JAZZ REHEARSAL TECHNIQUES

- 1. Rehearse as technically as a symphony orchestra.
- 2. Mark releases.
- 3. Dynamics-add them to the score-rewrite at times to make it more musical.
- Every melodic figure should have a "SHAPE".
- 5. Every line should move somewhere.
- 6. Same dynamics will make the audience "dead". Code red.
- 7. Repeated sections should change dynamically to avoid boredom.
- 8. In a 8 bar intro start out stronger then shape it down before the head starts.
- 9. Audiences respond to dynamics 1st.
- 10. Music is drama, don't bore the audience with same dynamics.
- 11. Long notes need to MOVE into the next phrase.
- 12. Intonation needs to be accurate, (some people make a ignorant statement that "it's close enough for jazz"), wrong.
- 13. Have students mark everything on their music.
- 14. Isolate intervals with other members of the ensemble.
- 15. Articulations mark them along with long phrase markings.
- 16. Section leaders slur from off-beat to on-beat.
- 17. BALANCE-like mixing a record. What to bring out and what to fade. The mix is important because you move the listener's attention. Power over his mind, absolutely critical.
- 18. Write from phrase to phrase, ex. over saxes, under trumpets, under soloist, etc.
- 19. Attacks-don't cover up the MAIN melodic figure.
- 20. Rhythm section dynamics-not unchanging.
- 21. Rhythm section-listen to everything I tell the horns. You will understand the tune better.
- 22. Sax soli section-rhythm section-keep intensity but go under the saxes in volume so they can be heard.
- 23. Technical-approach the music artistically.
- 24. Attacks-entrances not early.
- 25. Ornamentation- mark release of falls, grace notes-on the beat, not in front.
- 26. Rhythm section- think of matching your styles.
- 27. Guitar and piano-comping together-don't do it. Trade off phrases or sections, if you comp together you create comping chaos.
- 28. Pianist do not comp in the lower register, you are in the bassist's territory, stay out.
- 29. Don't ornament too much when walking bass.