

Sheet Music Notation Index

Here is a summary of everything you may need to understand when writing music.

For more details on each section, please read: [The Complete Beginner's Guide to Sheet Music Notation](#).

L a y o u t

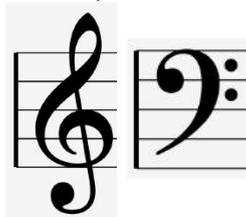
STAFF

A template which music is written on, it has 5 lines and 4 spaces.



CLEFS

Indicate the positioning of pitches from the musical alphabet.



GRAND STAFF

Combines two clefs with a brace.



LEDGER LINES

A short line added to show the note is beyond the range of the staff.



MEASURES & BARS

Thin line = measures
Double lines = sections
Thin & thick = end of piece



KEY SIGNATURE

Represents what pitches are flat or sharp.



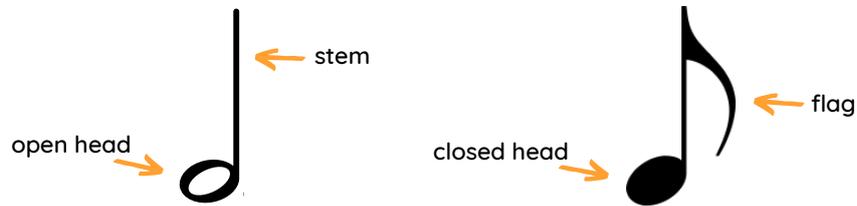
TIME SIGNATURE

Top number shows beats per bar.
Bottom number shows the type of beat.



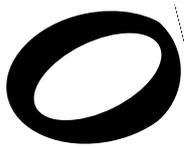
Notes

NOTE CONSTRUCTION



WHOLE NOTE

A whole note is equivalent to 2 half notes.



HALF NOTE

A half note is equivalent to 2 quarter notes.



QUARTER NOTE

A quarter note is equivalent to 2 eighth notes.



EIGHTH NOTE

An eighth note is equivalent to 2 sixteenth notes.



SIXTEENTH NOTE

16 sixteenth notes equal 1 whole note.



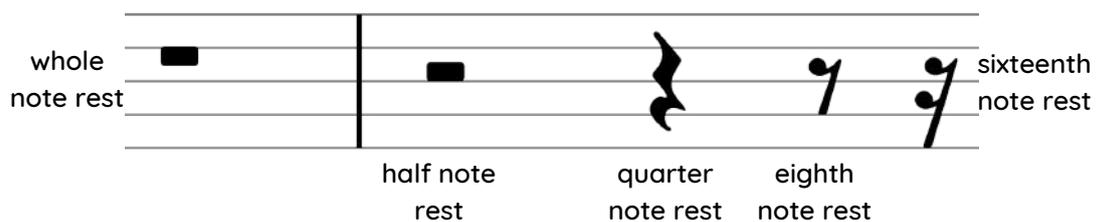
BEAMING NOTES

Eighth & sixteenth notes can connect to themselves & each other.



NOTE RESTS

Each note duration has its equivalent rest.



DOTTED NOTES

Adds an extra half value of the note.



TIED NOTES

Adds the note durations together.



SLURRED NOTES

A smooth continuous transition to other pitches.



Annotation

STACCATO

A short & detached note.



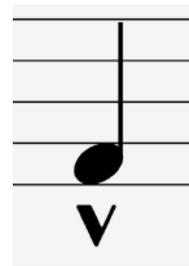
ACCENT

A louder & harder note.



MARCATO

A loud, short & detached note.



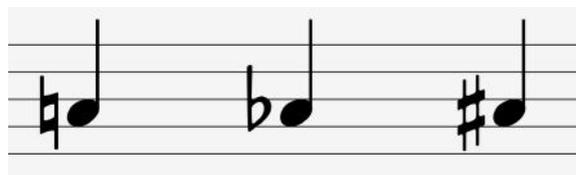
DYNAMICS

- pp = pianissimo - very softly
- p = piano - softly
- mp = mezzo piano - moderately soft
- mf = mezzo forte - moderately loud
- f = forte - loudly
- ff = fortissimo - very loudly



ACCIDENTALS

- LEFT TO RIGHT
- natural symbol
- flat symbol
- sharp symbol



Navigation & Repetition

REPEATS

Allow you to repeat a specific section again.



VOLTA BRACKETS

Allow you to put alternative endings to repeated sections.



PORTALS

Da Capo (D.C.)

Play from the beginning of the piece.

Da Segno (D.S.)

Play from the nearest segno sign.

Da Coda

Jump forward & play from the coda sign.

TARGETS

al fine

Play until you reach the phrase 'fine.'

al coda

Play until you reach the phrase 'da coda' then jump forward to the coda sign.

DESTINATIONS

segno



coda

