

# Double Horn Fingering Dictionary

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In this reference, partial numbers are listed to the right of each pitch, and deviation from the written pitch (in twelve-tone equal temperament) is shown below, rounded to the nearest 5 cents. Deviation may vary based on horn construction, as well as the player's own preferences and anatomy.

Fingerings for each pitch are arranged from shortest to longest tubing length. Fingerings  $\hat{13}$  and  $\hat{13}$  are assigned a bias of 10 cents sharp, and likewise,  $\hat{123}$  and  $\hat{123}$  are biased 20 cents sharp. Uncommon fingerings are shown in black.

The chart is organized into four systems, each containing two staves (treble and bass clef). The top staff of each system shows the written pitch and its partial numbers. The bottom staff shows the deviation from the written pitch in cents, rounded to the nearest 5 cents. Fingerings are indicated by numbers above the notes, and some are highlighted in black. The chart covers a range of pitches from C4 to C6, including natural, sharp, and flat variations.

System	Pitch	Partial Numbers	Deviation (cents)	Fingerings
System 1	C4	8, 9, 10, 12, 14, 15	0, 0.05, 0.15, 0, 0.20, 0.10	$\hat{0}$ , $\hat{1}$ , $\hat{23}$ , $\hat{1}$ , $\hat{13}$ , $\hat{123}$
	C#4	8, 9, 10, 12, 14, 15	0, 0.05, 0.05, 0, 0.15, 0.10	$\hat{0}$ , $\hat{2}$ , $\hat{12}$ , $\hat{13}$ , $\hat{0}$ , $\hat{12}$ , $\hat{123}$
	C#4	8, 9, 10, 12, 14, 15	0, 0.05, 0.05, 0, 0.15, 0.10	$\hat{0}$ , $\hat{2}$ , $\hat{12}$ , $\hat{13}$ , $\hat{0}$ , $\hat{12}$ , $\hat{123}$
	C#4	8, 9, 10, 12, 14, 15	0, 0.05, 0.05, 0, 0.15, 0.10	$\hat{0}$ , $\hat{2}$ , $\hat{12}$ , $\hat{13}$ , $\hat{0}$ , $\hat{12}$ , $\hat{123}$
	C#4	8, 9, 10, 12, 14, 15	0, 0.05, 0.05, 0, 0.15, 0.10	$\hat{0}$ , $\hat{2}$ , $\hat{12}$ , $\hat{13}$ , $\hat{0}$ , $\hat{12}$ , $\hat{123}$
	C#4	8, 9, 10, 12, 14, 15	0, 0.05, 0.05, 0, 0.15, 0.10	$\hat{0}$ , $\hat{2}$ , $\hat{12}$ , $\hat{13}$ , $\hat{0}$ , $\hat{12}$ , $\hat{123}$
	C#4	8, 9, 10, 12, 14, 15	0, 0.05, 0.05, 0, 0.15, 0.10	$\hat{0}$ , $\hat{2}$ , $\hat{12}$ , $\hat{13}$ , $\hat{0}$ , $\hat{12}$ , $\hat{123}$
	C#4	8, 9, 10, 12, 14, 15	0, 0.05, 0.05, 0, 0.15, 0.10	$\hat{0}$ , $\hat{2}$ , $\hat{12}$ , $\hat{13}$ , $\hat{0}$ , $\hat{12}$ , $\hat{123}$
	C#4	8, 9, 10, 12, 14, 15	0, 0.05, 0.05, 0, 0.15, 0.10	$\hat{0}$ , $\hat{2}$ , $\hat{12}$ , $\hat{13}$ , $\hat{0}$ , $\hat{12}$ , $\hat{123}$
	C#4	8, 9, 10, 12, 14, 15	0, 0.05, 0.05, 0, 0.15, 0.10	$\hat{0}$ , $\hat{2}$ , $\hat{12}$ , $\hat{13}$ , $\hat{0}$ , $\hat{12}$ , $\hat{123}$
	C#4	8, 9, 10, 12, 14, 15	0, 0.05, 0.05, 0, 0.15, 0.10	$\hat{0}$ , $\hat{2}$ , $\hat{12}$ , $\hat{13}$ , $\hat{0}$ , $\hat{12}$ , $\hat{123}$
	C#4	8, 9, 10, 12, 14, 15	0, 0.05, 0.05, 0, 0.15, 0.10	$\hat{0}$ , $\hat{2}$ , $\hat{12}$ , $\hat{13}$ , $\hat{0}$ , $\hat{12}$ , $\hat{123}$
C#4	8, 9, 10, 12, 14, 15	0, 0.05, 0.05, 0, 0.15, 0.10	$\hat{0}$ , $\hat{2}$ , $\hat{12}$ , $\hat{13}$ , $\hat{0}$ , $\hat{12}$ , $\hat{123}$	