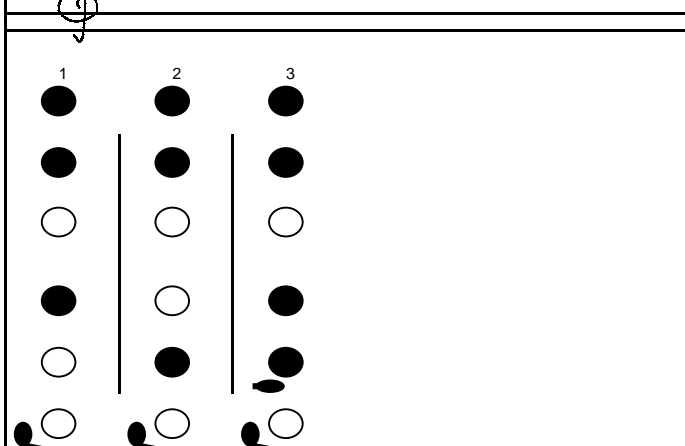
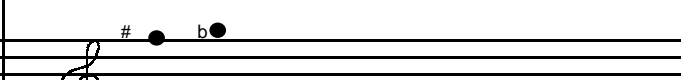
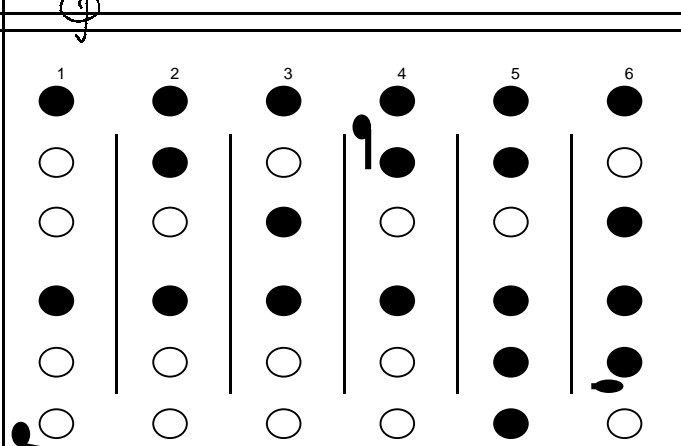
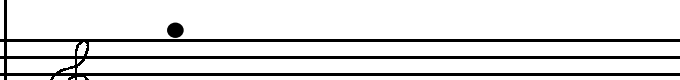
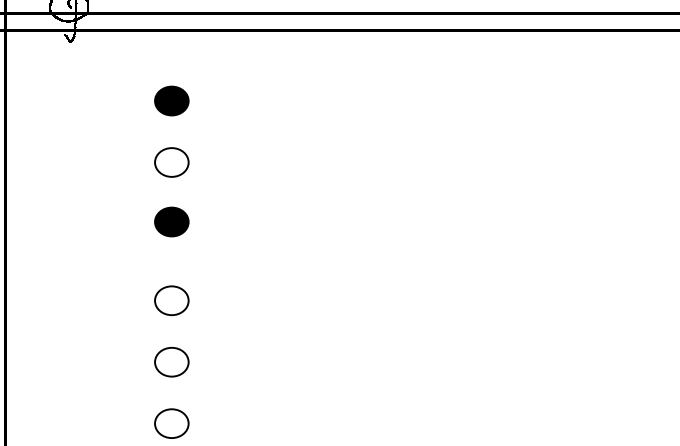


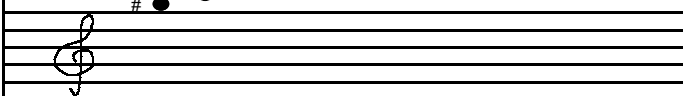
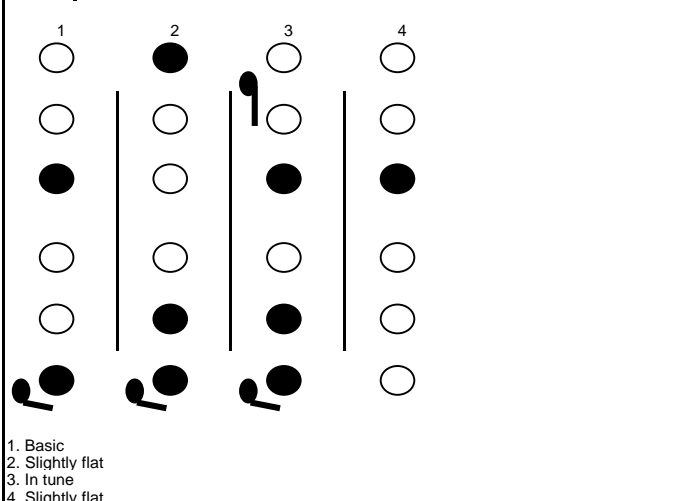
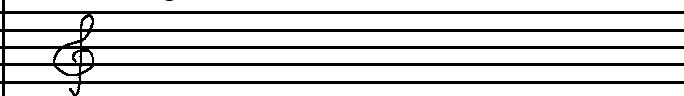
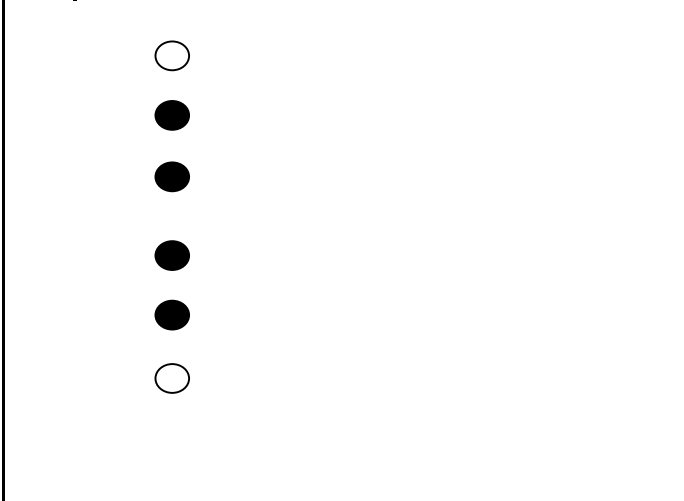
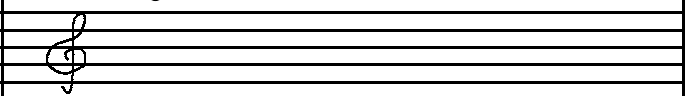
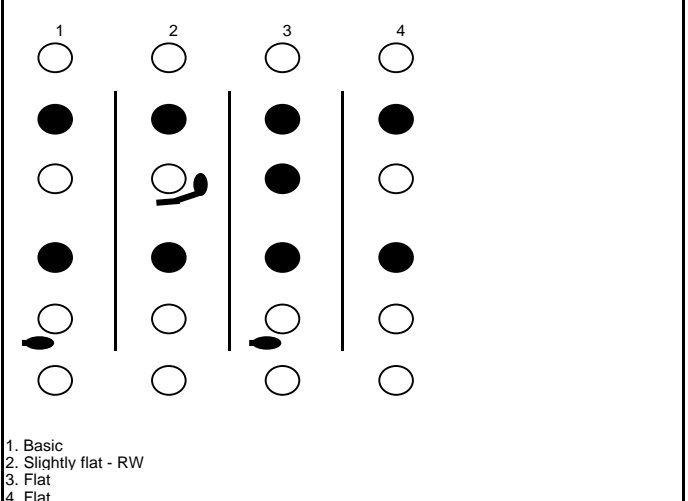

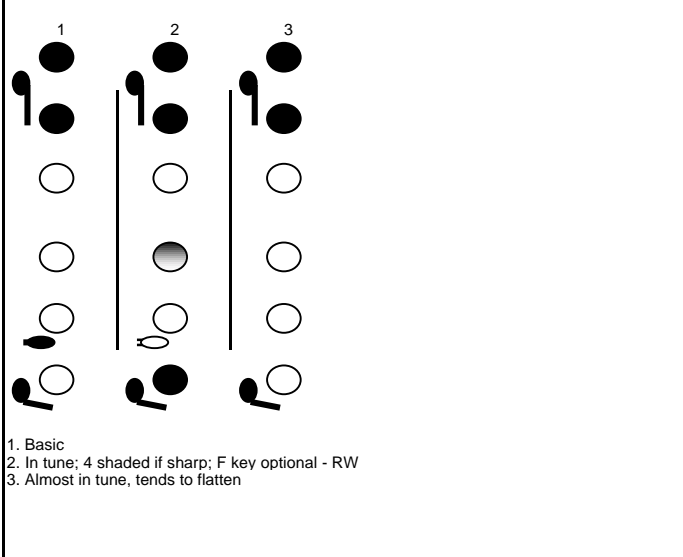

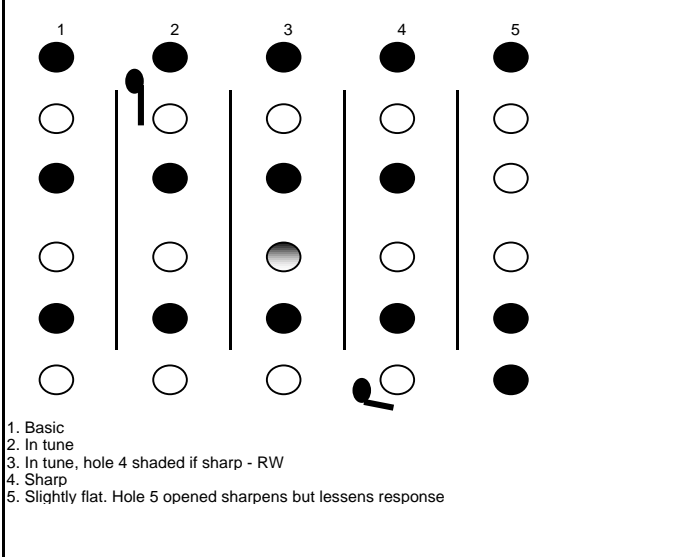

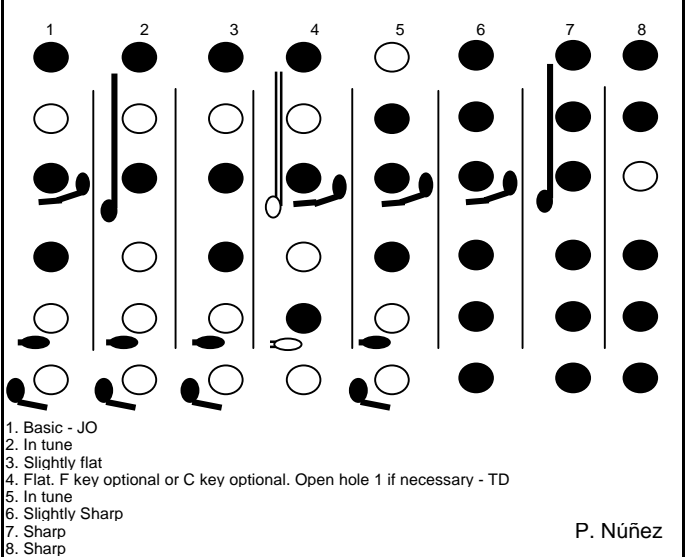
D	D# / Eb	E
<p data-bbox="235 778 257 802">F</p>   <p data-bbox="123 1404 235 1460">1. Basic 2. Slightly flat 3. Slightly sharp</p>	<p data-bbox="918 778 1019 802">F# / Gb</p>   <p data-bbox="795 1404 907 1460">1. Basic 2. Slightly flat 3. Slightly sharp</p>	<p data-bbox="1601 778 1624 802">G</p>   <p data-bbox="1478 1404 1590 1460">1. Basic 2. Slightly flat 3. Slightly sharp</p>

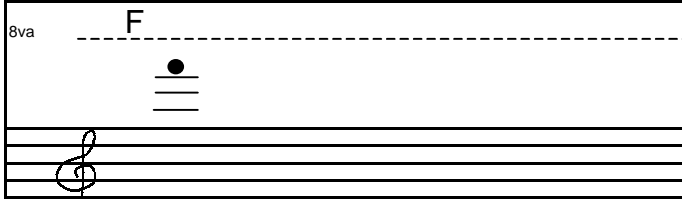
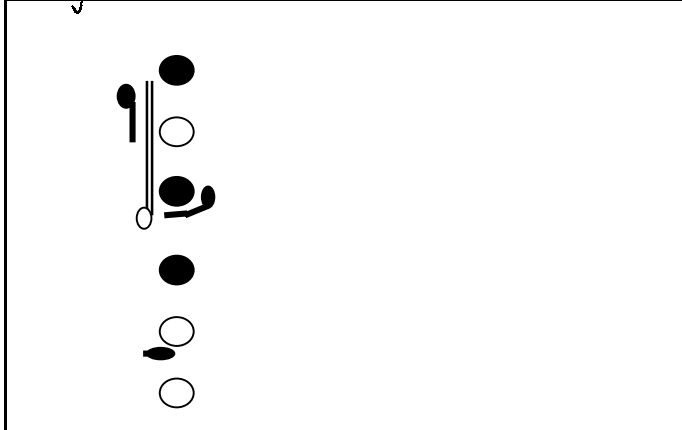
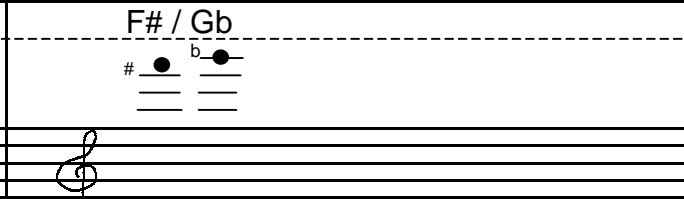
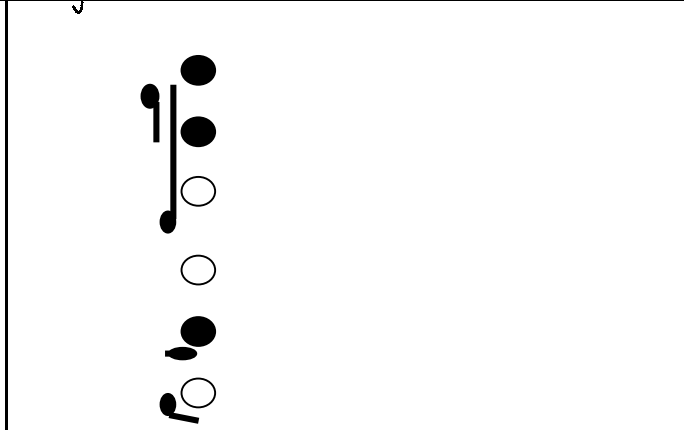
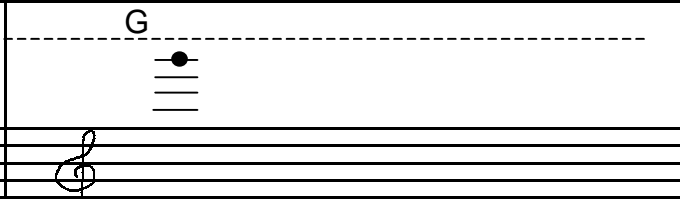
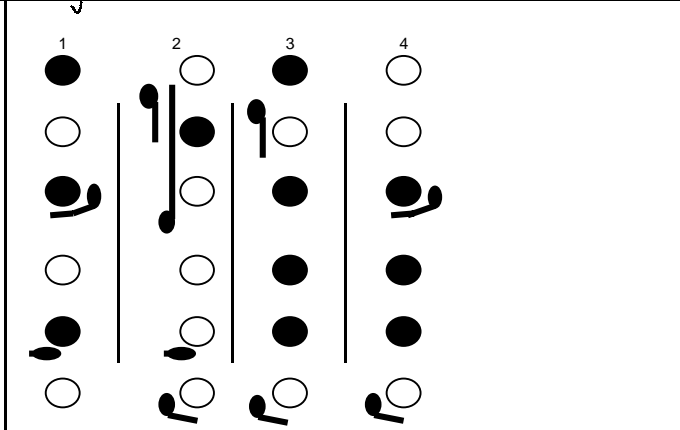
G# / Ab	A	A# / Bb
  <p data-bbox="114 702 291 766"> 1. Basic 2. Slightly flat 3. Sharp. Poor response </p>	  <p data-bbox="792 702 918 750"> 1. Basic 2. Slightly sharp </p>	  <p data-bbox="1471 702 1545 750"> 1. Basic 2. Sharp </p>
B	C	C# / Db
  <p data-bbox="114 1404 179 1452"> 1. Basic 2. Sharp </p>	  <p data-bbox="792 1404 1008 1460"> 1. Basic 2. Slightly sharp. Harmonic D" 3. Sharp </p>	  <p data-bbox="1471 1404 1590 1460"> 1. Basic 2. Slightly flat 3. Slightly flat </p>

D	D# / Eb	E
<p data-bbox="235 774 257 805">F</p>   <p data-bbox="112 1388 190 1428">1. Basic 2. In tune</p>	<p data-bbox="907 774 1019 805">F# / Gb</p>   <p data-bbox="795 1388 896 1444">1. Basic 2. Slightly flat 3. Sharp</p>	<p data-bbox="1590 774 1612 805">G</p>   <p data-bbox="1478 1388 1713 1444">1. Basic 2. Slightly Sharp. Almost in tune 3. Flat</p>
 	<p data-bbox="907 71 1019 103">D# / Eb</p>   <p data-bbox="795 702 896 742">1. Basic 2. Slightly flat</p>	<p data-bbox="1590 71 1612 103">E</p>   <p data-bbox="1478 702 1736 742">1. Basic 2. Flat. Harmonic A". Poor response</p>

G# / Ab	A	A# / Bb
		
 <p data-bbox="114 702 291 774"> 1. Basic 2. Sharp 3. Sharp. Harmonic E''' </p>	 <p data-bbox="792 702 873 774"> 1. Basic 2. Sharp 3. Flat </p>	 <p data-bbox="1471 686 1590 774"> 1. Basic 2. Slightly flat 3. Sharp 4. Sharp 5. Sharp </p>
B	C	C# / Db
		
 <p data-bbox="114 1388 190 1474"> 1. Basic 2. Sharp 3. Sharp </p>	 <p data-bbox="792 1388 1086 1474"> 1. Basic 2. Slightly sharp 3. Sharp 4. Sharp. Harmonic A'''. Poor response 5. Slightly flat </p>	 <p data-bbox="1471 1388 1769 1474"> 1. Basic 2. Flat 3. Slightly flat. Sharp with hole 6 open. 4. In tune. Eb key sharpens - TD 5. Sharp. If Eb key not depressed, flat. </p>

D	D# / Eb	E
<p>8va -----</p>   <p>1. Basic 2. Sharp 3. Flat</p>	<p>8va -----</p>   <p>1. Basic 2. Slightly flat 3. Sharp, F Key optional 4. Flat, Without Eb key slightly sharp -TD</p>	<p>8va -----</p>   <p>1. Basic 2. Slightly flat - TD</p>
F	F# / Gb	G
<p>8va -----</p>   <p>1. Basic 2. Flat 3. Slightly flat</p>	<p>8va -----</p>   <p>1. Basic 2. Flat 3. Sharp 4. Almost in tune, Slightly flat 5. Flat 6. Slightly sharp, Almost in tune, Harmonic C'''</p>	<p>8va -----</p>  

G# / Ab	A	A# / Bb
<p>8va -----</p>   <p>1. Basic 2. Slightly flat 3. In tune 4. Slightly flat</p>	<p>8va -----</p>  	<p>8va -----</p>   <p>1. Basic 2. Slightly flat - RW 3. Flat 4. Flat</p>
B	C	C# / Db
<p>8va -----</p>   <p>1. Basic 2. In tune; 4 shaded if sharp; F key optional - RW 3. Almost in tune, tends to flatten</p>	<p>8va -----</p>   <p>1. Basic 2. In tune 3. In tune, hole 4 shaded if sharp - RW 4. Sharp 5. Slightly flat. Hole 5 opened sharpens but lessens response</p>	<p>8va -----</p>   <p>1. Basic - JO 2. In tune 3. Slightly flat 4. Flat. F key optional or C key optional. Open hole 1 if necessary - TD 5. In tune 6. Slightly Sharp 7. Sharp 8. Sharp</p>

D	D# / Eb	E
<p>8va</p>   <p>1. Basic - JO 2. Slightly flat 3. Slightly flat 4. Slightly flat 5. Slightly flat</p>	<p>8va</p>   <p>1. Basic - JO 2. Flat</p>	<p>8va</p>   <p>1. Basic. Eb Key optional - JO 2. In tune 3. In tune 4. In tune</p>
<p>Very flat - Almost E. Not dependable (harsh tuning). - EZ C key improves tuning a little - PN</p>	<p>Basic - JO</p>	<p>1. Basic - JO 2. Flat - EZ 3. Slightly sharp - EZ 4. Sharp</p>

8va ----- G# / Ab

Note from the author:

Fingering positions are given in accordance to response in a Jerome Thibouville Lamy French 5 key flute for charanga, circa 1900, @ A440 Hz, which means small tone holes and cork positioned near the embouchure.

Though they appear numbered and first is always named as "Basic", no intention was to establish preferences on which position to play for each given note, knowing no standardisation happened to take place in manufacturing prior to Boehm System flutes.




If a so mentioned flat or sharp note gives better results for another player it is because of flute response, player embouchure, tuning and some other possible facts like larger holes or different than 5 keys.

It is unlikely this chart would become the definitive one. No profit intention was when this chart was created. Feel free to distribute.

P. Núñez Crespí

2003 - Rev. 5

Aknowledgements: Many thanks to Joaquín Oliveros (JO), Ted David (TD), Eddy Zervigon (EZ) and Richard Wilson (RW) for their contribution.

-  Closed hole or depressed key
-  Open hole
-  Shaded hole, means finger close to it but not completely closing.

- 1. lh first finger hole
- 2. lh second finger hole
- 3. lh third finger hole
G# key (lh pinky finger)
- 4. rh first finger hole
- 5. rh second finger hole
- 6. rh third finger hole

(lh thumb) Bb key

(rh first finger) C Key

(rh second or third finger) F key

(rh pinky finger) Eb key