

STAGE TWO – SOUND / TONE			
What is it	What it means	What to do	STAGE 2
1. SOUND & TONE	PRODUCING full-bodied, voice-like, even, and projecting tone (sound).	WORKING OUT bow distribution – playing in the correct place for every note / passage.	→ FOCUSING ON SOUND & QUALITY TONE → ACTION WORDS: PRODUCING MAGNIFYING USING THINKING WORKING OUT ADAPTING DEVELOPING SWITCHING LISTENING
2. DYNAMICS	MAGNIFYING bow contrasts – overemphasising all dynamics levels.	ADAPTING bow speed and pressure to achieving a great sense of dynamic contrasts and exaggerating them (in practice) for projection.	
3. VIBRATO	USING the correct vibrato – fast / slow / wide / narrow, accordingly to the phrasing, style, and character of the music.	DEVELOPING control over the vibrato speed / amplitude type practicing it separately on a scale if needed. CONNECTING the vibrato to your emotions & feelings.	
4. ALL DETAILS	THINKING ‘at once’ about as many bow-action details as possible in playing.	SWITCHING mind control quickly between left or right hand as needed. LISTENING to the ‘end result’ being a perfectly executed detail making the desired sound.	

HAVE YOU LEARNED IT		Action Words / Task	STAGE 2
1. SOUND & TONE	<ul style="list-style-type: none"> → FULL-BODIED TONE → VOICE-LIKE TONE → EVEN TONE → PROJECTING TONE 	<ul style="list-style-type: none"> 1. FOCUS ON SOUND 2. CONTROL BOW DISTRIBUTION 	<ul style="list-style-type: none"> → FOCUSING ON SOUND & QUALITY TONE → ACTION WORDS: PRODUCING MAGNIFYING USING THINKING WORKING OUT ADAPTING DEVELOPING SWITCHING LISTENING
2. DYNAMICS	<ul style="list-style-type: none"> → OVEREMPHASISED DYNAMIC LEVELS 	<ul style="list-style-type: none"> 1. ADJUST BOW SPEED / PRESSURE 2. ACHIEVE CONTRAST 	
3. VIBRATO	<ul style="list-style-type: none"> → FAST / SLOW → WIDE / NARROW 	<ul style="list-style-type: none"> 1. SPEED 2. AMPLITUDE 3. DEVELOP MUSIC CHARACTER 	
4. ALL DETAILS	<ul style="list-style-type: none"> → DETAILS WORKING INSTANTLY 	<ul style="list-style-type: none"> 1. SWITCH HANDS FOCUS QUICKLY 2. LISTEN ALWAYS FOR A GREAT SOUND 	

REMEMBER
THE DETAIL
THE ACTION
THE FEELING