

## Flute Pad Height Gauge Item # 227049

In my analysis for the remaking of this tool, I measured many models of flutes from student through handmade artist level instruments.

The results were very telling. The makers were inconsistent in their own workshops, but trends emerged. I confirmed my experience that there are essentially two camps of flute heights which I describe as “open” and “close.” I found that even in a specific model of flute, some were made with open settings, some with closed. The relationships from key to key, though, were the same relationships we have on our tool.

You as the technician will need to make the determination whether to use the open or the closed settings. You may prefer to use only one, and reset all your jobs to that standard, or you may prefer to learn what the flute was when it came in and use the tool to help regulate the relationships to that setting.



So, one end of our tool is open, one close. There is a circumscribing line towards the close end of the tool to help you know which is which. On either end, the smallest step is for the Left Hand C and Trill keys. The next largest step is for the stack. This is set at the F key. When removing lost motion to the F, all others in the stack will arrive at the same height. The largest step is for the foot keys. Set the foot C to this. After adjusting the C# to the C, set the B height (if there is one). I do this by line of sight, you can use the gauge if so desired.

The G# is often set at the same level as the stack, if clearances and geometry allow. The D# on the foot is sometimes set lower than the other keys on the foot. Sometimes the D# and the G# are set at yet a fourth measurement lower than all but the trills. I did not allow for that fourth dimension in this tool.

“Correct” pad heights may well be a point of argument even among the informed. However, standards within a shop or factory should be in place. In the end, it is up to each company to establish internal standards. Our tool may help compliance.

Enjoy!

