# WHAMMER JAMMING

An introduction to power harp by Richard Taylor

"Playing the harmonica isn't like a whistle ... you wanna open your throat to make a really large channel of air. I like to bring the air from the stars all the way down into my feet when I draw, and when I'm going out with a blow note, I wanna take it from my feet and send it all the way back to the stars." **Norton Buffalo** 

# **POWER HARPING**

- Amplified / Electric harp
- Full throaty tone
- Fluent use of harp and mic technique
- Strong use of rhythm
- Voice sometimes heard through mic
- Working 'inside' the harp to release expression
- Largely R&B/Blues based, but also covers rock, pop and other styles
- Largely cross-harp (2<sup>nd</sup> position), though not exclusively
- Not just special effects and pedals
- Not Bob Dylan, country blues, folk, celtic etc
- A style of playing, not a harp brand patented by Brendan Power!

# WHAMMER JAMMER

"There are no secrets. I'm not reluctant to tell people about Whammer Jammer. Quite frankly, it's one thing to be told the stuff, it's another thing to take it in and master it ... it has to be handled in a certain technical way in order for it to sound right." **Magic Dick** 

# **Time Line**

- 1959 Back Track recorded by Little Walter for Chess Records in Chicago
- 1963 Bye Bye Bird released by Sonny Boy Williamson II on his 45rpm single, with Help Me
- 1964 Hard Hearted Woman recorded by Big Walter 'Shakey Horton' on the LP Soul of Blues Harmonica
- 1967 Rocket 88 is recorded by James Cotton on his live LP Late Night Blues in Canada
- 1971 Whammer Jammer is first recorded on J.Geils Band LP The Morning After in Detroit
- 1972 Whammer Jammer features on J.Geils live LP Full House
- 1978 Harpin' On A Riff is recorded by Charlie Musselwhite on his LP Harmonica According To Charlie Musselwhite
- 1980 Swing Job 9 Below Zero, with Mark Feltham on harp, recorded their LP Live At The Marquee in London's Soho



# Magic Dick's influences

- Listening to non-harp music largely jazz before playing harp and focussing on the horn players
- Classic Jazz Trumpet Louis Armstrong, Dizzy Gillespie, Miles Davis, Roy Eldridge
- Classic Jazz Saxophone Charlie Parker, John Coltrane (especially Coltrane for powerful blow bend)
- Jazz rather than Rock'n'Roll, excepting Little Richard's saxophonist Lee Allen
- James Cotton, Little Walter, Sonny Boy Williamson II, Sonny Boy Williamson I, Junior Wells
- Walter Horton (less so than Little Walter) but special because he brought attention to tone and tongue blocking on *Hard Hearted Woman*, plus other artefacts difficult to get without this technique
- Energy and big lungs
- Not Jimmy Reed for altissimo blow bends this was John Coltrane
- Frustrated trumpet player and jazzer (see Jerry Portnoy interview on www.harpsurgurgery.com)

# **Original rig**

- Copied from James Cotton
- Used a Sure vocal style mic with volume on middle of shaft
- Can't recall the amplifier because he was experimenting Fender Twin Reverb amp
- Cathode follower / Unity Gain, Y chord box signal splitter
- We're working from the 1972 Full House LP live version of Whammer Jammer

# Whammer Jammer sources

- Back Track Little Walter
- Bye Bye Bird Sonny Boy Williamson
- Hard Hearted Woman Big Walter 'Shakey Horton'
- Rocket 88 James Cotton

# Basics

- Song in E major
- Played cross harp (2<sup>nd</sup> position) on an A major diatonic harmonica

# Song map

- Double-hit, fanfare intro
- Unaccompanied solo section
- Six accompanied twelve-bar sequences
- Final flourish

# **Essential skills**

- Tongue blocking for darker, fatter tone
- Puckering for articulation, blow bends and fast moves
- Cupped and open harp mic
- Articulation
- Tongue slapping
- Tongue fluttering
- Head rolls
- Draw bends
- Blow bends
- Falsetto voice whoopin'
- Versioning
- Full power from bottom to top of harmonica

## **DOUBLE-HIT, FANFARE INTRO**

4D'..4D 2D#5D (2D"..2D) # fluttered 9B'..9B 10B..10B" (10B"..10B)

# UNACCOMPANIED SECTION

# Α

3D..1D\* 2B..3B 2B..3B <u>1D-2D..1D-2D</u> <u>1D-2D..1D-2D</u> (1D-2D)..3D'..3D' \* gliss <u>derdle-erder</u> 1D 2B 3B..2B..3B <u>1D-2D..1D-2D</u> <u>1D-2D..1D-2D</u> (1D-2D)..3D' 3D' derdle-erder 1D 2B 3B..2B..3B <u>1D-2D..1D-2D</u> <u>1D-2D..1D-2D</u> (*1D-2D*)..3D' 3D' derdle-erder 1D 2B 3B..2B..3B <u>1D-2D..1D-2D</u> <u>1D-2D..1D-2D</u> (*1D-2D*)..3D' 3D' <u>derdle-erder</u> 1D..1D 2B --- 4B 3D..2D..2B..(1B-2B) 4B 3D --- pause 1D 2B 3B..2B..3B <u>1D-2D..1D-2D</u> <u>1D-2D..1D-2D</u> <u>1D-2D</u>..3D' <u>derdle-erder</u> --- 3D..1D\* 2B 3B --- pause \* gliss

## В

<u>1D-2D..1D-2D</u> <u>1D-2D..1D-2D</u> <u>1D-2D..1D-2D</u> <u>1D-2D</u> derdle-derdle-derdle-der 1B-2B-3B..1D-2D-3D 2D 1D..2B..1D spit-cough tuh-kah <u>1D-2D..1D-2D</u> <u>1D-2D..1D-2D</u> <u>1D-2D..1D-2D</u> <u>1D-2D</u> derdle-derdle-derdle-der 1B-2B-3B..1D-2D-3D 3D'..2D 2B spit-cough tuh-kah <u>1D-2D..1D-2D</u> <u>1D-2D..1D-2D</u> <u>1D-2D..1D-2D</u> <u>1D-2D</u> derdle-derdle-derdle-der 1B-2B-3B..1D-2D-3D 2D 1D..2B..1D spit-cough tuh-kah <u>1D-2D..1D-2D</u> <u>1D-2D..1D-2D</u> <u>1D-2D..1D-2D</u> <u>1D-2D</u> derdle-derdle-derdle-der 1B-2B-3B..1D-2D-3D 3D'..2D 2B spit-cough tuh-kah 1D 4D 4B 4B tongue slaps 1B **4B** 3D'! tongue slaps ! vibrato 2D..2D 3D 4B..4B 2D 2D"..1D..1D С 3D 4D 4D 5B tongue slaps --- pause ^ up bend (port.) tongue slaps --- ^3D 4D 5B 3D 4D 4D 5B tongue slaps ^ up bend (port.) tongue slaps --- ^3D 4D 5B --- pause 1B 2B 2D" 2D --- 1B..2B 2D" 2D --- pause

2D 3D 4D 5B

10B" modulated

tongue slaps

--- 2D..2D **3D**..4D **5B** --- pause tongue slaps 5D 5B 4D 4B tongue slaps 3D'..2D 2D" 1D..1B 2D 3D..2D 2B 2D 2D"..1D 1D D <3D-4D> <pulsed tongue block trill> 16 beats <3D'-4D'> <pulsed tongue block trill> 8 beats <pulsed tongue block trill> <3D-4D> 8 beats 3D′ 3D′ attack 2D 2D attack 2D 2D attack 2D 2D"..1D 1D attack

# **6 ACCOMPANIED 12 BAR SEQUENCES**

## 1

2D <b>5D</b> *	2D <b>5D</b> *	2D*< <b>6D~5D</b> >	<6 <b>B~5B</b> >	4D	* gliss	<head roll=""></head>	tongue slaps
2D <b>5D</b> *	2D <b>5D</b> *	2D*< <b>6D~5D</b> >	<6B~5B>	4D	* gliss	<head roll=""></head>	tongue slaps
1B <b>4B</b> *	1B <b>4B</b> *	3D'3D"2D				* gliss	tongue slaps
2D <b>5D</b> *	2D <b>5D</b> *	2D*< <b>6D~5D</b> >	<6B~5B>	4D	* gliss	<head roll=""></head>	tongue slaps
^<4D-5D> 6B 5D 4D 4B 2D 2D"1D 1D					< tongue block tri	ll> 8 beats	tongue slaps

## 2

\* gliss

tongue slaps

tongue slaps

4D..4D 4D'..4D-2D\* **4B..4B** 3D' **2D..2D 3D' 4B..4B** 2D 2D"..1D 1D 

	tonguo alan
<b>6B</b> 5D4D5D 6B	tongue slap
<b>6B</b> 5D4D5D 6B	tongue slap
<b>6B</b> 5D4D5D 6B	tongue slap
10B <u>10B″</u>	<u>10B</u> " modulated
<b>^</b> 9B	<b>^</b> up bend ( <i>port.</i> ) articulation <b>Y</b> (below)
4D'4D-2D* 4D'4D-2D* 4D'4D-2D* 4D'4D-2D*	* gliss
<b>3D3D 4B4B</b> 2D 2D"1D 1D	tongue slaps
4	
2D-4D'*4D	
2D-4D'*4D	
2D-4D'*4D 2D-4D'*4D	
2D-4D'*4D 4D'3D 4D'3D2D	
2D 3D'-4D' 3D'-4D'	across 8 beats
2D2D 2D 2D2D"1D 1D	
4D 5B 5D 5B	tongue slaps
<b>5D 5B</b> 3D'	tongue slaps
2D2D 2D2D"1D 1D	
5	
Woooooooooooooooooooooooooooooo	Falsetto descent for 16 beats
^3D'-4D' ^3D'-4D'2D	<b>^</b> up bend ( <i>port.</i> )
2D2D 2D 2D2D"1D 1D	<b>^</b> up bend ( <i>port.</i> )
4D'-4D-4D 4D-4D-4D	triplet articulation ${f Z}$ (below)
4D'-4D-4D 4D-4D-4D	triplet articulation ${f Z}$ (below)
4D'-4D-4D 4D-4D-4D	triplet articulation ${f Z}$ (below)
4D'3D2D	triplet articulation ${f Z}$ (below)
2D2D"1D	triplet articulation ${f Z}$ (below)

6

2D.2D".1D 2D.2D.2D".1D 2D.2D.2D".1D 2D.2D.2D".1D 2D.2D.2D".1D 2D.2D.2D".1D 2D.2D.2D".1D 2D.2D.2D".1D ^3D'. 3D" 2D.2D.2D".1D ^3D'. 3D" 2D.2D.2D".1D 2D.2D.2D".1D 2D.2D.2D".1D 2D.2D.2D".1D 2D.2D.2D".1D 4D'.4D~2D 2D.2D.2D".1D 2D.2D.2D".1D 2D.2D.2D".1D **FINAL FLOURISH** 6B <u>5B</u>.4D 4B <u>5B</u> ^3D.4D 5B 6B 10B.10B".... <u>10B</u>" modulated

## Rhythm

This is created by the tongue slap technique. The on-off movement of the tongue generates the *skip*.

## Flutter

This short section is puckered apart from the 2-5 split which is fluttered. The split 2-5 draw is rapidly <u>fluttered</u> on-off-onoff with the front end of the tongue. The result is an alternation between the open 2-3-4-5 chord draw and the split, or blocked, 2-5 draw (E-D). You may need to perfect this technique. It is an in-out dabbing movement which momentarily blocks and then opens up the central 3-4 draw holes. It is *not* a draw trill across holes 4 and 5.

## Tenuto

The notes at the end of each opening fanfare line are emphasised. Attack them and make an impact.

## **Blow bend modulation**

You will need full control on the blow bends. This is the bit that makes the audience sit up and pay attention. The full blow bend on hole ten is partially released and re-applied in rapid succession to produce a modulation. This is sustained by applying a serious amount of pressure from behind the blow bend and a repeated flexing of the central upper tongue area. You would use the same mechanism to produce a high pitched vibrato effect when whistling. Try it.

## Cupping

Listen to the original recordings and note where cupped and open-hand sequences occur by the changes in tone. Much of the opening section is played with a cupped mic for tone. When opening up, allow the harp to resonate naturally.

## Glissandos

For glissandos, run a tongue block across holes 2-3-4 and apply a tongue slap to the final note.

#### **Opening Trills and Head rolls**

Are accented or pulsed across the first beat of each bar. Try to tongue block. Don't worry if you have to snatch a breath; Magic Dick does on one or two video takes. Later, Magic Dick produces his 12 bar trills using a tongue blocked head roll. If you've got crazy hair, you need to flaunt it. The follicley-challenged (and those who value brains and retinas) can use a standard hand roll or a hybrid. Of course you can also pucker. It's almost as effective, but play 'wildly!'

## **Pulls, Slaps and Pull Slaps**

These three tongue blocking techniques are integral to the whole tune. They come from, and help generate, the soloist's rhythm by rapidly applying the tongue for single notes (*slaps*), opening up from a single note to a group of notes by pulling your tongue off the harp (*pulls*), or closing down from a pulled group to a single note (*pull slaps*). This technique is also applied to blown notes. You could describe pulled notes as incidental or passing notes which are sounded as you breathe. Initially you can get away without them, but they soon become an essential ingredient. So experiment!

## Articulation

- X 'dwit dwit-dwit duh-diddit dwit-dit dwit-dit dwit-dit duh-diddit'
- Y 'dwit dwit dwit- dwitduh- diddit dwitduh- diddit dwitduh- diddit dit dwitduh-diddit dwit'
- Z 'diddler-diddler dwoodler-diddler dwoodler-diddler dwiddler'

# 'Every little thing you do makes a difference.' Magic Dick

## REFERENCE

Rock Harmonica (Book/CD) – Dave Barrett (Melbay) with full transcription of studio version of Whammer Jammer Blues Harmonica Masterclass (Book/CD) - Jerry Portnoy Harmonica Power (Book/CD) - Norton Buffalo's Bag Of Tricks Power Blues Harp (Book/CD) – Charlie Musselwhite

# TAB

www.coast2coastmusic.com/diatonic/whammerjammer.shtml www.harpsurgery.com www.harmonicamasterclass.com

# YouTube

Magic Dick – variety of live Whammer Jammer footage Magic Dick explains "Whammer Jammer" posted by Adam Gussow (KudzuRunner) 2008 Modern Blues Harmonica – Whammer Jammer 1-5 posts by Adam Gussow (KudzuRunner)

## **Magic Dick**

Richard Salwitz (aka Juke Joint Jimmy, Lord of the Lickin' Stick)

b 13.May 1945, New London, Connecticut

## www.magicdick.com

"Mentally prepare for what comes next. Have a mental image – this creates a corollary path and awareness which sets up the body parts, so the sound that emerges is the sound you intend. Think beyond the hole and the bend and on to the body set up necessary to get it. This will become fundamental to the way you sound.

Take some of your practice time, forget about riffs and just go for tones and sounds, noting how much air you're putting through the instrument. Most of the time we play way too hard. Slow down and get a deliberate intent on tone and sound – this will determine the type of speed and execution you'll get." **Magic Dick**