**STEP-UP DIFFERENCE** 

For students that wish to take their playing to the next level, Step-Up instruments offer refined sound, intonation, feel, and flexibility. But more importantly, Step-Ups are simply more fun to play!

#### Less Resistance

The larger bore size of Step-Up trombones allows air to move more freely through the instrument. Players will feel less pushback when compared to a beginnerlevel instrument.

## More Notes & Easier Leaps

The additional thumb trigger activates a secondary set of tubing that transposes the instrument down five half-steps. This has two benefits: it lowers the range of the instrument, and it also creates alternate slide positions. That means previously difficult leaps can be played with ease!

Our **Bravo! Rent-to-Own** program makes it easy to upgrade with low monthly payments and optional **Maintenance** & **Replacement** protection for peace of mind. Up to eighteen (18) months of equity may roll over from a current beginner rental. More financing options are also available; see store for details.

# Woodwind & Brass Step-Up Sale

The Music Shoppe of Springfield October 28 - November 4

The Music Shoppe of Normal November 11 - November 18

The Music Shoppe of Champaign November 25 - December 2



Step-Up trombones use specialized brass alloys that improve the tonal core of the instrument. Yellow Brass and Gold Brass are the most common mixes featured in intermediate and professional level instruments.

### **Improved Projection**

Changes such as one-piece bell construction and thinner bell flares drastically increase the projection of Step-Up trombones.

## **Open or Closed? Your choice!**

Step-Up trombones are available in two wraps: open and closed. Referring to how many bends are added to the extended F tubing, this will change how the instrument responds to the player. It comes down to personal preference- there's no wrong choice!

Pictured: Yamaha Xeno Trombone YSL-882GO

Scan the QR code to learn more & schedule your playtest on www.TheMusicShoppe.com



