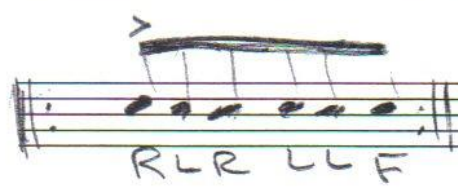


GARY CHAFFEE "Schlick"

R = RIGHT HAND L = LEFT HAND F = FOOT



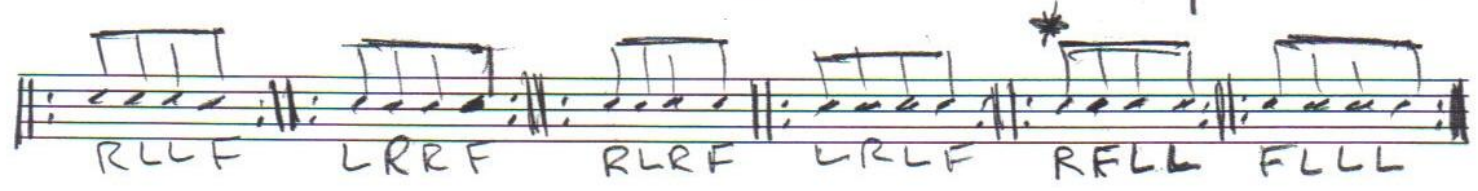
OBLIQUE - 1 hand (R.H. or L.H.) Remains ONE (SAME) SURFACE, WHILE OPPOSITE HAND CAN MOVE TO ANY SURFACE. (AVOID CROSSOVERS)

PARALLEL - BOTH HANDS MOVE TO THE SAME SURFACE, ONE IMMEDIATELY following the OTHER. (AVOID CROSSOVERS)

CONCENTRIC - SURFACE TO SURFACE Movement (minimally, 2 DIFFERENT SURFACES) - EACH HAND SETS UP A DIFFERENT PATTERN OF Movement FROM THE OTHER. (AVOID CROSSOVERS)

CONTRARY - THERE MUST BE CROSSOVERS - USE OF OBLIQUE & Concentric is APPLICABLE.

* PERMUTATIONS OF STICKINGS & FOOT Apply.



Matrix: Diminution
 Augmentation
 Modulation
 Added Rests
 BD & H.L. Substitutions

Jacob Kaye
 2012