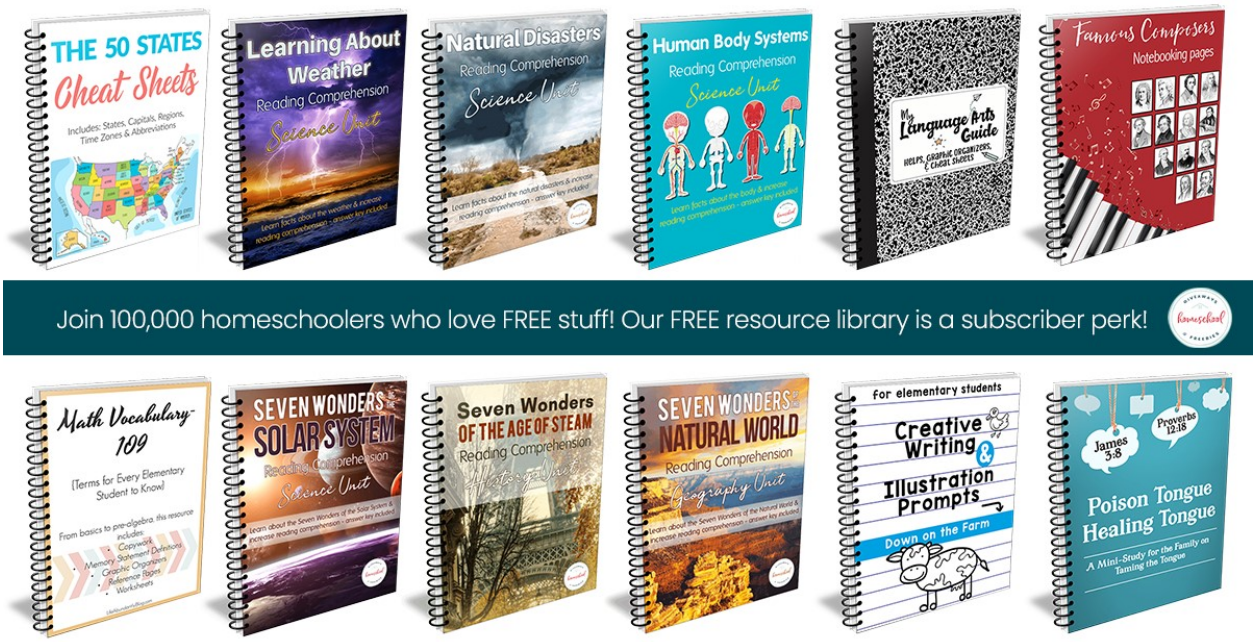
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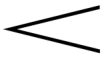
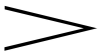
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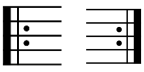
Musical Notation

Symbol	Symbol Name	Definition
	Arpeggiated chord	Rolled or broken chord where notes are each played quickly in succession
	Bar line	Separates measures or indicates a change in time signatures
	Bold double bar line	Marks the end of a piece
	Brace	Connects lines of music meant to played together on piano, keyboard, harp, or certain other instruments
	Breath mark	Indicates a pause, such as to take a breath or to lift the bow
	C Clef	Alto or tenor clef; common in music for viola, bassoon, cello, trombone, and double bass; can replace the bass clef
	Caesura	A pause where you do not count the time
	Chord	Any number of notes played together or rolled in succession
	Coda	Signals the time after a D.S. al coda or D.C. al coda when the musician jumps to the end of the piece
	Common time	Four-four time; four beats per measure
	Crescendo	Gradually building in volume
	Cut time	Two beats per measure
D.C.	Da capo	Indicates musician should repeat the piece from the beginning
D.S.	Dal segno	Indicates musician should repeat the piece from the segno symbol
	Demiflat	Reduces a note's pitch by one quarter tone
	Diminuendo	Gradually decreasing in volume; also called decrescendo
	Dotted bar line	Used to subdivide long measures into shorter pieces that are easier to read
	Double bar line	Separates sections of music or used to indicate a key signature change
	Double flat	Reduces a note's pitch by two chromatic semitones
	Double sharp	Raises a note's pitch by two chromatic semitones

Musical Notation

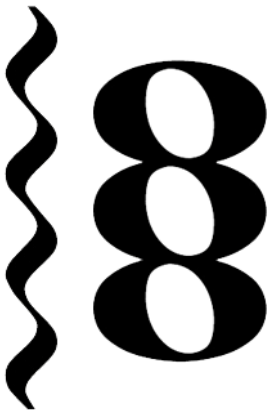
Symbol	Symbol Name	Definition
	Double whole note	Lasts twice as long as a whole note
	Down bow	Indicates the note should be played by drawing the bow downward or with a downstroke, depending on the instrument
	Eighth note	Lasts one-eighth as long as a whole note
	Eighth rest	Lasts one-eighth as long as a whole rest
	Engage pedal	Sustain pedal down
	F clef	Bass clef
	Fermata	A pause that indicates the musician should hold the note, chord, or rest longer than usual
	Flat	Reduces a note's pitch by one semitone
	Flat-and-a-half	Reduces a note's pitch by three quarter tones; also called sesquiflat
	Forte	Loud; opposite of piano
	Fortepiano	Loud followed by soft
	Fortissimo	Very loud
	Fortississimo	Exceptionally loud
	G clef	Treble clef
	Half note	Lasts one-half as long as a whole note
	Hundred twenty-eighth note	Lasts one-quarter as long as a thirty-second note
	Hundred twenty-eighth rest	Lasts one-quarter as long as a thirty-second rest
	Inverted turn	When shown right above a note, directs the musician to play the lower auxiliary note, principal note, upper auxiliary note, and return to the principal note
	Inverted turn	When shown right above a note, directs the musician to play the lower auxiliary note, principal note, upper auxiliary note, and return to the principal note

Musical Notation

Symbol	Symbol Name	Definition
	Lower mordent	Indicates musician should very quickly play the principal note, the note below it, and return to the principal note
	Metronome mark	Lets the musician know how many quarter notes must fit into one minute
	Mezzo forte	Loud, but softer than forte
	Mezzo piano	Soft, but louder than piano
	Natural	Cancels flats or sharps
	Neutral clef	Used for instruments with no pitch, such as some percussion instruments
	Octave clef	Modified treble clef that lowers the pitch by one octave
	Ottava	Indicates the music should be played one octave higher or lower, depending on its placement above or below the staff
	Pianissimo	Very soft
	Pianississimo	Exceptionally soft
	Piano	Soft; opposite of forte
	Quarter note	Lasts one-fourth as long as a whole note
	Quarter rest	Lasts one-fourth as long as a whole rest
	Release pedal	Let the sustain pedal up
	Repeat signs	Surrounds a part of the music that should be played more than once
	Segno	Marks where a musician should start repeating music when directed to by a dal segno
	Sforzando	Very strong accent on a note or chord
	Sharp	Raises a note's pitch by one semitone
	Sharp-and-a-half	Increases a note's pitch by three quarter tones; also called sesquisharp
	Simile mark	Used to indicate beats or measures that should be repeated
	Sixteenth note	Lasts one-half as long as an eighth note

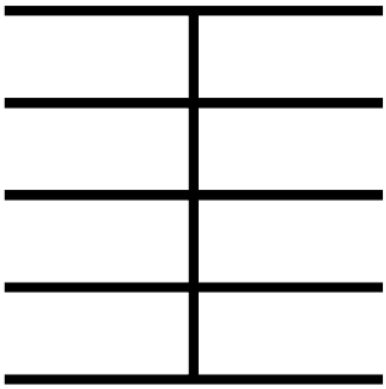
Musical Notation

Symbol	Symbol Name	Definition
	Sixteenth rest	Lasts one-half as long as an eighth rest
	Sixty-fourth note	Lasts one-half as long as a thirty-second note
	Sixty-fourth rest	Lasts one-half as long as a thirty-second rest
	Snap pizzicato	To play the note by snapping the string against the frame
	Staff	Where symbols in music are placed
	Thirty-second note	Lasts one-quarter as long as an eighth note
	Thirty-second rest	Lasts one-quarter as long as an eighth rest
	Time signature	Cut time
	Time signature	Common time
	Time signature	Three-four time; three beats per measure
	Time signature	Six-eight time; six beats per measure
	Tremolo	Note repeated very quickly
	Trill	Very quickly shaking between the note and the next higher note
	Turn	When shown right above a note, directs the musician to play the upper auxiliary note, principal note, lower auxiliary note, and return to the principal note
	Upper mordent	Indicates musician should very quickly play the principal note, the next note above it, and return to the principal note
	Whole note	Four beats in common time



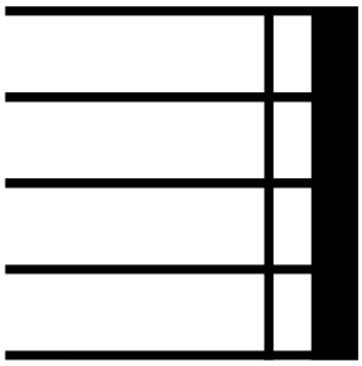
Arpeggiated Chord

Rolled or broken chord where notes are each played quickly in succession



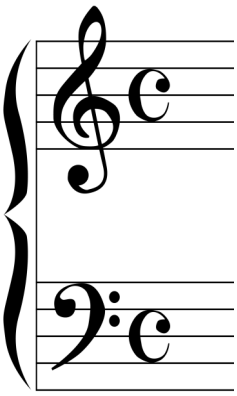
Bar Line

Separates measures or indicates a change in time signatures



Bold Double Bar Line

Marks the end of a piece



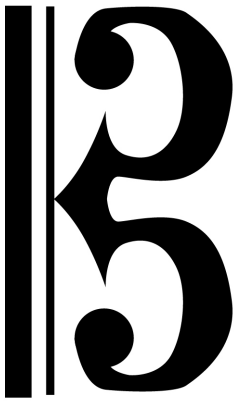
Brace

Connects lines of music meant to be played together on piano, keyboard, harp, or certain other instruments



Breath Mark

Indicates a pause, such as to take a breath or to lift the bow



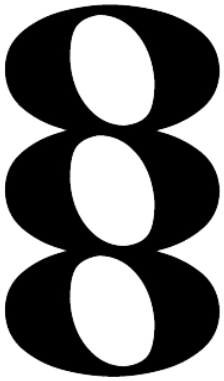
C Clef

Alto or tenor clef; common in music for viola, bassoon, cello, trombone, and double bass; can replace the bass clef



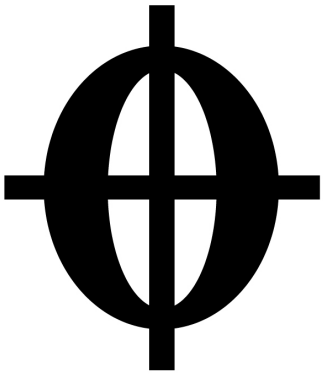
Caesura

A pause where you do not count the time



Chord

Any number of notes played together or rolled in succession



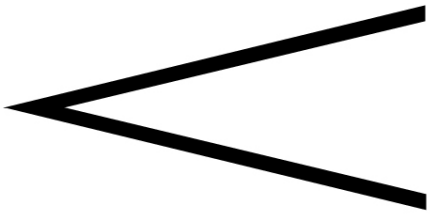
Coda

Signals the time after a D.S. al coda or D.C. al coda when the musician jumps to the end of the piece



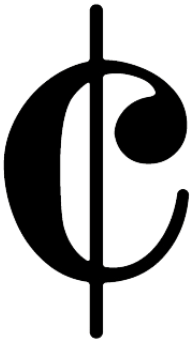
Common Time

Four-four time; four beats per measure



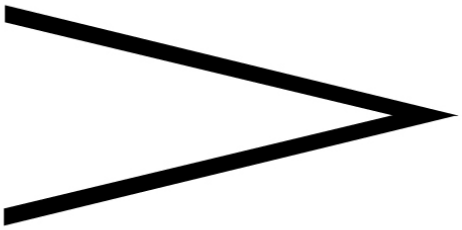
Crescendo

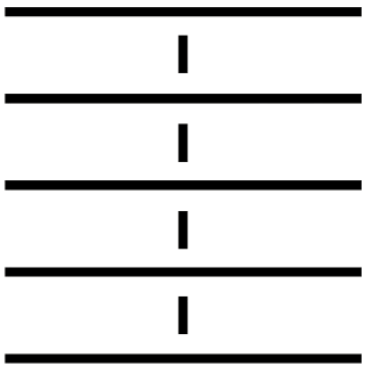
Gradually building in volume



Cut Time

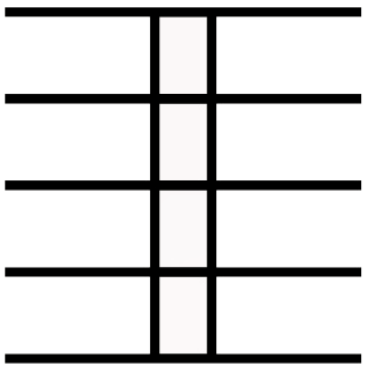
Two beats per measure

D.C. **Da Capo** Indicates musician should repeat the piece from the beginning	D.S. **Dal Segno** Indicates musician should repeat the piece from the segno symbol
 **Demiflat** Reduces a note's pitch by one quarter tone	 **Diminuendo** Gradually decreasing in volume; also called decrescendo



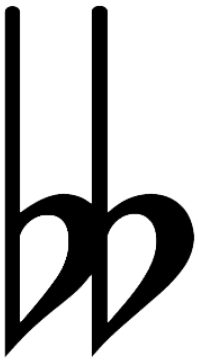
Dotted Bar Line

Used to subdivide long measures into shorter pieces that are easier to read



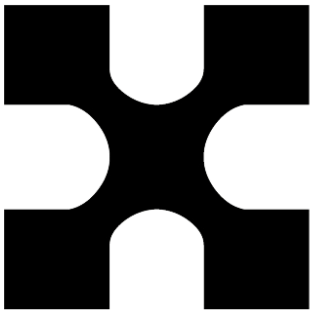
Double Bar Line

Separates sections of music or used to indicate a key signature change



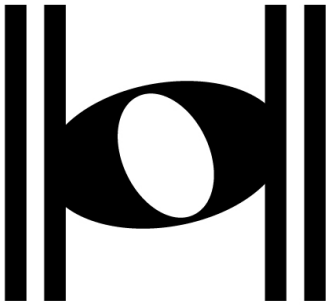
Double Flat

Reduces a note's pitch by two chromatic semitones



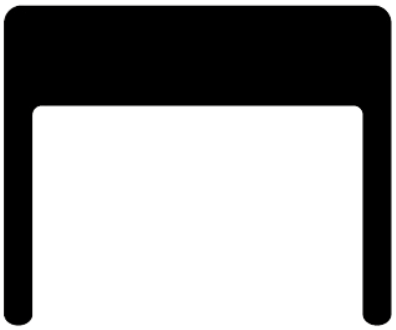
Double Sharp

Raises a note's pitch by two chromatic semitones



Double Whole Note

Lasts twice as long as a whole note



Down Bow

Indicates the note should be played by drawing the bow downward or with a downstroke, depending on the instrument



Eighth Note

Lasts one-eighth as long as a whole note



Eighth Rest

Lasts one-eighth as long as a whole rest



Engage Pedal

Sustain pedal down



F Clef

Bass clef



Fermata

A pause that indicates the musician should hold the note, chord, or rest longer than usual



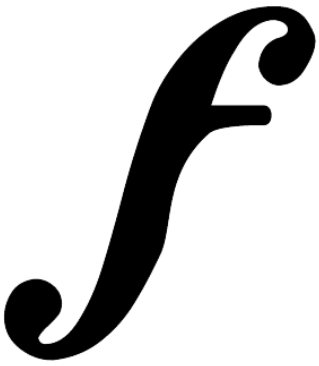
Flat

Reduces a note's pitch by one semitone



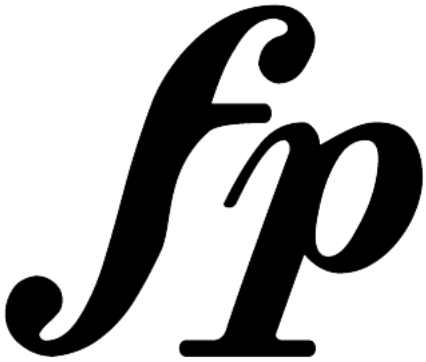
Flat-and-a-Half

Reduces a note's pitch by three quarter tones; also called sesquiflat



Forte

Loud; opposite of piano



Fortepiano

Loud followed by soft



Fortissimo

Very loud



Fortissisimo

Exceptionally loud



G Clef

Treble clef



Half Note

Lasts one-half as long as a whole note



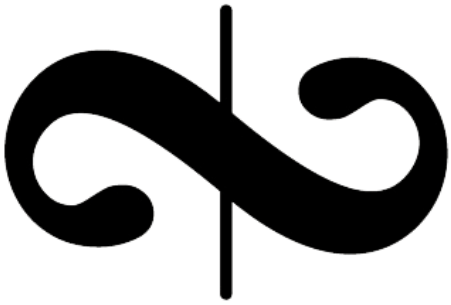
Hundred Twenty-Eighth Note

Lasts one-quarter as long as a thirty-second note



Hundred Twenty-Eighth Rest

Lasts one-quarter as long as a thirty-second rest



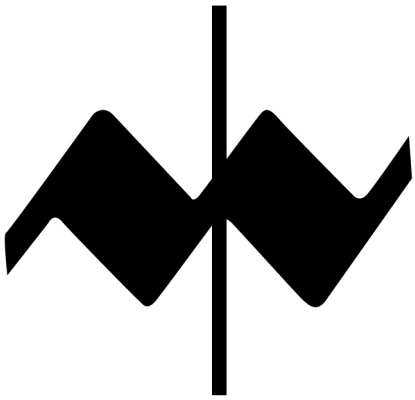
Inverted Turn

When shown right above a note, directs the musician to play the lower auxiliary note, principal note, upper auxiliary note, and return to the principal note



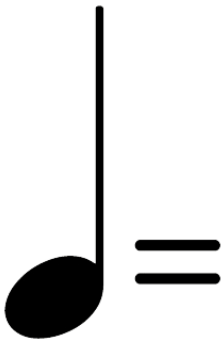
Inverted Turn

When shown right above a note, directs the musician to play the lower auxiliary note, principal note, upper auxiliary note, and return to the principal note



Lower Mordent

Indicates musician should very quickly play the principal note, the note below it, and return to the principal note



Metronome Mark

Lets the musician know how many quarter notes must fit into one minute



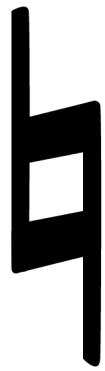
Mezzo Forte

Loud, but softer than forte



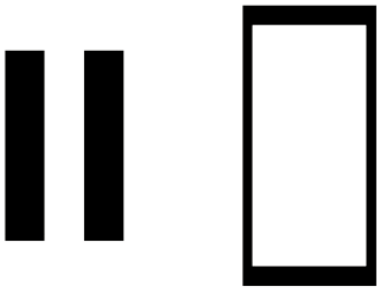
Mezzo Piano

Soft, but louder than piano



Natural

Cancels flats or sharps



Neutral Clef

Used for instruments with no pitch, such as some percussion instruments



Octave Clef

Modified treble clef that lowers the pitch by one octave



Ottava

Indicates the music should be played one octave higher or lower, depending on its placement above or below the staff



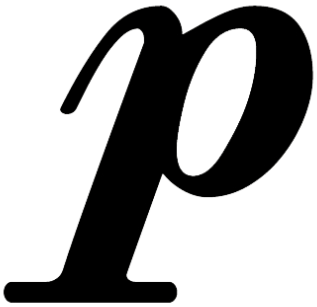
Pianissimo

Very soft



Pianississimo

Exceptionally soft



Piano

Soft; opposite of forte



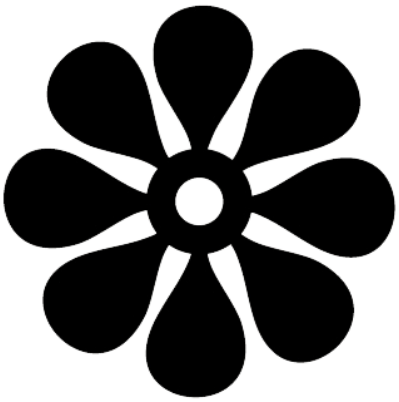
Quarter Note

Lasts one-fourth as long as a whole note



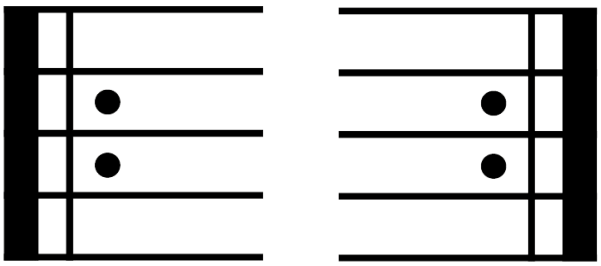
Quarter Rest

Lasts one-fourth as long as a whole rest



Release Pedal

Let the sustain pedal up



Repeat Signs

Surrounds a part of the music that should be played more than once



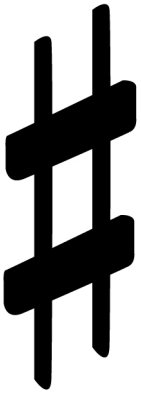
Segno

Marks where a musician should start repeating music when directed to by a dal segno



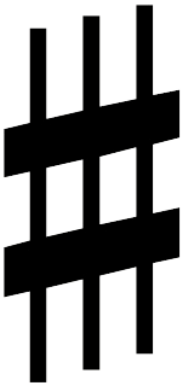
Sforzando

Very strong accent on a note or chord



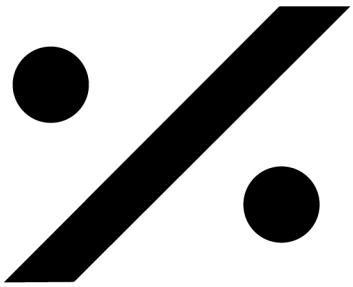
Sharp

Raises a note's pitch by one semitone



Sharp-and-a-Half

Increases a note's pitch by three quarter tones; also called sesquisharp



Simile Mark

Used to indicate beats or measures that should be repeated



Sixteenth Note

Lasts one-half as long as an eighth note



Sixteenth Rest

Lasts one-half as long as an eighth rest



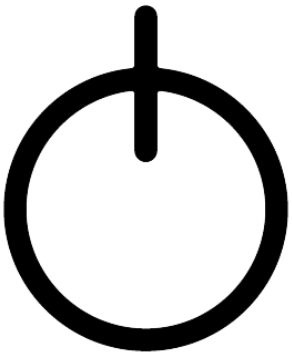
Sixty-Fourth Note

Lasts one-half as long as a thirty-second note



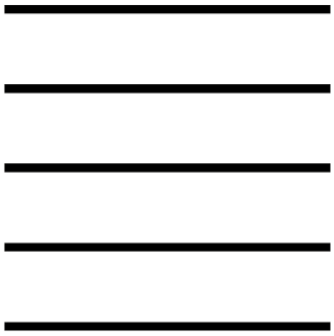
Sixty-Fourth Rest

Lasts one-half as long as a thirty-second rest



Snap Pizzicato

To play the note by snapping the string against the frame



Staff

Where symbols in music are placed



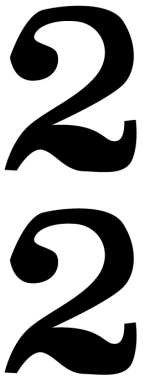
Thirty-Second Note

Lasts one-quarter as long as an eighth note



Thirty-Second Rest

Lasts one-quarter as long as an eighth rest



Time Signature

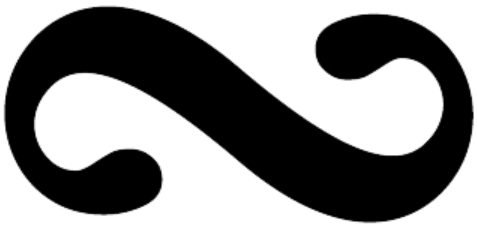
Cut time

$\frac{4}{4}$ **Time Signature** Common time	$\frac{3}{4}$ **Time Signature** Three-four time; three beats per measure
$\frac{6}{8}$ **Time Signature** Six-eight time; six beats per measure	 **Tremolo** Note repeated very quickly



Trill

Very quickly shaking between the note and the next higher note



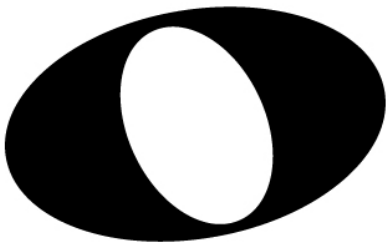
Turn

When shown right above a note, directs the musician to play the upper auxiliary note, principal note, lower auxiliary note, and return to the principal note



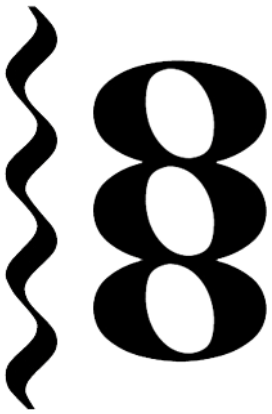
Upper Mordent

Indicates musician should very quickly play the principal note, the next note above it, and return to the principal note



Whole Note

Four beats in common time



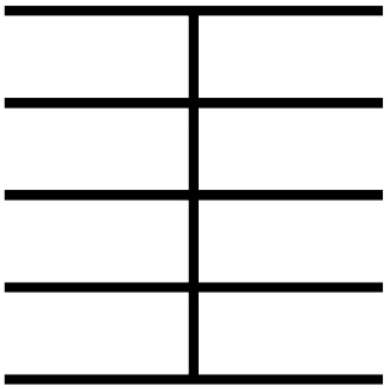
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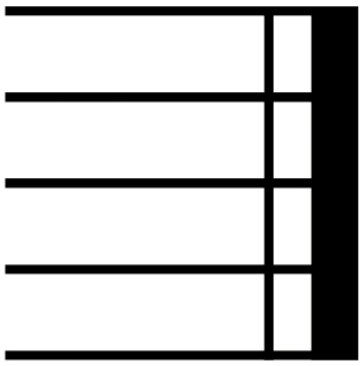
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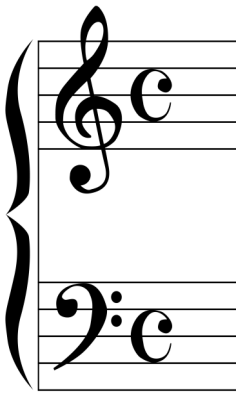
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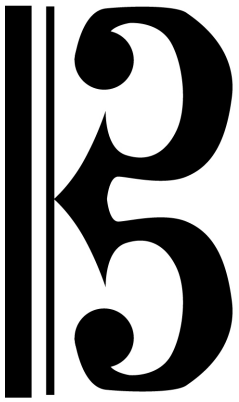
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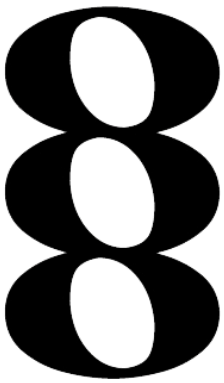
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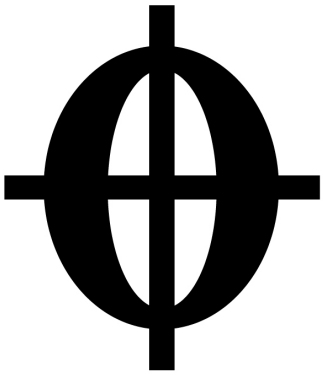
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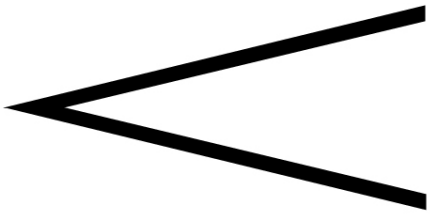
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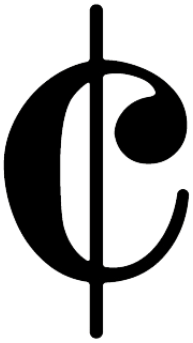
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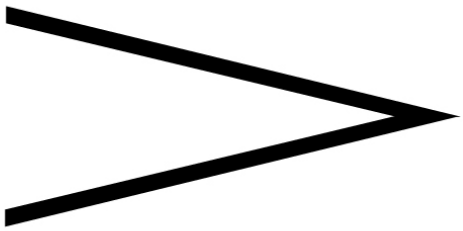
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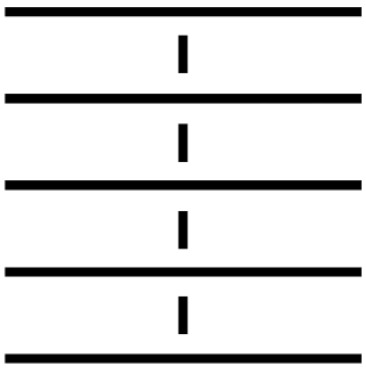
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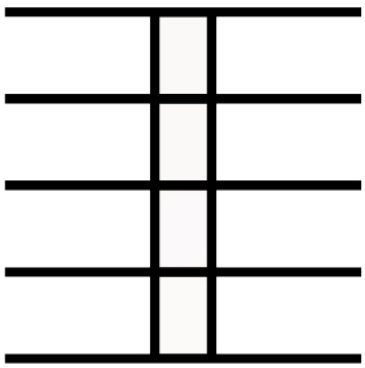
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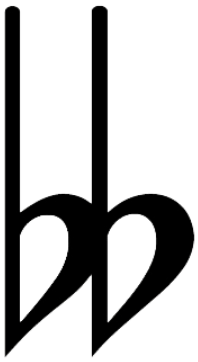
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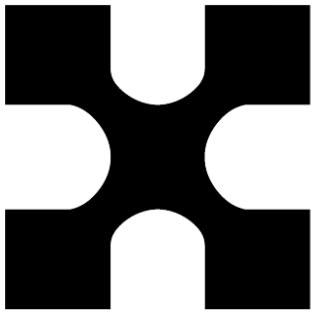
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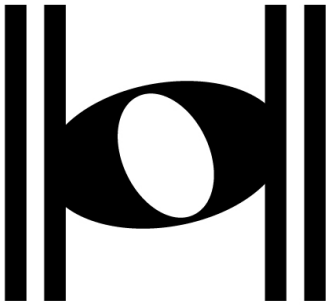
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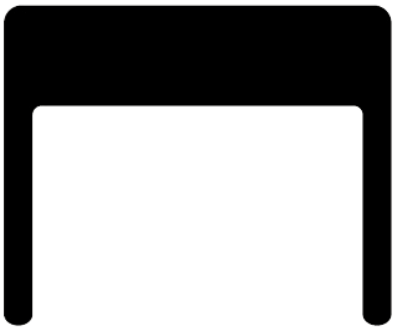
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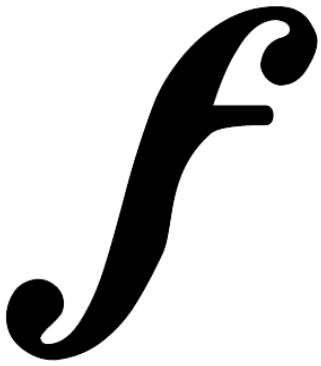
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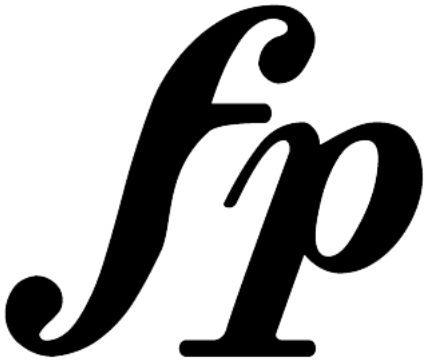
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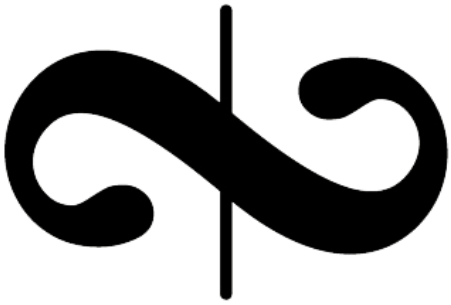
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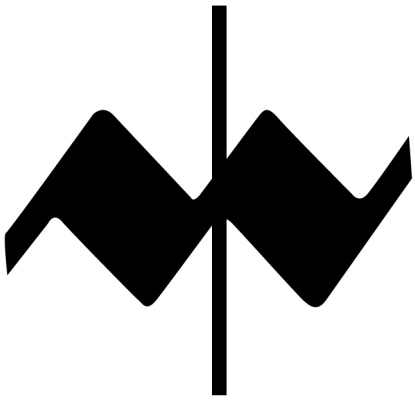
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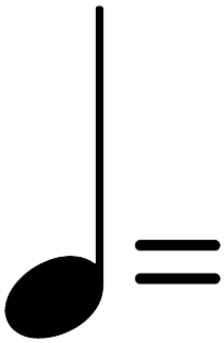
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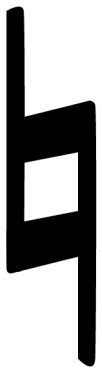
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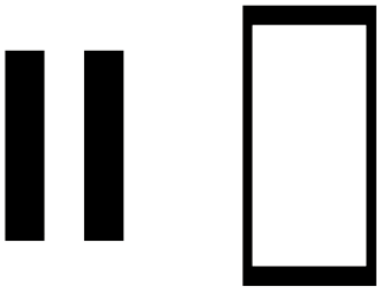
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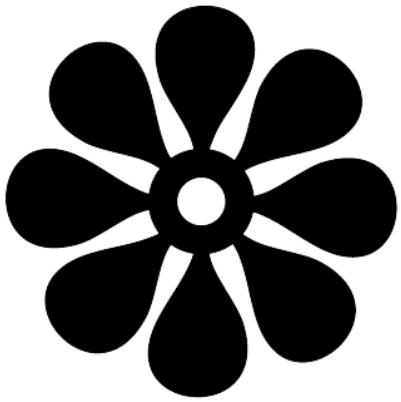
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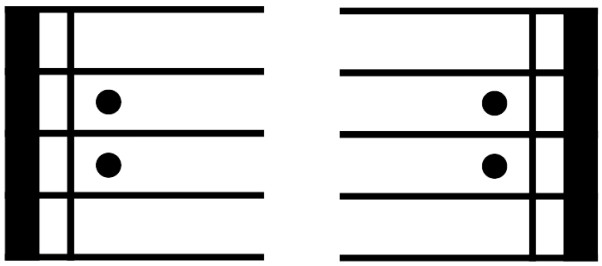
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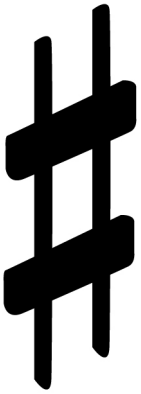
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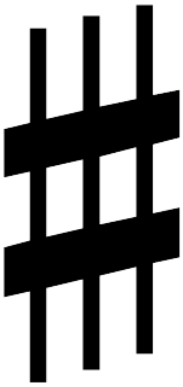
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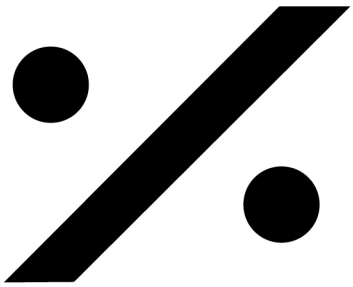
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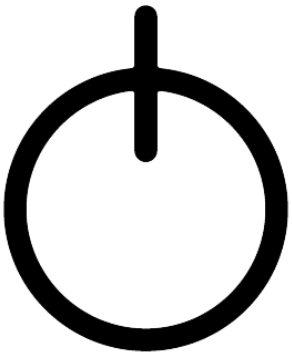
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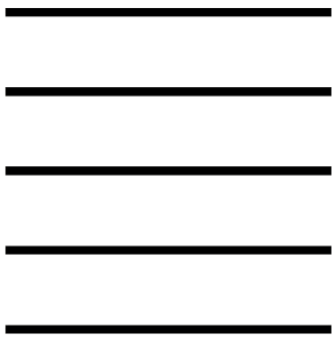
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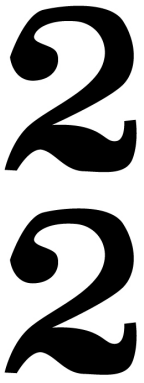
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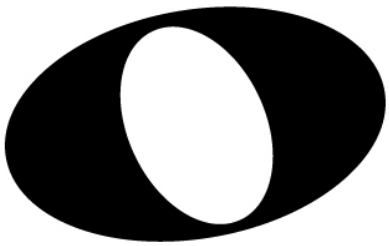
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