Symbols & Terms Used for Chord Charts

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I do not read music and needed an explanation for symbols. Of course, I don't use them all the time but they are very useful as I try and keep my charts to two pages. Repeats are useful for this and the other symbols will depend on the backing bands musical ability.

There are some graphics under Appendix that explain visually how some work.

These should appear at the top of every Chart

4/4, 3/4, 2/4, 6/8, 12/8	The number of beats in a bar or measure. Eg: $4/4 =$ four beats in the bar, $\frac{3}{4} = 3$ beats in a bar
Tempo	J = 120 or bpm/120 (bpm = beats per minute)
Feel	Straight, Swing, Waltz, Rock, etc

Repeat Terms

	Repeat the Section between these lines Appendix A
<i>7.</i>	Play the same chords as the previous bar
⊕	Coda - a navigation mark that guides musician through the music. Skip a particular part of a piece of music and move from the first coda sign to the very next coda sign. Play from there.
D.C.	Da Capo (D.C.)= return back to the beginning of music. Move from the section just played and return back to the very beginning of the piece. Appendix B
%	Dal Segno (D.S.) = move back to Dal Segno sign. Once you reach the Dal Segno sign, you continue playing the piece of music like normal. Appendix C

symbol, skip over that section, and go to the next Coda	DS al Coda	
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D.C. al Coda	Almost exactly the same as the D.S. al Coda. The only difference is that, instead of returning back to the Dal Segno, you go back to the very beginning of the piece of music. Appendix E
D.C. al fine.	Da Capo al Fine is similar to Da Capo. You return back to the beginning of the piece of music. The difference is that you are to return to the beginning and play all the way through to the end of the piece. Appendix F
D.S. al fine	D.S. al Fine is a mixture of Dal Segno and Fine. Play to the <i>D.S. al</i> Fine, and then return to the Del Segno sign. Once you reach the sign, play until you reach the Fine which expresses the end of the piece. Appendix G

Bars & Measures

A	Bar or Measure. The "A" is played for 4 counts if 4/4 and 3 counts if ³ / ₄ , etc
-	Rest Half the Measure or 2 beats
-	Rest Whole bar or Measure
7	Rest 8 th note
\$	Rest 1 Beat

Notes When symbols are placed over a chord they explain how it should be played.

	Quarter Note. Count 1
O G	Whole Note. The note is play once and allowed to resonate for the Measure
0	Half Note. The notes is play once and allowed to resonate for 2 beats - <i>Count 1, 2</i> .

۵.	The dot added to a Half Note indicates another beat is added - <i>Count 1, 2, 3.</i>
•	Staccato Does NOT resonate
111	8th Note Triplet 3 beats over 1 measure
,	2 beats over 1 measure. Count 1, &
Ď	Quaver or 8th Note
b	Flat Note Eb
#	Sharp Note: C#

Arrangement of Song

Ritard	The Chords in the measure are progressively slowed
p	Piano - Soft
mf	Mezzo Forte – Moderately Loud
ff	Fortissimo - Very Loud
f	Forte - Loud
	Diminuendo. Gradually Softer

\leq	Crescendo. Gradually Louder
Ć	Fermata or Pause . Usually indicates the end of a song or a Chord is held for an undetermined period.
E / Cm /	"/' represents a beat. E is played for 2 beats then Cm for 2.
G G	Ties or Slurs . The Note is held for the combined value of the "Tied Notes". <i>If the notes are the same it is a "Tied and if the note changes it's a "Slur"</i>
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Tacet	Instruments Silent (Can refer to voices also, particularly backing)
C	C chord strum down individual strings. Usually used at the end of a song.
A/B or <u>A</u> B	All play "A" except Bass Guitar plays "B"
 1. 2.	When you see these above bars you play 1 the first time and miss this the next time and play 2
	See an explanation APPENDIX H

If you find any errors in this let me know: <u>hugh@hughdonald.nz</u> *www.hughdonald.nz*

APPENDIX A

APPENDIX B



If you encounter a repeat sign in the middle of a piece of music you are to play up to the repeat sign, return back to the beginning, and play through to the end of the piece.



Inverted Repeat

The inverted repeat is identical to a normal repeat, except it is facing in the opposite direction. Instead of facing to the left, it faced to the right.

To play a section with an inverted repeat, you play to the original repeat. You then go back to the inverted repeat, and play to the end.



To play a **Da Capo** or **D.C**., you play until you reach to the D.C., then go back to the very beginning of the piece of music. As soon as you see the D.C. you return to the beginning of the piece.



APPENDIX C

Dal Segno [%], look for the abbreviation **D.S.** This tells you to go back in the piece of music until you reach the Del Segno sign. You continue playing to the end.



APPENDIX D

Dal Segno al Coda. - Dal Segno means to return to the Dal Segno sign.

Play until you reach the words *D.S. al Coda*. Then return back to the Dal Segno sign. When you see the first Coda symbol, skip over that section, and go to the next Coda symbol.



APPENDIX E

APPENDIX G

D.C. al Coda - Almost exactly the same as the D.S. al Coda. The only difference, is that instead of returning back to the Dal Segno, you go back to the very beginning of the piece of music.

You still follow the Coda rules of skipping over the coda.



APPENDIX F

D.C al Fin - return to the beginning of the piece. The word Fine tells you where the song is supposed to end.

You then play through the rest of the song until you reach the part that says Fine. This will be the end of the song.



D.S. al Fine is a mixture of Dal Segno and Fine. You play to the *D.S. al Fine*, and then return to the Del Segno sign. Once you reach the sign, play until you reach the Fine which expresses the end of the piece.



ALTERNATE ENDING

This shows there are multiple ending for a piece of music. Rather then playing through one ending, you repeat back through the music and play the alternate ending that may be little different then the first.

There are brackets that are used to separate the first ending from the other endings.

To play this, you play through the first ending. Then return to the beginning of the piece. Then play through the piece again skipping the first ending. Instead of playing the first ending, you play the second ending.

