



Directions

for Playing on the



WITH

A Scale for Transposing any
Piece of MUSICK to y^e proper-
est Keys for that Instrument.

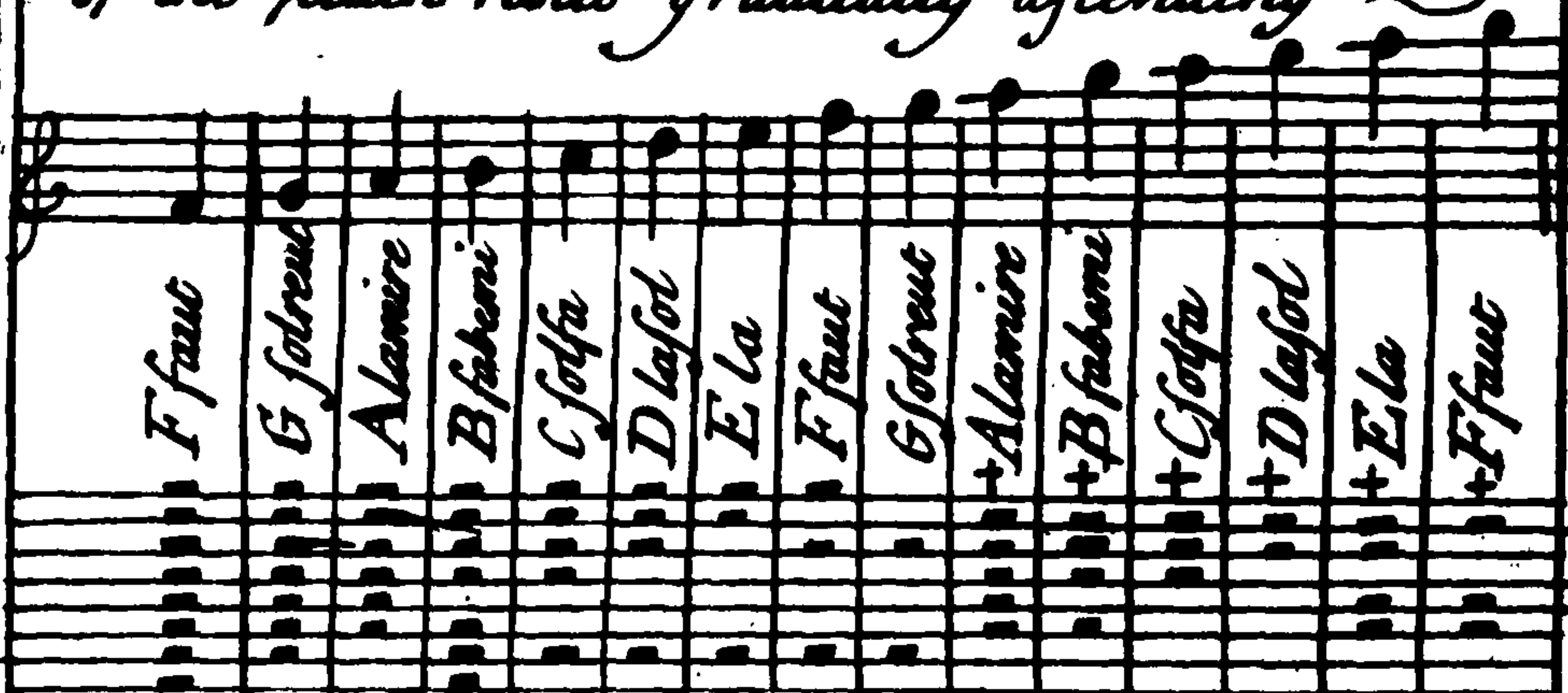
*To which is Addeed,
A Fine Collection of
Minuets, Rigadoons, Marches
and Opera Aires,
By Judicious Masters.*

*Engraved, Printed and Sold at the Printing-Office in
Bow Church Yard LONDON. Where Books of Instruc-
tions for any Single Instrument may be had. Price 1^s 6^d*

Directions for Playing on the FLUTE

The first thing to be learn'd in this as well as all other Instruments is the Scale of the **GAMUT** as it is hereunder subjoyned.

Example
of the plain Notes gradually ascending



NB The last seven Notes are called in alt.

In order to play these Notes hold the Flute after this Manner; Place the middle finger of your left hand on the third hole; and the third finger of your right hand on the lowest hole but one. with the Thumb of your right hand to support the Flute beneath, then the rest of your Fingers will stop the other holes in Course.

Beneath the 5 Lines, observe these 8 answering to the Number of holes, & directing you how to play your Gamut; for those Lines on which Dots are set direct you to stop the Holes they refer to, as for Example Flaut has a Dot on every Line, and consequently, ^{every} Hole is to be stoppt, and so on where there are no Dots the Holes must be opened. —

Observe also on the upper Line of these Eight, a Cross on every Note after G Solreut in alt, which directs you to stop but half the upper Hole, pinching it with the end of your Thumb, by which means those Notes sound an Octave or eight Notes higher than they would if the Hole was quite stoppt. —

Before we proceed any farther, it will be necessary to observe two Characters of great Use in Musick a Flat ♭ & a Sharp ♯. —

A Flat being placed before any Note denotes it to be play'd half a Note lower than it's natural Pitch. The Sharp is of a contrary Nature; For whereas the ♭ takes away a Semitone from the Sound of the Note before which it is set, the ♯ doth add a Semitone to whatsoever Note it is set before. —

If a Flat or Sharp be set at the Beginning of the 5 Lines, it affects every Note upon that Line or Space. ∩

There is an other Character called a Natural and made thus ♮, the Quality of which is to reduce any Note made flat or sharp by the governing Flats or Sharps placed at the beginning of the Lines, to it's primitive Sound as it stands in the Gamut, as for Instance, a Flat being placed in B at the beginning of the Line makes all the Notes in that Line flat: then if the Composer should have a Mind to have some one or more of them sharp then this Natural is used instead of a Sharp. —

Example

Example of all the Notes both Flat and Sharp

The image displays two musical staves, each with 14 measures. The first staff contains the following notes: F, G, A, B flat, B natur, C natur, C sharp, D natur, D sharp, E flat, E natur, F natur, and E sharp. The second staff contains the following notes: G natur, G sharp, A flat, A natur, B flat, B natur, C natur, C sharp, D natur, D sharp, E flat, E natur, and F natur. Each note is accompanied by a small musical symbol (a circle with a vertical line) and a letter indicating its name and any accidentals.

Of Time.

There are two sorts of Time, viz Common & Triple.

Common Time is known by some of these Marks C, or $\text{\textcircled{C}}$ or $\text{\textcircled{D}}$, or $\frac{2}{4}$. the first is a very slow Movement. the next a little faster, and the two last a brisk Time. The three first of these Marks have always to the length of a Semibrieve in a Bar which must be held as long in playing as you can moderately tell four: The last never contains more than to the Value of two Crotchets in a Bar.

Semibrieve.

Minims

Crotchets.

Quavers

Semiquavers

The image shows five examples of musical notation. The first is a Semibrieve, represented by a single note with a vertical line. The second is Minims, represented by two notes beamed together. The third is Crotchets, represented by four notes beamed together. The fourth is Quavers, represented by eight notes beamed together. The fifth is Semiquavers, represented by sixteen notes beamed together.

Triple Time consists of either three or six Crotchets in a bar, and is to be known by this $\frac{3}{4}$ this $\frac{3}{8}$ this 3 or this $\frac{6}{4}$ mark, to the first there is three Minums in a bar, and is commonly play'd very slow; the second has

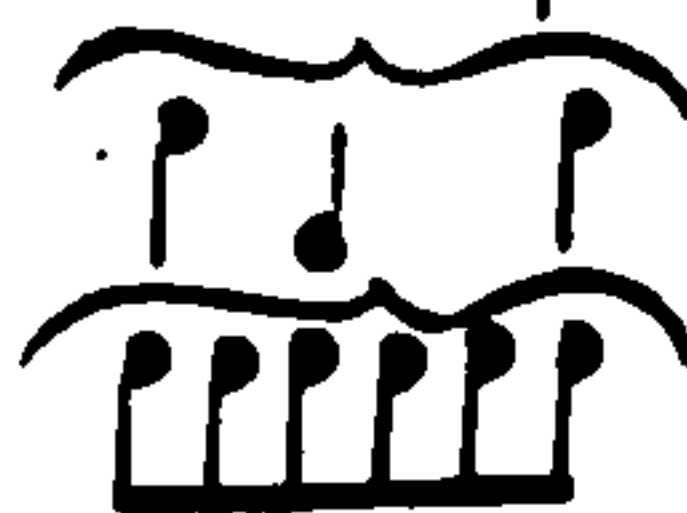
Triple Time

Minum

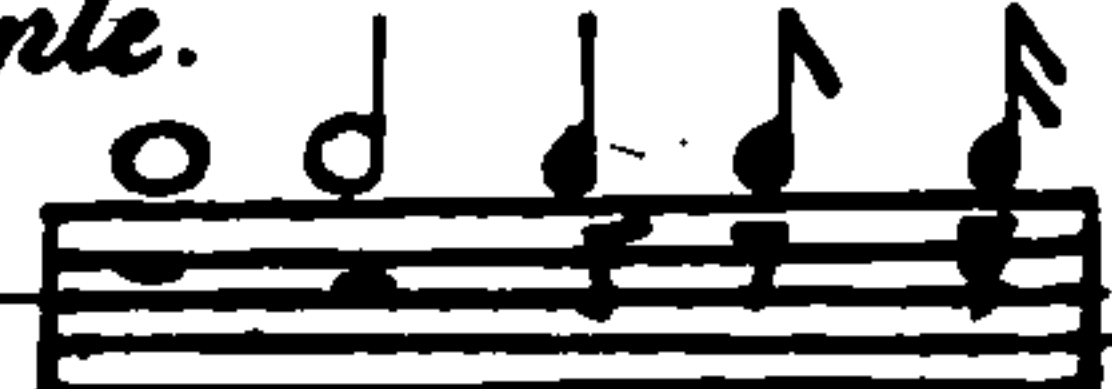
3 9.

Crotchets

Quavers



three Crotchets in a bar, and they are to be play'd slow, the third has the same as the former but is play'd faster, the last has six Crotchets in a bar, and is commonly to brisk tunes as Jiggs and Passys. When there is a Prick, or Dot following any Note, it is to be held half as long again as the Note it self is, let it be Sembrief, Minum, Crotchet, or Quaver; When you see a Sembrief rest you are to leave off playing as long as you can be in counting four, a Minum rest as long as you tell two, and a Crotchet one, and so in proportion a Quaver and Semiquaver, you may know how these rests are mark'd by the following Example.

Where you see these Marks or Rests  in any tune, you are to cease playing the length or time of the Notes over them from which Notes they take their names, a Repeat is mark'd thus  and shews the strain must be played twice over.

A Bar is mark'd thus  a double Bar thus  and shews the strain ends there, the triple Cliff is mark'd thus  To know what Key a tune is in, observe the last Note or close of the tune for by that Note the Key is named, Note that all Rondeaux end with the first strain and Da Capo where this Mark  is placed.

The Marks and Rules for gracing are these, viz a close shake thus = or thus tr, an open shake beat or sweetning thus +, the double shake which is only on Gsolreut in alt thus o, a slur thus ~, or thus _ when the heads of your Notes are downward, a slur shews that the notes under or over it must be play'd in one Breath, striking the first of them only with your Tongue, A close shake must be play'd from the Note or half Note immediately above, For Example if you would shake on Ffaul in alt, first sound Gsolreut in alt then shake your Thumb in the same breath on its proper hole concluding with it on. An open shake or sweetning is by shaking your finger over

over the half hole immediately below the Note to be sweetned ending with it off, as thus you must sweeten —
Dlasol; sound your *Dlasol* shaking the third Finger —
 of your left hand over the half hole immediately below keeping your Finger up. In short after a close —
 shake keep your Finger down, after an open shake keep —
 your Finger up. *Ffaut* and *Gsolreut* in alt are both to be sweetned with the forefinger of your left Hand. *Bfabemi* flat both in alt and below with the middle finger of your right hand, *Bfabemi* natural which is sharp —
 in alt and below with the fore finger of your right hand. *Elami* flat with the middle finger of your left —
 hand, all the other as above directed. The double —
 shake is to be play'd thus place the fore and middle —
 fingers of your right hand and the middle and third —
 fingers of your left hand on their proper holes. blow pretty strong and 'twill sound *Alamire* in alt, then shake the third finger of your left hand on its proper hole —
 concluding with that and all other fingers up except —
 the middle finger of your left hand and lowest but one of your right hand. —

When *Elami* is to be close shook where *Ffaut* is sharp, first sound *Ffaut* *, in the same breath take off the middle finger of the left hand, shaking your Thumb on its proper hole; there are two other shakes viz *Ffaut* sharp in a tune where *Gsolreut* is * and *Gsolreut* in alt in a tune where *Alamire* is flat, the former is thus to^{be} play'd, sound *Gsolreut* sharp as in
 Flute. B

in the scale of flats and sharps directed, only taking off the middle finger of your left hand (it not altering the sound in the least) then shake the middle finger of your right hand full upon its hole concluding with it up and it will give the same sound as if your Ffaut sharp was stopt with the proper fingers. the latter is thus place your fingers as directed in the double-shake, only adding the third finger of your right-hand on its proper hole, blow then shake the fore and middle fingers of your right hand together full upon their holes ending with them and the third finger of your left hand up. All descending long Notes must be close shook, ascending long Notes sweetned, slur down to a third descending Crotchet, if two third descending Crotchets come together, shake the first, slur^{to} the next, if two Crotchets happen together in one Key, sigh the first, sound the second plain, a sigh divides a Crotchet into a prick'd Quaver and Semiquaver slur'd, the prick'd Quaver to be on its proper Key, and the Semiquaver on the Note or half Note just above as thus you must play two Crotchets in Ffaut in alt



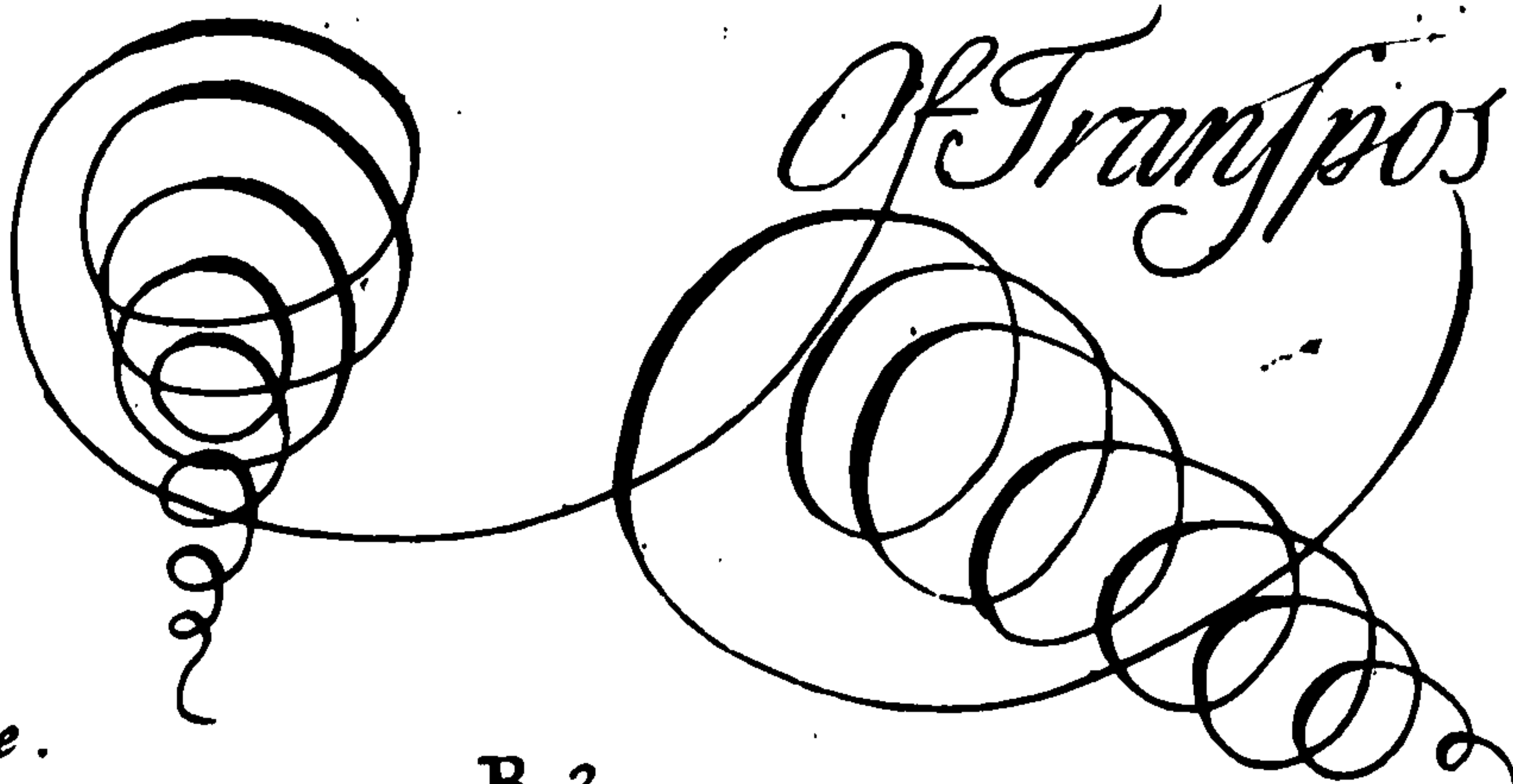
If three Crotchets come together in one Key, beat the first, sigh the second, the third play plain; If three Crotchets gradually descend beat the first, shake on the second, the third plain; if three gradually ascend, sigh the first, double relish the second, the last plain, provided that the movement of the tune be slow enough to allow

the dividing your Crotchet, a double rollish divides a Crotchet into a Quaver and Semiquavers. slur'd the Quaver to be shook on its proper Key, the first Semiquaver to be on the Note or half Note just below, the latter Semiquaver on the Key with the Quaver. as thus a Crotchet on Dlasol is double rollish't.



Flat Notes are generally play'd from the half Note below, sharp Notes from the half Note above, but if the Flats are in a sharp tune or the sharps in a flat, the Rule is without exception. Gsolreut sharp and Alamire flat are stop'd alike, yet their Difference is easily discovered in playing, for when you play Gsolreut sharp you first sound Alamire in alt and in the same Breath slur down to your G sharp, but when you play A flat you must first sound Gsolreut in ^{alt} and in the same Breath slur up to your A flat which may serve for an Example to play all other flats and sharps.

A Scale shewing how to transpose any Tune that is set for the Violin or Voice.



Flute.

Of Transposition &c.

To transpose a Tune that is too low for the Flute you must first see what compass the Tune will go in, that is how high, or how low it goes, and accordingly take y^e measure, and be sure to alter them to the easiest Keys you can; such as have the nearest Relation to the other: The last Note of any Tune lets you know what Key it is in, whether it be Gsolreut, Alamire &c. and observe what number of flats and sharps there is to it, and having so done, look on the first Note on every line in the scale, till you find the Note with that number of flats, or sharps as the tune has which you design to transpose; and then you may change it to any of the Keys that are in that stave, and the Key that you take to alter your tune you must write y^e same flats and sharps next the Cliff as you find in y^e Example. The Variety of Keys is for this Reason, that if the first or second will not bring it within the compass of the Flute then you must have recourse to the others. this scale consists chiefly in 3^d to your Key, which is thus explained for Example. Suppose Gsolreut to be your Key, Bfa-
bemi is your * 3^d and Bfabemi ♭ is your ♭ 3^d, and thus by observing your thirds you may transpose in what Key you please as in the scale you'll find.

Note that pro. stands for proper, this mark * 3^d for a sharp third, and this ♭ 3^d for a flat third.

A Scale shewing how to transpose any Tune that is set for y^e Violin or Voice.

1st Key

Gamut pro with a $\flat 3^d$ will go in Aro pro with a $\flat 3^d$ or Caut pro with a $\flat 3^d$ or Dsolre pro with a $\flat 3^d$

Gamut pro with a $\sharp 3^d$ will go in Bmi $\flat$ with a $\sharp 3^d$ or Caut pro with a $\sharp 3^d$ or Dsolre pro with a $\sharp 3^d$

2^d Key

Aro pro with a $\flat 3^d$ will go in Caut pro with a $\flat 3^d$ or Dsolre pro with a $\flat 3^d$ or Ffaut $\flat$ with a $\flat 3^d$

Aro pro with a $\sharp 3^d$ will go in Caut pro with a $\sharp 3^d$ or Dsolre pro with a $\sharp 3^d$ or Ffaut $\flat$ with a $\sharp 3^d$

3^d Key

Bmi flat with a $\sharp 3^d$ will go in Caut pro with a $\sharp 3^d$ or Dsolre pro with a $\sharp 3^d$ or Ffaut pro with a $\sharp 3^d$

Bmi pro with a $\flat 3^d$ will go in Caut pro. or Dsolre pro with a $\flat 3^d$ or Ffaut pro with a $\flat 3^d$

4th Key

Caut pro with a $\flat 3^d$ will go in Dsolre pro with a $\flat 3^d$ or Elami pro with a $\flat 3^d$ or Gamut pro with a $\flat 3^d$

Caut pro with a $\sharp 3^d$ will go in Dsolre pro with a $\sharp 3^d$ or Ffaut $\flat$ with a $\sharp 3^d$ or Gamut pro with a $\sharp 3^d$

5th Key

Dsolre pro with a $\flat 3^d$ will go in Elami $\flat 3^d$ or Gamut with a $\flat 3^d$ or Aro pro with a $\flat 3^d$

Dsolre pro with a $\sharp 3^d$ will go in Ffaut $\flat$ with a $\sharp 3^d$ or Gamut pro with a $\sharp 3^d$ or Bmi $\flat$ with a $\sharp 3^d$

6th Key

Elami $\flat$ with a $\sharp 3^d$ will go in Ffaut pro with a $\sharp 3^d$ or Gamut pro with a $\sharp 3^d$ or Bmi $\flat$ with a $\sharp 3^d$

Elami pro with a $\flat 3^d$ will go in Gamut pro with a $\flat 3^d$ or Caut with a $\flat 3^d$ or Dsolre with a $\flat 3^d$

7th Key

Ffaut pro with a $\flat 3^d$ will go in Gamut with a $\flat 3^d$ or Aro pro with a $\flat 3^d$ or Caut $\flat 3^d$ or Dsolre $\flat 3^d$

Ffaut pro with a $\sharp 3^d$ will go in Gamut $\sharp 3^d$ or Bmi with a $\sharp 3^d$ or Caut pro $\sharp 3^d$ or Dsolre $\sharp 3^d$

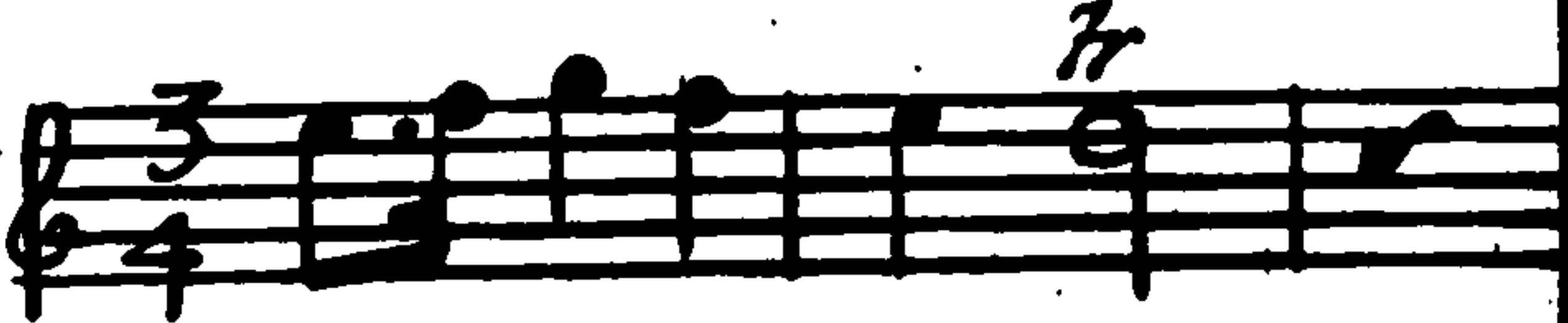
There is but those seven Keys, and if the Key be either above or below, it matters not, for every Csolreut is of same, & so are any two notes that begin with y^e same letter & will change to any such Keys in that Scale

March

9

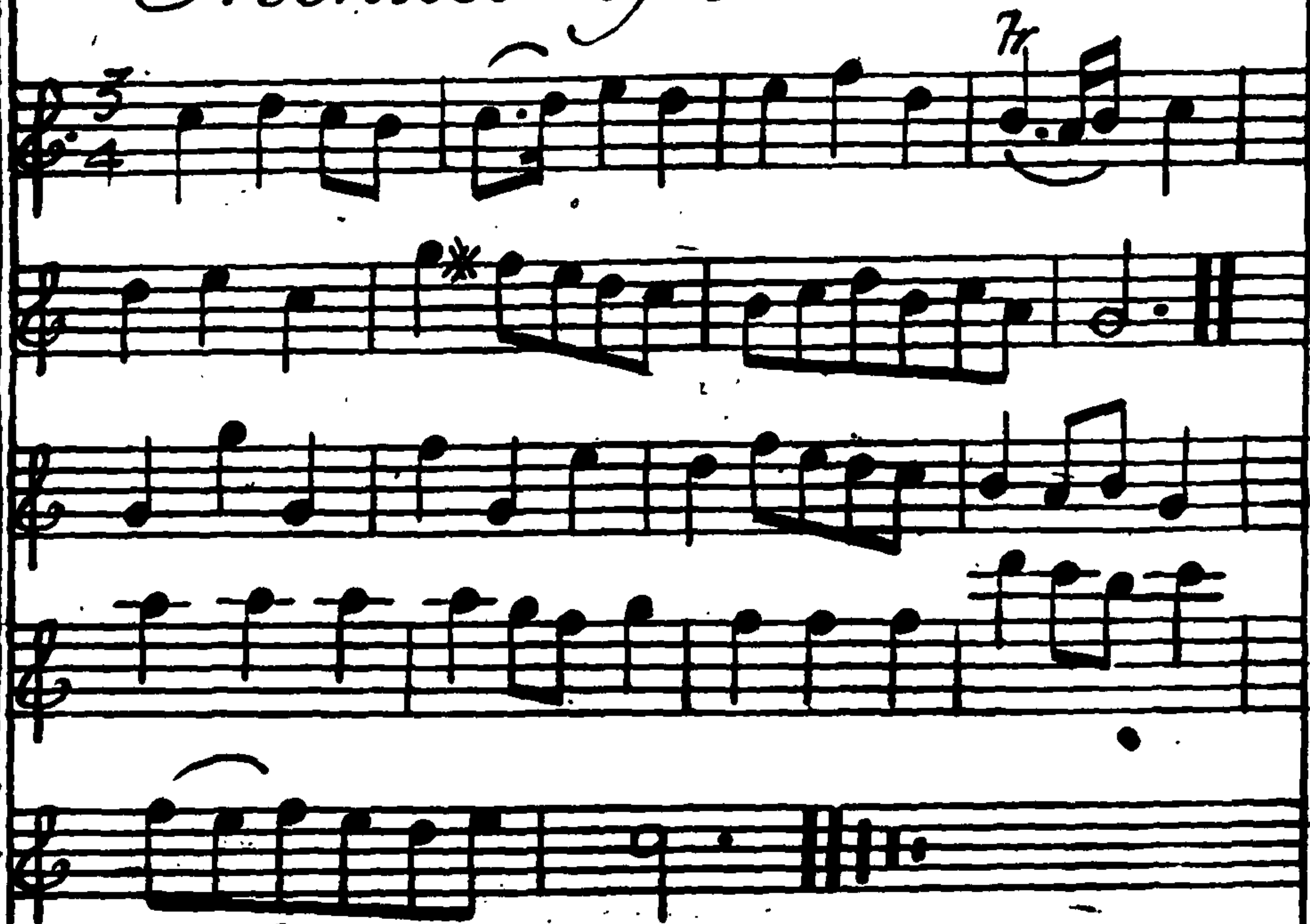


Minuet



Finis

C

Minuet by M^r Handel*Minuet*

Minuet

11



Minuet



Flute

C 2

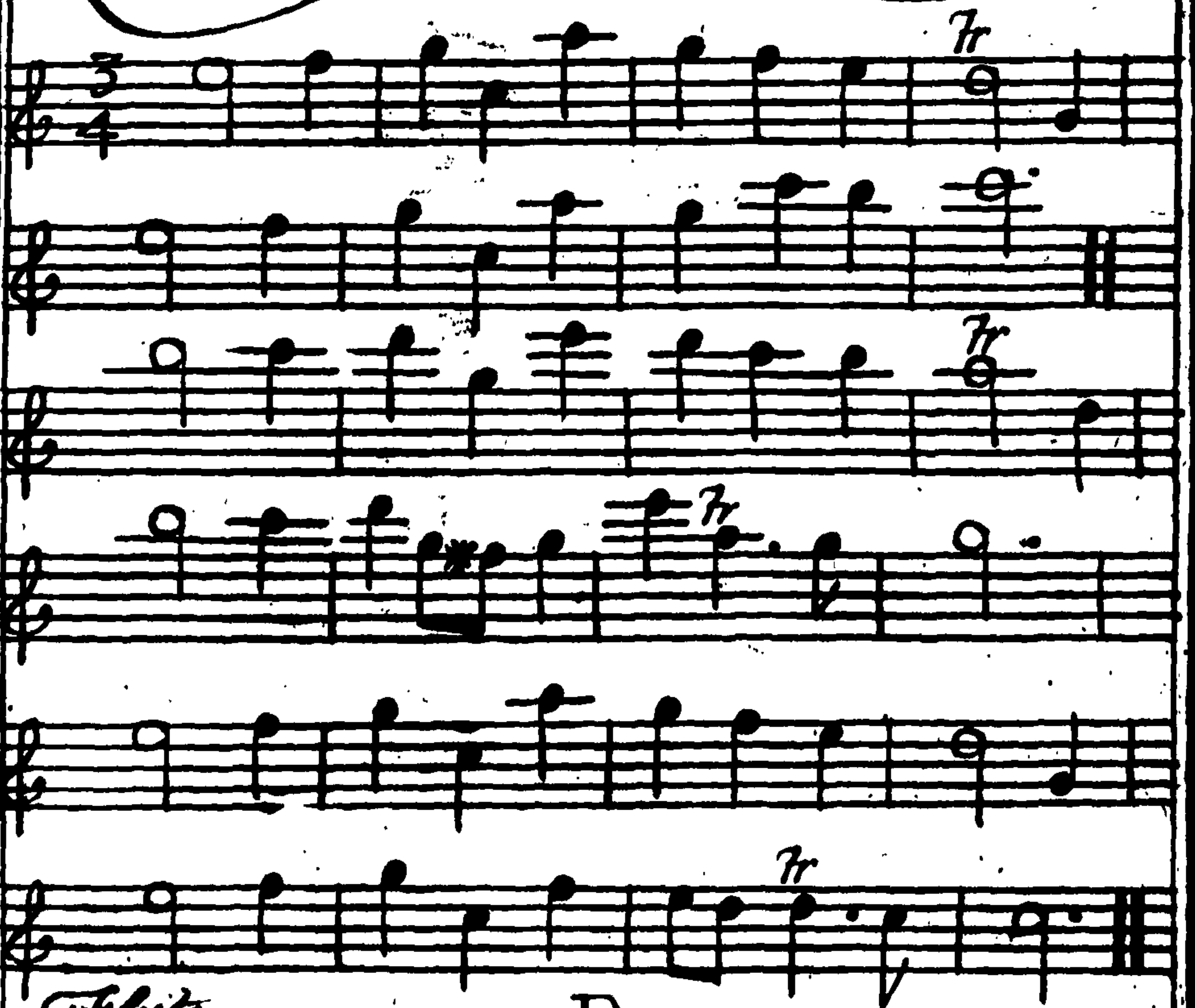
Air in Julius Caesar*Minuet**Da Capo*

March

13



Minuet



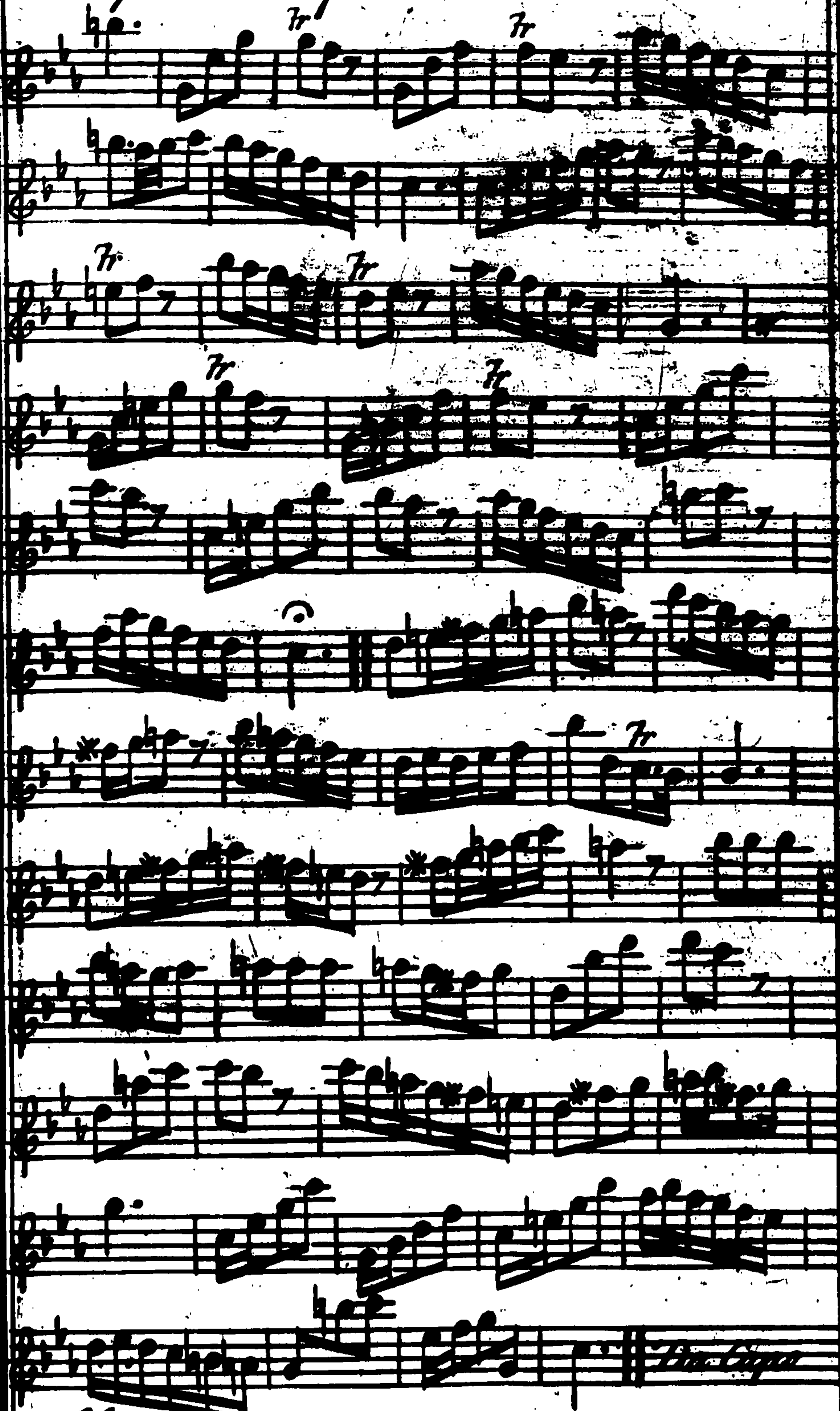
Flute

D

14 *Chi può mirare in the*



Opera of Flavius. 15

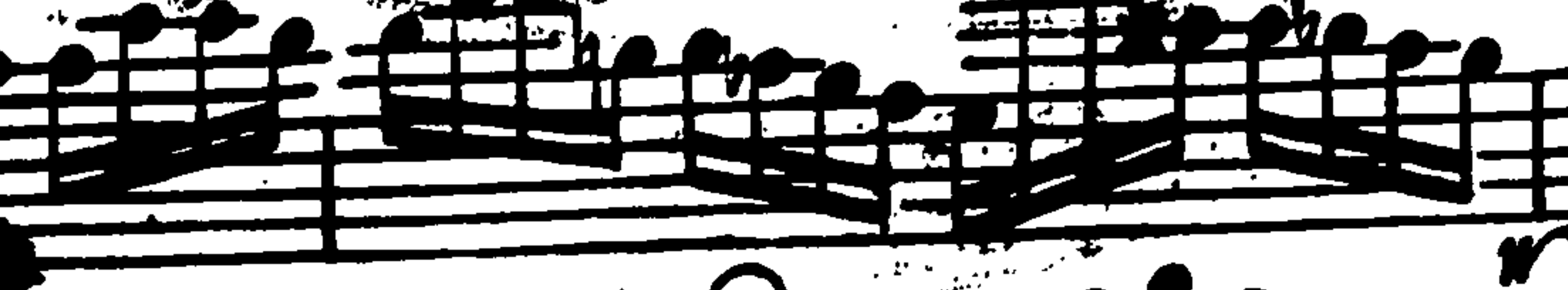
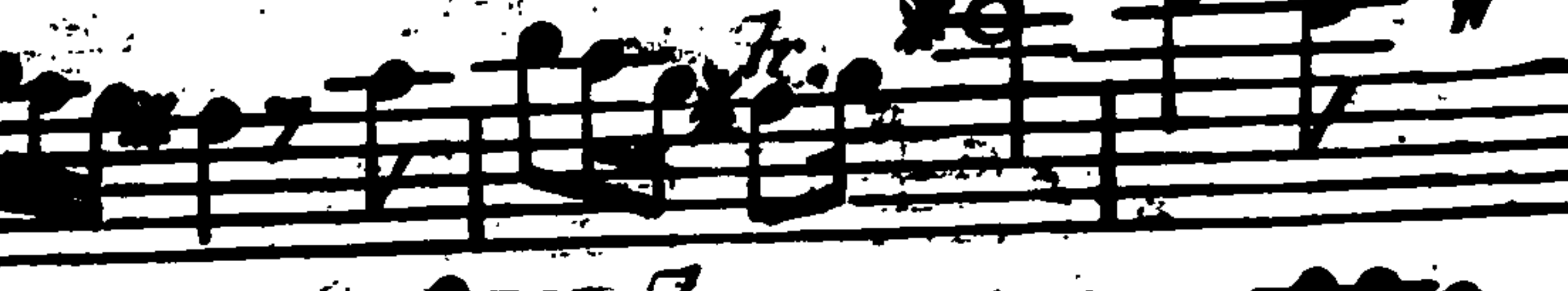


Flute

No oh Dio

Calphurnia

Lento



An Air in Pyrrhus and Demetrius¹⁷



Alute

E

*A Favourite Minuet**Allegro*

In Floridante

19

The musical score consists of ten staves. The notation is highly complex, featuring numerous slurs, ties, and various musical symbols. The first staff begins with a treble clef and a key signature of one sharp (F#). The notation includes many beamed notes, suggesting a fast or intricate melody. The second staff has a '7r' marking above it. The third staff also has a '7r' marking. The fourth staff has a 'w' marking. The fifth staff has a 'Sym' marking. The sixth staff has a '7r' marking. The seventh staff has a '7r' marking. The eighth staff has a '7r' marking. The ninth staff has a '7r' marking. The tenth staff has a '7r' marking. The notation is dense and appears to be a highly technical or virtuosic piece.

Son

Flute

E 2

20 *A Favourite AIR in the*

A handwritten musical score for a piece titled "A Favourite AIR". The score is written on ten staves, organized into five pairs. Each staff begins with a treble clef and a key signature of one flat (B-flat). The notation includes various musical symbols such as eighth, sixteenth, and thirty-second notes, rests, and accidentals. The piece is divided into sections labeled "Song" and "Sym:". The first "Song" section spans the first four staves, and the second "Song" section spans the last four staves. The "Sym:" section is located on the fifth staff. The score concludes with a double bar line and a repeat sign. There are several trills marked with "tr" and triplets marked with "3". The handwriting is in a cursive style, typical of 18th or 19th-century musical manuscripts.

Handwritten musical score for Flute Adagio. The score consists of 14 staves of music, written in G major (one sharp) and 3/4 time. The notation includes various musical symbols such as notes, rests, and dynamic markings like 'Fr' (Forte) and 'So' (Softe). The piece concludes with a double bar line and the instruction 'Tra Capo'.

A Favourite Air in G

Opera of Scipio

A handwritten musical score on 12 staves. The notation is in a single system, likely for a vocal line. The key signature has one flat (B-flat). The score includes various musical notations: notes, rests, slurs, and dynamic markings. The word 'Allegro' is written at the beginning of the first staff. The word 'Fin' appears at the end of the 11th staff. The word 'Da Capo' is written at the end of the 12th staff, followed by a double bar line. The word 'Allegro' is written at the bottom left of the page. The word 'Fin' is written at the bottom right of the page.

Allegro

F 2

A Favourite Air in the

Opera of Alexander

25



Volta subito

Alexander.

A favourite Air in the Opera of
TAMERLANE



Minuet by M^r Woodcock 27



Alute

G 2

*A Favourite Air in the**Allegro*

Opera of Alexander

29



Flute

H

A Favourite Air in the

Opera of Alexander. 31

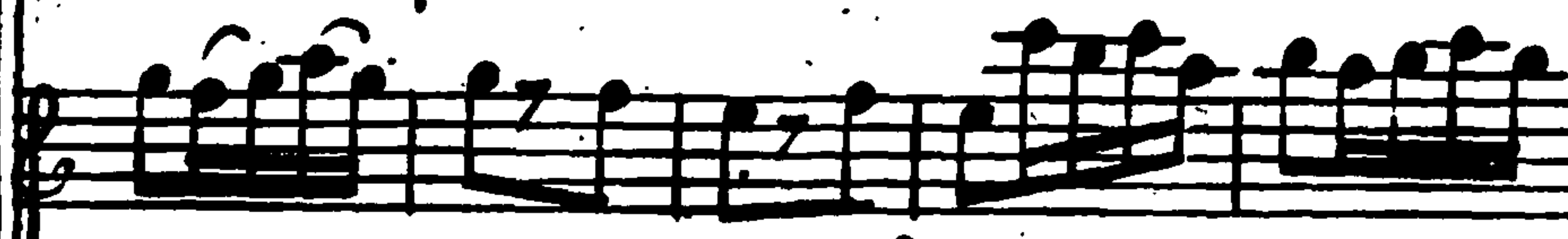
Handwritten musical score for Flute, Opera of Alexander, page 31. The score consists of 14 staves of music in G major (one sharp) and 2/4 time. The notation includes various note values, rests, and dynamic markings. The word "Song" is written under the 7th staff, and "Flute" is written under the 14th staff. The piece concludes with a double bar line and the text "Fin. Capro".

Flute

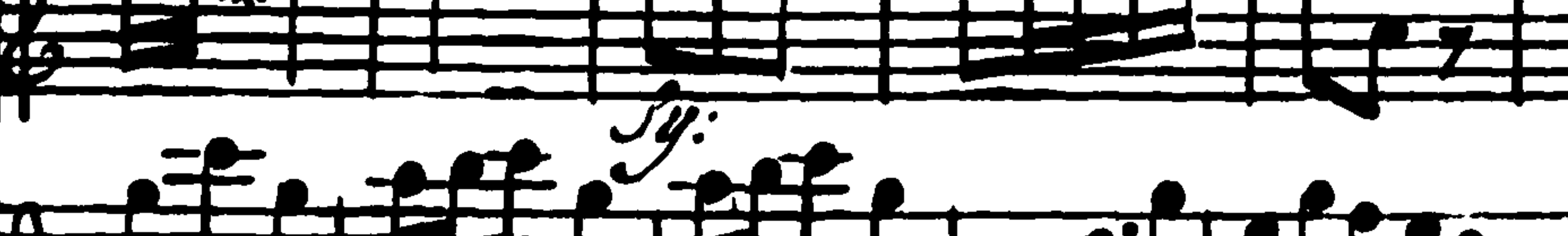
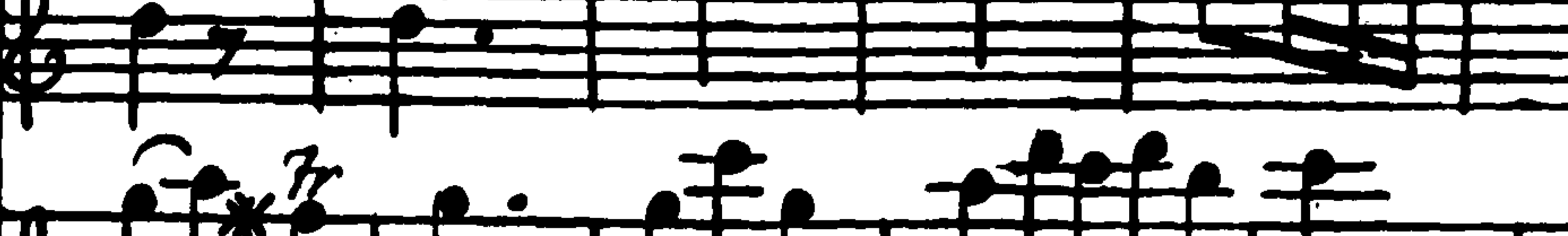
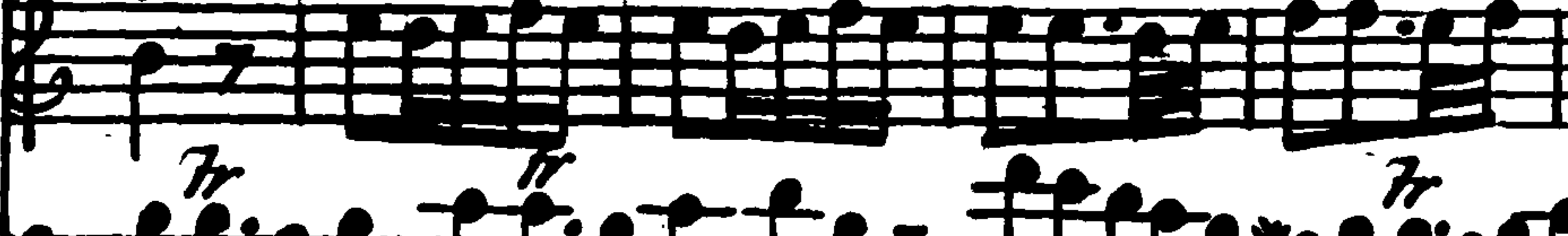
adag. H 2

A Favourite AIR in the

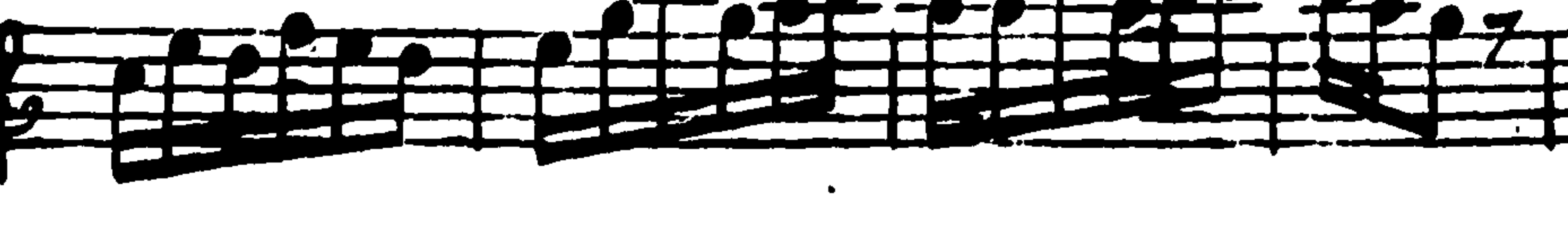
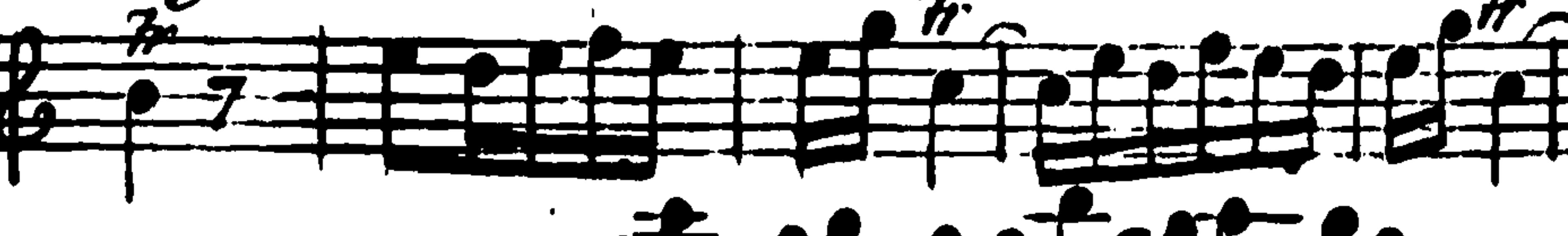
Allegro



Song



Song



Opera of Admetus

33

This page contains a handwritten musical score for a Flute. It consists of ten staves of music, each beginning with a treble clef. The notation includes various musical symbols such as notes, rests, and accidentals. Key annotations include:

- Tr**: Trill, appearing multiple times above notes.
- ada**: Adagio, appearing in the fourth staff.
- So**: Solo, appearing in the sixth staff.
- W**: Whole note, appearing in the sixth staff.
- Flute**: Written at the bottom left of the page.
- Adag**: Adagio, written below the final staff.
- Fin. Basso**: Written at the end of the final staff.

A Favourite AIR in the

Opera of King Richard y first ³⁵

A musical score for a flute part, consisting of 12 measures. The notation is written on a single staff with a treble clef and a key signature of one flat (B-flat). The music features a variety of note values, including eighth, sixteenth, and thirty-second notes, as well as rests. Dynamic markings such as *sy*, *fr*, *so*, and *al fagura* are present. The score concludes with a double bar line and a repeat sign.

Flute

36

A Favourite Air in the

Opera of Siroe

37

Fr

Fr

Fr

Fr

Fr

Fr

Fr

Fr

Fr

Fr

Fr

Flute

K

Da Capo

38 *A Favourite Air in the*

Andante



Opera of Ptolomy. 39



Flute

K 2

Chorus in Lotharius

A handwritten musical score for a chorus, consisting of 13 staves. The notation is in a single system, likely for a choir or instrumental ensemble. The music is written in a style characteristic of 18th or 19th-century manuscript notation. The first staff begins with a treble clef and a common time signature (C). The notation includes various note values, rests, and ornaments. There are several trills marked with 'tr' above the notes. Some notes are grouped with a '3' and a slur, indicating a triplet. The final staff concludes with the text 'Da Capo' written in a decorative, flowing script, followed by a large, ornate flourish.

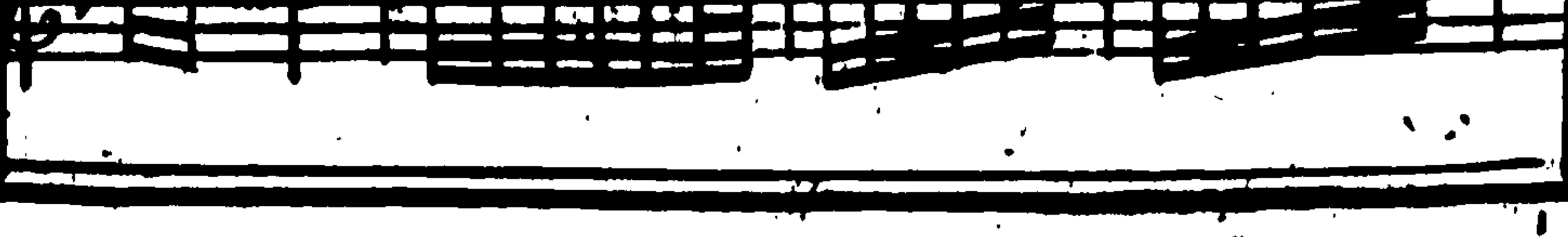
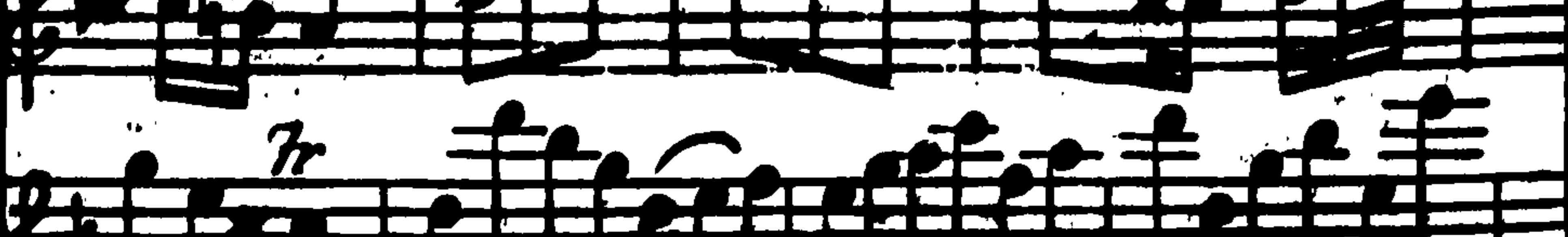
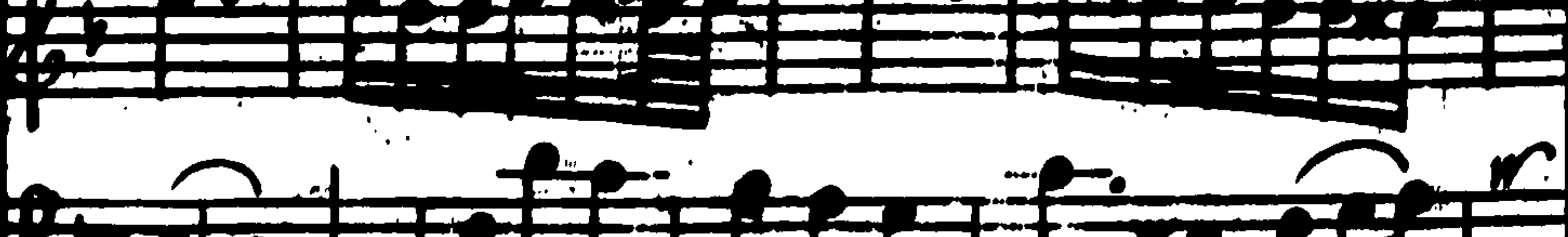
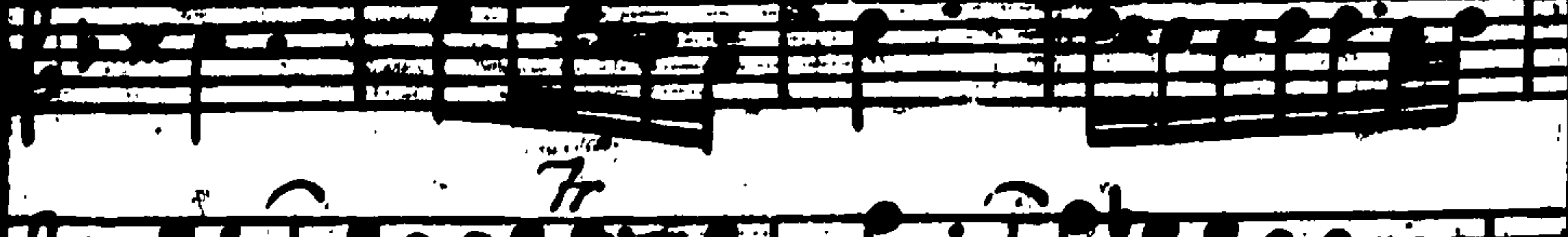
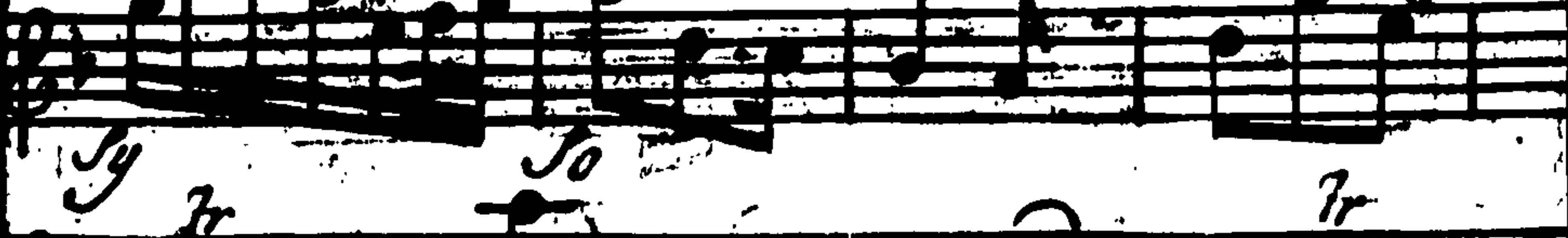
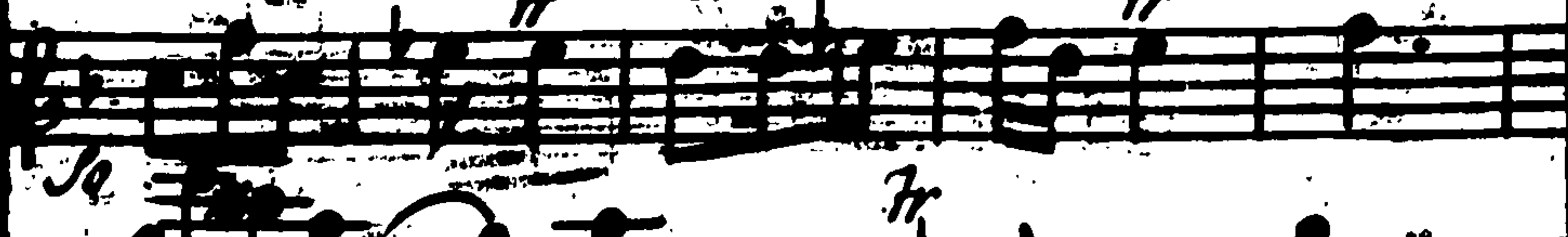
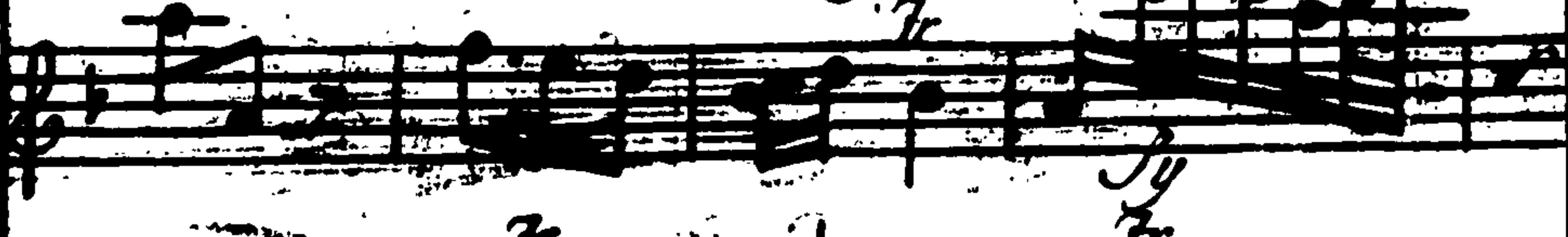
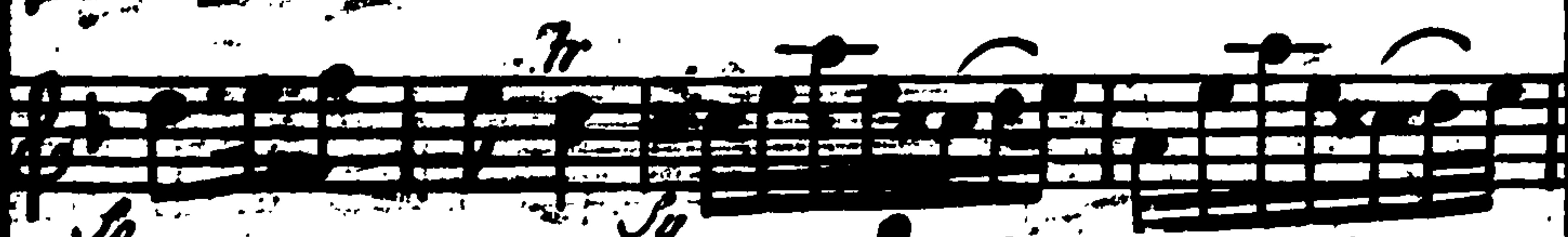
Care mura in the OPERA of Parthenope

Largo

This musical score is written for a single melodic line, likely for a flute, in treble clef with a common time signature (C). The tempo is marked 'Largo'. The score consists of ten staves of music. The notation includes various note values (quarter, eighth, and sixteenth notes), rests, and dynamic markings such as 'Fr' (fz) and 'L'. There are also performance instructions: 'Song' appears twice, 'Sy' (sotto voce) appears once, and 'Sym:' (symphony) appears once. A trill is indicated by a '3' over a group of notes on the fifth staff. The piece concludes with a double bar line and a final 'L' marking.

A Favourite AIR

Allegro



in the Opera of Parthenope ⁴³

Sym:

Flute

L2

44 *Voglio dire in the Opera of*

Andante

This musical score is for a piece titled "Voglio dire" from an opera. It is marked "Andante" and is in G major (one sharp) and 3/8 time. The score consists of ten staves of music. The notation includes various musical symbols such as treble clefs, key signatures, time signatures, and dynamic markings. The piece begins with a 3/8 time signature and a key signature of one sharp (F#). The music is written in a single melodic line. The score includes several dynamic markings: "fr" (forzando) appears on the first, fourth, fifth, sixth, seventh, and eighth staves; "sy" (sforzando) appears on the third, sixth, seventh, eighth, and tenth staves; and "so" (sotto) appears on the sixth, seventh, eighth, and tenth staves. The piece concludes with a double bar line on the tenth staff.

Parthenope

45

Handwritten musical score for a piece titled "Die Capra". The score is written on 11 staves in treble clef, with a key signature of one sharp (F#). The notation includes various musical symbols such as notes, rests, and dynamic markings like "So" and "Fr". The piece concludes with the text "Die Capra" written in a decorative script.

Adagio (Molto).

M

*A Favourite Air in the Opera**Andante*

of Parthenope.*Flute*

M 2

⁴⁸AIR *in the Opera of Ormisda*

