# Beverly Hills Instrumental Music Final Exam Study Guide

## **Key Signatures**

Understand and apply the Key Signature Continuum

#s: Good Dinner At Eight \* Frank Cooks Good Dinner

bs: Freaky Boys Eat Anything \* BEAD

Enharmonic = One note which can be identified with two different names. Example : Ab & G#

Recognize and describe all major key signatures up through 4 sharps and 4 flats.

(Your description should be: How many sharps/flats and what the flats/sharps are.)

- Relative Minor Keys
  - The corresponding relative minor key to any major key can be figured out by finding the 6th note of a major scale.
  - Relative Major and Minor Keys share the same key signature.
- Perform Scales on your instrument:
  - Major Scales up through 4 sharps and 4 flats including C.
  - Some/Most scales will have a 2 or 3 octave requirement.

(You should know the range of your instrument!)

The definition of a Major Scale is:

"A series of notes which moves by alphabetical steps consisting of a specific pattern of whole steps and half steps."

(Half steps in a major scale happen between notes 3 & 4, and between notes 7 & 8.)

Chromatic Scale 2 octaves. The chromatic scale consists of

**ALL half steps.** Sharps going up and flats coming down.

(String instruments do not have to play a chromatic scale.)

## **Rhythm**

- Time signatures: Say the time signature as if it were a fraction and add the word "notes." (Four quarter note time, Twelve 8th note time, 2 half note time, etc....)
  - Definition of a <u>Beat Unit</u>: A Beat Unit is the kind of note (type of notation) that gets one count. (In 4 quarter note time the beat unit is the quarter note.)
  - Definition of a <u>Beat Grouping</u>: A Beat Grouping is a group of notes that all happen in one beat. The notes in the Beat Grouping will equal the Beat Unit when added together.....Just like fractions!!
- Manurhythms: Be able to figure out rhythms using the 8 Manurhythm permutations.
  - Basic syllables: 1 e & a
  - Match the rhythm you are trying to figure out with one of the 8 Manurhythms using your left hand. Based on the configuration of your hand (to match the written rhythm), say the syllables.
  - Remember: Combined fingers become a longer sound which carries the name of the syllable that was first. For example: If you combine 1 with e, the new now longer sound is called "1."
- Be able to count/syllablize rhythms you read from any piece of music.
  - · Complete beat groupings.
  - Rhythm-rest patterns.
  - Syncopation.

# **Priorities While Playing Music**

- 1. Rhythm
- 2. Notes (pitches)
- 3. Articulation
- 4. Dynamics

# Sight Reading: Playing a piece of music you have never seen before!

Key signature Time Signature "Road Map" (1st & 2nd endings, D.S. al Codas, Simple Repeats, D.C. al Fine, etc...) Key Changes Time Signature Changes Tempo Changes Accidentals Extreme Notes Crazy Rhythms

#### **Rudiments For Percussion**

Paradiddle (open closed open)

5 stroke roll 9 stroke roll 17 stroke roll

25 stroke roll

33 stroke roll

6/8 or 12/8 Roll

Flam Flam Tap

Flam Accent Ruff

Ruff Tap Ratamaque

# <u>Tempo</u>

Ritardando = Gradually slower Vivace = Very Fast Allegro = Fast Moderato = Moderate Largo = Slow

## $\underline{\textbf{Dotted Rhythms}: \textbf{The Magic Number}: 3}$

3 quarter notes tied = 1 Dotted Half Note

3 eighth notes tied = 1 Dotted Quarter Note

3 sixteenth notes tied = 1 Dotted Eighth Note

# **Keyboard Percussion**

Key Signatures & Scales: Bb, F, C, G, D

# **Articulations**

Staccato = short

Tenuto = full value of the note

Accent = play the note with extra emphasis

Marcato = Staccato-accent

Fermata = Hold the note as long as

the conductor indicates.

Tie = Play the note for the combined - number of beats.

Slur = Change notes without stopping the air/bow.



Tie

Slur

# **Dynamics**

Piano = Soft (p)

Mezzo Piano = Medium Soft (mp)

Mezzo Forte = Medium Loud ( mf)

Forte = Loud (f)

Pianissimo = Very soft ( pp )

Fortissimo = Very loud (ff)

