

Fingering

In music, **fingering** is the choice of which fingers and hand positions to use when playing certain musical instruments. Fingering typically changes throughout a piece.

The challenge of choosing good fingering for a piece is to make the hand movements **as comfortable as possible** without changing hand position too often.

A fingering can be the result of the working process of the **composer**, who puts it into the printed score. Finale has the option to add fingering to a composition.

The easiest fingering pattern is “**every finger has a key**”. Whenever this is possible, we should use this pattern. Other patterns are **squeeze, stretch, jump, thumb under, hand over, substitution, glide** and more.

Example for ‘every finger has a key’;
upper staff -> right hand | lower staff -> left hand

1=Thumb, 2=index finger, 3=middle finger, 4=ring finger 5=pinky

C major

The image shows a musical score for a C major exercise in 2/4 time. It consists of two staves: a treble clef staff for the right hand and a bass clef staff for the left hand. The right hand plays a sequence of notes: C4 (finger 1), D4 (finger 2), E4 (finger 3), F4 (finger 4), G4 (finger 5), F4 (finger 4), E4 (finger 3), D4 (finger 2). The left hand plays a sequence of notes: C3 (finger 5), D3 (finger 4), E3 (finger 3), F3 (finger 2), G3 (finger 1), F3 (finger 2), E3 (finger 3), D3 (finger 4). The notes are connected by beams, indicating they are played in a continuous sequence.