Schedule v1.3

Hammer Dulcimer Rendezvous, 2022

	Thursday, May 19th					
Noon	-	1:00	Check-in, orientation			
2:00	-	5:00	Workshop Session 1			
			Novice/Intermediate (Dorm Lobby) – Karen Alley Surviving a Jam Session Karen shares time-tested techniques. First, survive — then thrive! Advanced DOTS (Morgan Hall) – Mark Alan Wade 2 for 2 Special: Canonic Sonata Imagine the musical genius it must take to write a lovely Baroque sonata, AND one that is a duet with itself when a second player echoes in a round one measure after. Georg Philipp Teleman (1681-1767) made this look and sound easy in his Canonic Sonatas. (He must have had a lot of time on his hands.) This Allegro Sonata is fun to play and sounds complete as a solo; but it's even more fun when another player joins you. To me, that's what is so clever about it! We'll tackle this clever ditty together and I may throw in another fun round or too!. Advanced SOLIDS (Lodge) – Mick Doherty It's About Time A drummer who played a lot of Balkan music was asked about the weird time signatures in which the various tunes were played. "How do you count these tunes?" "Count? I don't. I just play the tune." We can do a bit of both, and they aren't necessarily in conflict. We'll do so in this workshop, and invent some fun grooves while we're at it!			
5:00	-	6:30	Get settled in, take a walk, play your new material, jam!			
6:30	-	8:00	Dinner! (hot food out for one hour)			
8:30	-	9:30	West Coasters Concert (Lodge)			
9:30	-	???	All night crazy Jammers, bonfire, hot tub, stargazing or rainwatching			

Friday, May 20 th				
6:00?	-	9:30	Early Birds Free Time – Bird watching, coffee & tea?, walks, stretchin' on yer own, readin' writin' 'rithmatic, hot tub, meditation, mediation, and medication. And of course, tuning & practicing.	
8:00	-	9:30	Breakfast (and tuning!)	
9:45	-	11:45	Workshop Session 2 — Part 1 of a 2 Part Day! Novice/Intermediate (Dorm Lobby) – Mick Doherty Sing to Learn / Play to Sing Using some familiar melodies to familiarize ourselves with singing while playing, we'll also explore how to make a tuned percussion instrument "sing." Advanced DOTS (Morgan Hall) – Karen Alley Embellishments Everywhere: Adding Variations to an Arrangement from Start to Finish Building interesting solo arrangements requires creative and flexible approaches to embellishing melody lines, changing up chords and harmony patterns, and adding arranging elements such as intros and outros. We're going to spend the day experimenting with techniques to make an arrangement interesting, with "Planxty Fanny Power" by Turlough O'Carolan as our playground. From a bare-bones arrangement we'll change aspects of the melody, harmony, and arrangement in-turn. I'll provide you with a full arrangement. You'll leave with your own approach to the tune and techniques that you can apply to arranging other tunes in the future.	
			Advanced SOLIDS (Lodge) – Mark Alan Wade The Amazing Chord Make-Over! In this 2-session class, we'll explore the various ways to get out of the usual chord ruts and tromp across the less beaten paths. It's an art and a science. We'll begin with understanding the concepts of chord possibilities, and end with using our ears and our own personal tastes to make educated and artistic choices with our chords. In the second session, we'll focus on what we need to do with our hands to actually realize the chords on our instrument. By the end, you'll have a skillfully crafted, one-of-a-kind fresh arrangement to share!	
Noon	-	1:00	Lunch — Food's out for an hour, but we can linger	
2:00	-	4:00	Workshop Session 3 — Part 2 of a 2 Part Day! Novice/Intermediate (Dorm Lobby) – Mick Doherty Sing to Learn / Play to Sing Advanced DOTS (Morgan Hall) – Karen Alley Embellishments Everywhere: Adding Variations to an Arrangement from Start to Finish	
			Advanced SOLIDS (Lodge) – Mark Alan Wade The Amazing Chord Make-Over!	
4:30	-	6:00	Demo Sessions / Panel Discussions – (Morgan Hall)	
6:30	_	8:00	Dinner (hot food out for one hour)	
8:00	-	9:30	Open Mic Rick Fogel, Master of Ceremonies	
9:30	-	???	Novice & Intermediate Jams, visit, hot tub, whatever! All night crazy Jammers, bonfire, hot tub, star or rain watching	

	Saturday, May 21st						
8:00	-	9:30	Breakfast (and tuning!)				
9:45	-	11:45	Workshop Session 4 Novice/Intermediate (Dorm Lobby) – Rick Fogel Plays Well With Others Also known as "Win Friends and Influence People", this workshop focuses on finding what sounds best!				
			Advanced DOTS (Morgan Hall) – Mark Alan Wade Arranging 201: Adding a Walking Bass Line The only thing better than playing a beautiful melody line is playing a second complimentary line with it. This is called polyphony, and this texture of music adds so much more depth and interest to your pieces! Our ears naturally home in on the melody but having this second line in the bass gives your audience even more to connect to with your playing. We'll learn what to look for to make it work, how to make it actually doable on a dulcimer, and the secret to filling in the chords too! It's not as hard as it sounds, and it sounds so good!				
			Advanced SOLIDS (Lodge) – Karen Alley Advanced Exercises Tricky techniques call for a step-by-step exercise approach to integrate them successfully into arrangements. We'll focus on a few difficult techniques that come up often in arrangements: double-strokes, valley rolls, and rolled chords. We'll start with exercises that isolate the technique completely, and then gradually add complexity back into the exercises to help you integrate these techniques with melodies and harmonies. By the end of the workshop, you should not only have an effective approach to improving your use of these particular techniques, but you should also better understand how to design effective, step-by-step exercises that will help you tackle other difficult techniques in the future.				
Noon	-	1:30	Lunch				
1:45	-	3:45	Workshop Session 5 Novice/Intermediate (Dorm Lobby) – Jim Wells Play with Others — Without Losing Yourself! Explore ways to be able to hear what you are playing in a group setting, while working on some helpful listening skills to make that happen. We will learn and arrange a cool tune and use it to sharpen our listening and playing abilities. Advanced DOTS (Morgan Hall) – Mick Doherty Time/Space Theorem Reading rhythm is a fun challenge. Playing with swing, getting in the pocket, leaning forward, laying back these are not visible on the written page. We'll work on all of this and more as we float some tunes from the page to the air. Advanced SOLIDS (Lodge) – Rick Fogel Backup Systems for Security and Insurance Rick has printed a book for this workshop, but you don't have to read it in				
4:45	_	6:00	the workshop :) Special Guests Concert (Lodge) Karen & Mark!				
6:30	-	8:00	Dinner & Raffle				
8:00	-	???	All night crazy Jammers, bonfire, stargazing or rainwatching				

			Sunday, May 22 nd
8:00	-	9:15	Breakfast
9:30	1	11:30	Workshop Session 6
			Novice/Intermediate (Dorm Lobby) – Mark Alan Wade All the Fluff \$ Stuff Now that you can play some fun tunes, let's learn how to add the tasty filler notes to keep the rhythm going. This important concept will show you what the advanced players are doing between and around the melody notes. It sounds lively and notey, but it's really not that hard at all. With some well-planned drone notes and some know-how, this workshop will have you sounding like you've been at this for years! Advanced DOTS (Morgan Hall) – Karen Alley Multi-part Madness! It's time to play together again! While as dulcimer players we're used to making up our own parts, it can be very rewarding to play in a more structured style where everyone is responsible for their own written part, and all the parts fit together to make a full arrangement. We'll dive into a tune or two that uses harmonies and interesting rhythms to get you playing as a group in three or four parts. You'll also learn a bit about following a conductor and concepts to keep in mind for successful ensemble playing. Advanced SOLIDS (Lodge) – Rick Fogel An Exploration in Good Company Ahh, Sunday morning! Rick is facilitator tor this session where we solidly self-directed players incorporate the concepts illuminated over the course of the 'Vous through the vigorous and invigorating playing of music!
11:30	-	Noon	¡Crank it up and Wind it Down!
Noon	-	1:00	Pack & depart by 1:00pm