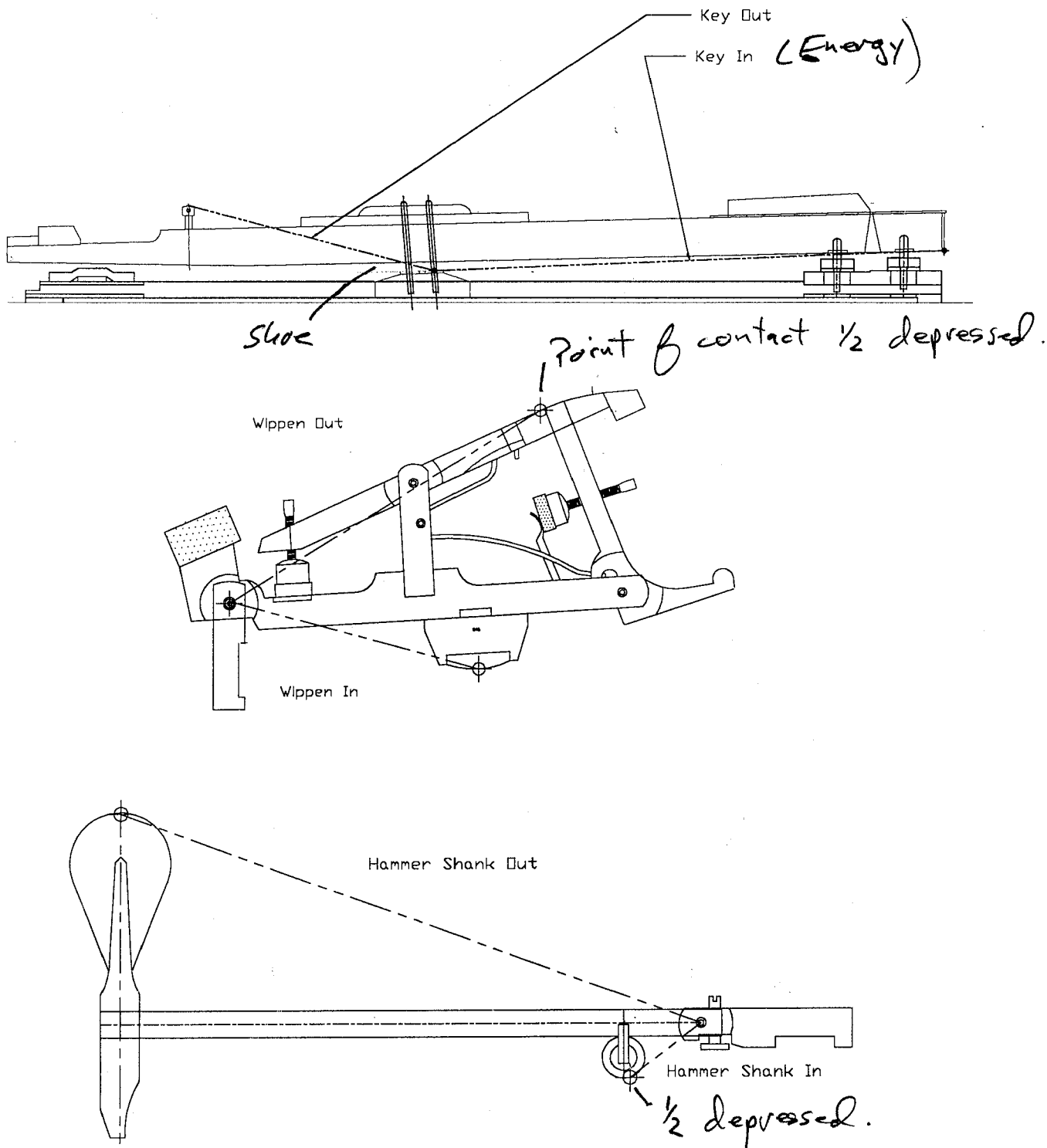


# Action Geometry: Truth and Consequences

Rick Baldassin & Chris Robinson

July 9-10, 1998, Providence RI



## ACTION LEVERAGE

$$\frac{\text{Key Out}}{\text{Key In}} \times \frac{\text{Wippen Out}}{\text{Wippen In}} \times \frac{\text{Shank Out}}{\text{Shank In}} = \frac{\text{Blow Distance} - \text{Let-off}}{\text{Key Dip} - \text{After Touch}} \quad (\text{action ratio})$$