

Beverly Hills Instrumental Music

Final Exam Study Guide

Key Signatures

- Understand and apply the Key Signature Continuum
#s: **G**ood **D**inner **A**t **E**ight * **F**rank **C**ooks **G**ood **D**inner
bs: **F**reaky **B**oys **E**at **A**nthing * **BEAD**
- 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.)

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

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 **Beat Unit**: 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 **Beat Grouping**: 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

Dotted Rhythms : 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

Tempo

Ritardando = Gradually slower

Vivace = Very Fast

Allegro = Fast

Moderato = Moderate

Largo = Slow

Keyboard Percussion

Key Signatures & Scales:

Bb, F, C, G, D

Articulations

Staccato = short

Tenuto = full value of the note

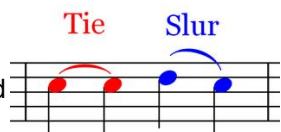
Accent = play the note with extra emphasis

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.



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*)

p < *f* > *p*
↑ ↑
crescendo decrescendo

Crescendo = Get louder
Decrescendo = Get Softer