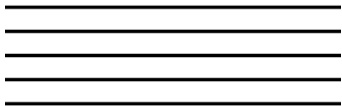

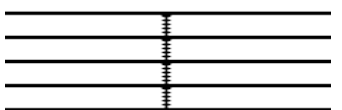
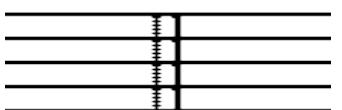






# Music Notation Symbols

## LINES


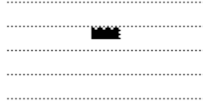


	<p><b>STAFF OR STAVE</b> There are five lines that is the “alphabet” (pitch) to reading or writing music. The lines and spaces are numbered from bottom to top. The lines from bottom to top are e,g,b,d,f. The spaces are f,a,c,e.</p>
	<p><b>LEGER OR LEDGER LINES</b> These add a higher or lower pitch to the staff.</p>
	<p><b>BAR LINE</b> Separates measures</p>
	<p><b>DOUBLE BAR LINE</b> Separates parts within a piece of music. Used when changing key and when it is bold it usually means you are done with the musical piece.</p>
	<p><b>BRACE OR ACCOLADE</b> Connects staves. Two or more staves are needed for a brace. Piano music is a great example of this.</p>


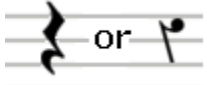





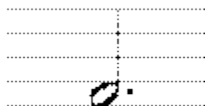
## CLEFS

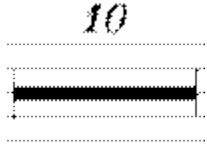
	<p><b>G CLEF (TREBLE CLEF)</b> Most common clef used in music today. Most of the melodies you hear can be written in this clef. This can be thought of as a soprano clef. Basically a clef is determined by pitch range.</p>
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	<p><b>C CLEF (ALTO OR TENOR CLEF)</b>  This clef can be thought of as an alto or tenor clef. It can be movable. Middle c is determined where the middle of the picture is pointing to. In this case it is the third line and for that reason it is an alto clef. If it were pointing to the fourth line it would be a tenor clef. This clef is mostly used for alto or tenor instruments such as a viola, cello, bassoon, etc.</p>
	<p><b>F CLEF (BASS CLEF)</b>  This and the treble clef are most popular. This is basically in the low range of music.</p>


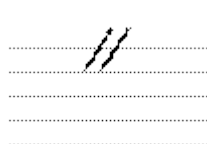
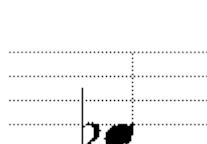
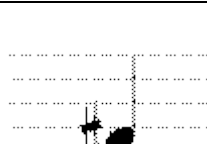
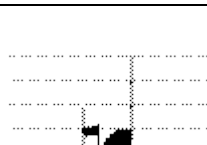
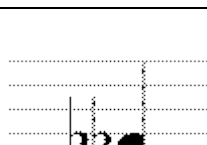
## NOTE AND RESTS


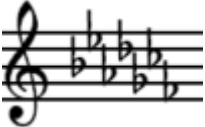

	<p><b>HOLE NOTE</b>  This note gets four beats</p>
	<p><b>WHOLE NOTE REST</b>  Rest for four beats</p>
	<p><b>HALF NOTE</b>  This note gets two beats  (to get three beats a dot is placed next to a half note)</p>
	<p><b>HALF NOTE REST</b>  Rest for two beats</p>

	<p><b>QUARTER NOTE</b> This note gets one beat</p>
	<p><b>QUARTER NOTE REST(S)</b> Rest for one beat</p>
	<p><b>EIGHTH NOTE</b> This note get half of the beat</p>
	<p><b>EIGHTH NOTE REST</b> Rest for half a beat</p>
	<p><b>SIXTEENTH NOTE</b> This note gets a quarter of the beat</p>
	<p><b>SIXTEENTH NOTE REST</b> Rest for a quarter of the beat</p>
	<p><b>BEAMED NOTES</b> The example to the left is an eighth note that is beamed. Sixteenth notes also can be beamed.</p>
	<p><b>DOTTED NOTES</b> A dot adds half the value to the existing note. The half note (two beats) plus half the value for the dot (one beat) gives us three beats.</p>




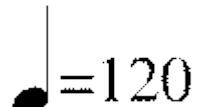
	<p><b>MULTI-MEASURED REST</b>  A bold line with vertical lines at the beginning and end indicates many measured rests. In this case the measured rest is ten measures.</p>
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## BREAKS, PAUSES, ACCIDENTALS, AND KEY SIGNATURES


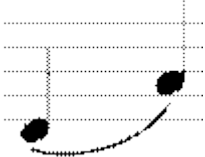
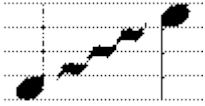
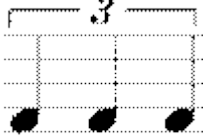

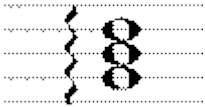
	<p><b>BREATH MARK</b>  A pause in the music—usually in singing but occurs in instrumental music also.</p>
	<p><b>CAESURA</b>  A stop in the music (most likely a sudden stop). The stop is usually brief but can have a great impact if done right.</p>
	<p><b>FLAT</b>  Lowers the pitch of the note a half step</p>
	<p><b>SHARP</b>  Raises the pitch of the note a half step</p>
	<p><b>NATURAL</b>  This offsets the key signature or previous accidental.</p>
	<p><b>DOUBLE FLAT</b>  Lowers the pitch a whole step</p>

	<p><b>DOUBLE SHARP</b> Raises the pitch a whole step</p>
	<p><b>FLAT KEY SIGNATURE</b> A simple explanation is a piece of music that has at least one flat in it. There can be 7 of these but most music has about four. The key signature can be found at the beginning of the piece or at the beginning of each line of music.</p>
	<p><b>SHARP KEY SIGNATURE</b> A simple explanation is a piece of music that has at least one flat in it.</p>


## TIME SIGNATURES

	<p><b>SPECIFIED TIME SIGNATURE</b> The top number lets you know how many beats are in the bar. The bottom number specifies the note value determining what gets counted in a bar.</p>
	<p><b>COMMON TIME</b> The same as 4/4 time</p>
	<p><b>CUT TIME</b> This is actually 2/2 time. The top 2 meaning you have two beats to the bar with the half note determining what is counted in the bar.</p>
	<p><b>METRONOME MARK</b> This tells you how fast the note is played. In the example to the left, the quarter note=120</p>

## NOTE RELATIONSHIPS


	<b>TIE</b> The same note is played
	<b>SLUR</b> Two or more notes that have no break or breath
	<b>PORTAMENTO OR GLISSANDO</b> A continuous glide from one note another note
	<b>TUPLET</b> This is an irregular structure in which the notes are to be equal but played in the time allowed.
	<b>CHORD</b> The first, third, and fifth of a scale that is played together
	<b>ARPEGGIATED CHORD</b> Fast succession of the notes instead of hitting all the notes at the same time

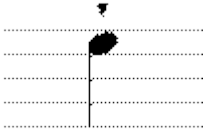

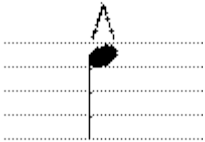
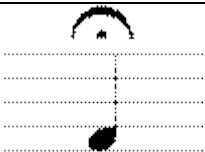
## DYNAMICS

	<b>PIANISSISSIMO</b> A note that is played very very soft (you rarely see anything that is to played any softer)
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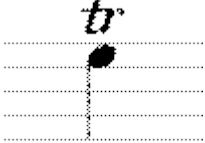

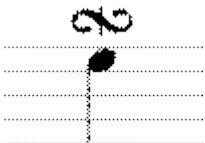
<i>pp</i>	<b>PIANISSIMO</b> A note the is played very soft (this is the softest you most likely see in music)
<i>p</i>	<b>PIANO</b> A note that is played soft
<i>mp</i>	<b>MEZZO PIANO</b> A note that is played half as soft as piano
<i>mf</i>	<b>MEZZO FORTE</b> A note the is played half as loud as forte (this is the default level if no marking is given)
<i>f</i>	<b>FORTE</b> A note that is played loud
<i>ff</i>	<b>FORTISSIMO</b> A note that is played very loud
<i>fff</i>	<b>FORTISSISSIMO</b> A note that is played very very loud
<i>sfz</i>	<b>SFORZANDO</b> A note that is played with a sudden or fierce sound
<i>fp</i>	<b>FORTE PIANO</b> A section of music that is played loud then suddenly soft
<	<b>CRESCENDO</b> A note or group of notes that is played soft and gets louder
>	<b>DECRESCENDO OR DIMINUENDO</b> A note or group of notes that is played loud and gets softer

## ARTICULATION MARKS

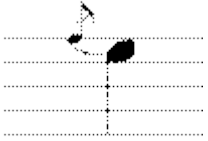
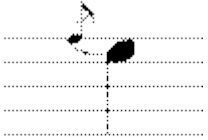
	<b>STACCATO</b> This note is to be played short and somewhat “punched”
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	<p><b>STACCATISSIMO</b> This note is to be played short and more “punched” than staccato</p>
	<p><b>TENUTO</b> The line on top means the note is to be played long. Not necessarily longer than the note value but played out and more prevalent.</p>
	<p><b>MARCATO</b> This is an attack sign and the note or notes should be played with that in mind</p>
	<p><b>FERMATO</b> This note is played and held (how long depends on the musician or leader of the group)</p>

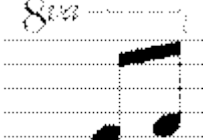
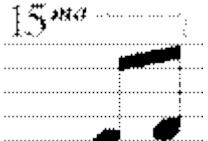
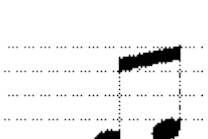
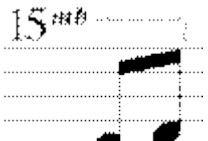
## ORNAMENTS

	<p><b>TRILL</b> Very fast playing of the note specified and the next note according to the key signature</p>
	<p><b>MORDENT</b> Very fast playing of the note specified and the next note according the key signature. This is not continuous as in the trill. When you get back to the original note you hold the specified note.</p>
	<p><b>TURN</b> This can be done is many different ways. The main idea is playing the specified note, playing the next note (within the same key signature), returning to the specified note, playing the next lower note (within the same key signature), and landing back at the specified note.</p>

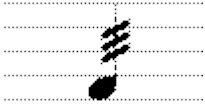
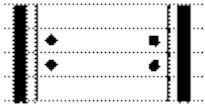

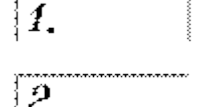




	<p><b>APPOGGIATURA</b> First play the top note than the specified note equally in time value</p>
	<p><b>ACCIACCATURA</b> First play the top note than the specified note (Yes the appoggiatura and acciaccatura have the same definition and how do you distinguish the two? You can see they look exactly the same. Knowing what the composer wanted can only help you.</p>

## OCTAVES

	<p><b>OTTAVA ALTA</b> Notes are to be played one octave higher than what is noted</p>
	<p><b>QUINDICESIMA ALTA</b> Notes are to be played two octaves higher than what is noted</p>
	<p><b>OTTAVA BASSA</b> Notes are to be played an octave lower than what is noted</p>
	<p><b>QUINDICESIMA BASS</b> Notes are to be played two octaves lower than what is noted</p>

## REPETITION AND CODAS

	<p><b>TREMOLO</b> A note that is rapidly repeated. In this case the note actually becomes a thirty-second note because there are three lines through it.</p>
	<p><b>REPEAT SIGN</b> The passage just played should be played again</p>
	<p><b>SIMILE MARKS</b> These are marks that say you need to repeat a bar or number of bars. The first example the left means repeat the previous bar the second example means repeat the previous two bars</p>
	<p><b>VOLTA BRACKETS</b> This pertains to endings of a piece of music.</p>
<p><i>D.C.</i></p>	<p><b>DA CAPO</b> Go back to the beginning of the piece and play it again till you see al fine or the coda</p>
<p><i>D.S.</i></p>	<p><b>DAL SEGNO</b> Repeat starting from the nearest segno. Play until you see al fine or the coda marking.</p>
	<p><b>SEGNO</b> Where you start after seeing the D.S. marking</p>
	<p><b>CODA</b> Takes you to the end of the piece after playing a D.S. or D.C.</p>

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