

NRHS Band Midterm Review Packet

Musical Terms:

- Accidentals - sign that indicate whether a note is lowered or raised or lowered, such as a sharp, flat, or natural
- Arpeggio - notes of a chord played one after another in order
- Bar line - a vertical line through the staff, used to mark the music into sections, each with a set amount of beats within
- Cadence - chords which provide a type of "punctuation" at the end of a musical phrase
- Chord - two or more pitches sounded at the same time
- Chromatic Scale - a scale consisting of 12 half steps (using all the sharps and flats)
- Clef - a sign at the beginning of a staff that determines the name and pitch of notes on the staff
- Coda - the finishing section or passage of a musical composition
- Da Capo – abbreviated as "D.C." – means the performer should jump back to the beginning of the piece
- Dal Segno – abbreviated as "D.S." – means the performer should jump to the "Sign" symbol in the music
- Discord - a combination of harsh or unpleasant sounds
- Dynamics - the term for levels of sound or volume in music
- Flat - a symbol that means that particular note is lowered a half step
- Fugue - a type of "round" where 2 or more voices enter one at a time, where all voices are of equal importance and is an example of a polyphonic texture, and a theme is introduced and imitation recurs throughout
- Half step - one half of a whole tone or whole step
- Homophonic - a musical texture consisting of a prominent melody and a background or accompaniment - and it is the most common texture in music
- Improvisation - the creation and performance of music spontaneously
- Interval - the musical distance between any two notes
- Key Signature - sharps and flats shown at the beginning of each staff
- Ledger Lines - short extra lines drawn above or below the staff, on which notes are written
- M.M.=A musical marking - which stands for "Maelzel's Metronome" referring to the inventor of the metronome and the number it should be set to for performers to perform the piece at the intended tempo
- Measure - a group of beats or division of time marked off by bar lines
- Melody - a succession of tones forming a musical design, consisting of motion and rhythm
- Meter - the pattern of beats in a composition, for example, 3/4 or 4/4 meter
- Modulation - the change from one key center to another
- Monophonic - a musical texture consisting of a single melodic line with no accompaniment
- Natural - a symbol that cancels out any previous accidentals for that particular note
- Octave - an interval of eight notes in the natural (diatonic) scale
- Ostinato - a repeated musical motive or rhythm
- Polyphonic - a musical texture consisting of multiple independent melodic voices, where all voices are of equal importance
- Scale - a series of notes performed in ascending or descending order
- Score - the written form of a musical composition
- Sharp – a symbol that means that particular note is raised a half step
- Step - the interval between two successive notes of a musical scale
- Syncopation - the displacement of the natural accent in music
- Tempo - the speed of a composition
- Timbre - pronounced TAM-ber - is what makes a particular musical sound different from another even when they have the same pitch and volume
- Time signature - a set of numbers given at the beginning of a composition (or where the time changes in a piece) to indicate meter
- Trill - a musical ornament, consisting of the rapid sounding of two notes in quick succession
- Unison - two or more instruments sounding the same note
- Vibrato - a slight wavering of tone used to embellish longer sonorities

Italian Tempo Markings

Larghissimo -	very slow	(20 bpm and below)
Grave -	slow and solemn	(20-40 bpm)
Lento -	slowly	(40-60 bpm)
Largo -	broadly	(40-60 bpm)
Larghetto -	rather broadly	(60-66 bpm)
Adagio -	slow and stately	(66-76 bpm)
Adagietto -	rather slow	(70-80 bpm)
Andante -	at a walking pace	(76-108 bpm)
Moderato -	moderately	(108-120 bpm)
Allegretto -	moderately fast	(112-120 bpm)
Allegro moderato -	moderately quick	(112-124 bpm)
Allegro -	fast, quickly and bright	(120-160 bpm)
Vivace -	lively and fast	(about 140-160 bpm but quicker than allegro)
Vivacissimo -	very fast and lively	(160-175)
Allegrissimo -	very fast	(160-175)
Presto -	very fast	(170-200)
Prestissimo -	extremely fast	(200+ bpm)

Italian Dynamic Markings

<i>pp</i>	Pianissimo	Very soft
<i>p</i>	Piano	Soft
<i>mp</i>	Mezzo-piano	Moderately soft
<i>mf</i>	Mezzo-forte	Moderately loud
<i>f</i>	Forte	Loud
<i>ff</i>	Fortissimo	Very loud
<i>sfz</i>	Sforzando	A forceful accent
<i>fp</i>	Fortepiano	Indicates a forte followed immediately by a dynamic of piano



cresc. Crescendo Gradually become louder



decresc. Decrescendo Gradually become softer



dim. Diminuendo Gradually become softer

Italian Musical Terms

A niente - to nothing - fade to silence

A tempo – resume previous tempo

Accelerando – gradually speeding up

Agitato - agitated

All marcia - the style of a march

Animato - animated

Appassionato - passionately

Brillante - brilliantly

Calmando - decreasing - becoming calmer

Cantabile – in a singing style – lyrical and flowing

Con amore - with love - tenderly

Con brio - with spirit, with vigor

Con forza - with force

Con moto - with motion

Con sordina - with a mute

Con spirito - with spirit; with feeling

Dolce - sweetly

Giocoso - playfully

Maestoso – majestic or stately

Marcato – marked with emphasis

Meno mosso – with less movement – slower

Molto - much

Morendo - dying away

Perdendosi - dying away

Pesante - heavy

Piu mosso – with more movement – faster

Poco a poco - little by little

Rallentando – rall. – gradually slowing down

Risoluto - resolutely

Ritardando – rit. – gradually slowing down

Rubato – a less strict tempo – allowing the tempo to be stretched and pushed and pulled with more freedom

Secco - dry

Semplice - simply

Sempre - always

Senza - without

Stringendo – gradually getting faster

Subito - suddenly

Tacet - silent; do not play

Tranquillo - calmly; peacefully

Tutti - all together

Vivo – lively

Major Key Signatures

Four systems of musical notation, each consisting of a grand staff (treble and bass clefs). Each system shows a key signature change indicated by a sharp sign on the staff line. The first system is C Major (no sharps or flats), the second is G Major (one sharp), the third is D Major (two sharps), and the fourth is A Major (three sharps). Each system contains a whole note in both the treble and bass clefs.

C Major

G Major

D Major

A Major

Five systems of musical notation, each consisting of a grand staff (treble and bass clefs). Each system shows a key signature change indicated by a flat sign on the staff line. The first system is F Major (one flat), the second is Bb Major (two flats), the third is Eb Major (three flats), the fourth is Ab Major (four flats), and the fifth is Db Major (five flats). Each system contains a whole note in both the treble and bass clefs.

F Major

B \flat Major

E \flat Major

A \flat Major

D \flat Major

Note and Rest Symbols

Whole Note

Half Note

Quarter Note

Eighth Note

Sixteenth Note

A single musical staff showing five different note symbols: a whole note (open circle), a half note (open oval), a quarter note (solid oval with stem), an eighth note (solid oval with stem and flag), and a sixteenth note (solid oval with stem and two flags).

Whole Rest

Half Rest

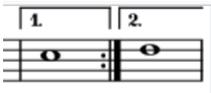
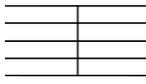
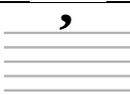
Quarter Rest

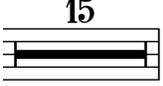
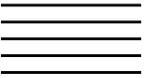
Eighth Rest

Sixteenth Rest

A single musical staff showing five different rest symbols: a whole rest (horizontal bar), a half rest (horizontal bar with a vertical line), a quarter rest (vertical line with a diagonal slash), an eighth rest (vertical line with a diagonal slash and a flag), and a sixteenth rest (vertical line with a diagonal slash and two flags).

Musical Symbols

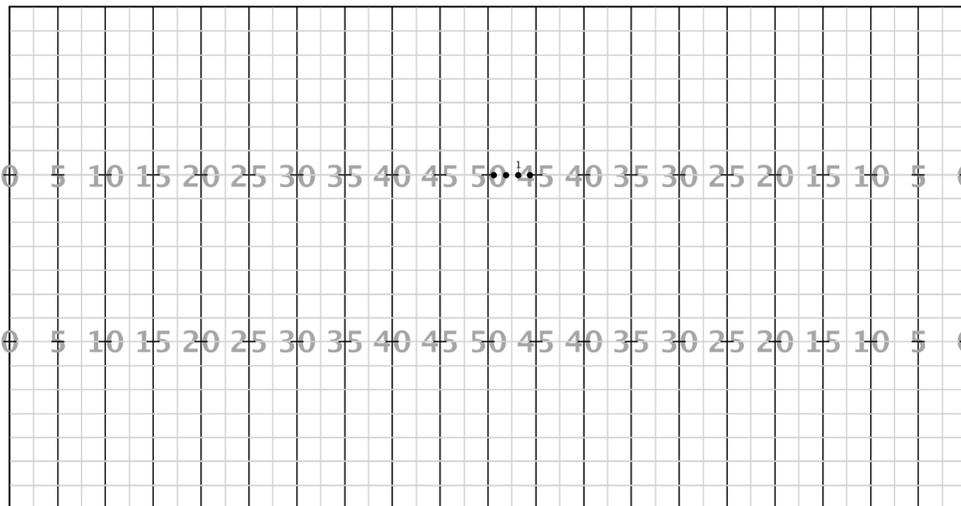
	1 st & 2 nd endings	Indicates to play the notes under the first ending, repeat the passage, and finish by playing the notes under the second ending
	Bar line	Vertical lines on the staff that separate measures of music
	Bass Clef	Also known as a "F Clef" and is used for lower pitched instruments and voices
	Breath Mark	Symbol that tells the performer where to breathe
	Caesura	A pause in music
	Capped Accent	Indicates the note should be both separated and emphasized
	Coda	The instruction "to Coda" indicates upon reaching that point, the performer is to jump immediately to the separate section headed with the coda symbol
	Common time	Also known as 4/4 Time or meter
	Cut time	Also known as 2/2 time or meter
	Dotted note	A dot increases the value of the note by 1/2
	Double bar	Indicates the end of a section or movement of a composition
	Double Flat	Lowers the pitch of a note by two, half-steps
	Double Sharp	Raises the pitch of a note by two, half-steps
	Fermata	Indicates the note or rest should be held
	Flat	Lowers the pitch of a note by a half-step
	Glissando	A continuous, unbroken glide from one note to the next including the pitches in between
	Legato / Tenuto	Indicates the note should be performed smoothly, broadly, and full length

	Marcato Accent	Indicates the note should be emphasized
	Mordent	Rapidly play the principal note, the next higher scale tone, the return to the principal note
	Multi measure rest	Indicates the number of measures of rest, used to conserve space and simplify notation
	Natural	Cancels out any previous accidental
	Repeat Sign	Indicates a section should be repeated
	Segno	The symbol that the performer should jump back to when given the D.S. instruction
	Sharp	Raises the pitch of a note by a half-step
	Simile marks	Denote that the preceding group of beats or measures are to be repeated
	Slur	Tongue only the first note
	Staccato	Indicates the note should be played short, light, and separated
	Staff	5 horizontal lines on which notes are written to indicate their pitch
	Tie	Connects two notes of the same pitch uniting them into a single sound
	Time Signature	2 numbers (one on top of the other) indicating the meter
	Treble Clef	Also known as a "G Clef" and is used for higher pitched instruments and voices
	Trill	A musical ornament consisting of a rapid alternation between two adjacent notes
	Triplet	A group of 3 notes played in the time of 2 similar ones
	Turn	A musical ornament where you play the principal note, the next scale tone above, the principal note, the next scale tone below, then back to the principal note

Reading Drill Commands

You will need to understand how to read **drill chart commands**, and on the midterm will be asked to be able to interpret drill command instructions. For example, in the diagram below, if you are Squad 1, facing home standing at this location on the field, where would you be standing after executing any one (or any combination) of the following:

- | | |
|-------------------------|----------|
| Forward | F |
| Backward | B |
| Right Face | RF |
| Left Face | LF |
| Traverse Right | TR |
| Traverse Left | TL |
| Drop One From the Right | DR |
| Drop One From the Left | DL |
| Close Right | CR |
| Close Left | CL |
| Pinwheel Right | PR |
| Pinwheel Left | PL |
| Oblique Right | OR |
| Oblique Left | OL |
| To the Rear | TTR |
| Drag Turn 180 in 4 | DT/180/4 |



Reading Drill Coordinates

You will need to understand how to read **drill coordinates**, and on the midterm will be asked to be able to interpret drill coordinate instructions. For example, in the diagram below, you will be asked to locate a specific position on the field as shown below when given coordinates. Also know how to interpret terms such as:

- Side A
- Side B
- Home Sideline
- Visitor's Sideline
- Home Hash
- Visitor's Hash
- _ steps inside
- _ steps outside

