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Multitenor Playing Positions

There are two main factors that dictate the playing positions for multitenors:

1) the bottom of each drum shell is cut on an angle to help increase projection. This creates a very dead sound if the drum is struck in the centre of the drumhead. As a result, multitenor players should strike the drumhead halfway between the center of the drumhead, and the rim closest to the player.

2) The drums are mounted on a carrier which rests on the shoulders. Therefore the player can not rotate the upper body to move around the drums.

Set position

In this photo we have labelled the drums. They are numbers 1-4 from small to large. The centre drum is called the "Gok" drum because of its characteristic sound. Some multitenor setups may have two gok drums.



Paying position

Many ensemble have the multitenor players open their sticks to drums "1" and "2". Opening both mallets to drum "2" is also popular.



Drum "4"



Drum "2"



Drum "1"



Drum "3"



Gok drum

The bottom of a gok drum shell is flat, so the player can strike it as close to centre as possible.



"Thumb to thumb" cross-overs for adjacent drums



"Wrist to wrist" cross-overs for drums farther apart

