

RRMS Band Terms

Dynamics

<u>Crescendo</u>	(cres) () gradually louder
<u>Decrescendo</u>	(decre) () gradually softer
<u>Diminuendo</u>	(dim) () gradually softer
<u>Forte</u>	(f) loud
<u>Fortissimo</u>	(ff) very loud
<u>Mezzo</u>	medium; half
<u>Mezzo Forte</u>	(mf) medium loud
<u>Mezzo Piano</u>	(mp) medium piano
<u>Pianissimo</u>	(pp) very softly
<u>Piano</u>	(p) softly
<u>Tacet</u>	silent

Order of dynamics from softest to loudest
Pianissimo, Piano, Mezzo, Forte, Fortissimo

Steady Tempos

<u>Allegretto</u>	light and moderately quick, but not as fast as allegro
<u>Allegro</u>	rapid; lively
<u>Andante</u>	moderately slow, but moving
<u>Andantino</u>	generally a little quicker than andante
<u>Largo</u>	very slow
<u>Moderato</u>	moderately
<u>Presto</u>	very fast
<u>Tempo</u>	time; speed

Order of tempos from slowest to fastest
Largo, Andante, Andantino, Moderato, Allegretto, Allegro, Presto

Changing Tempos

<u>A tempo</u>	in time; generally implies a return to original rate of speed
<u>Accelerando</u>	(accel) gradually faster
<u>Fermata</u>	() a hold or pause
<u>Molto</u>	very
<u>Poco a poco</u>	little by little
<u>Ritardando</u>	(rit) gradually slower
<u>Rallentando</u>	(rall) gradually slower

Style #1

<u>Con brio</u>	with spirit; brilliantly
<u>Con spirito</u>	with spirit, brilliance
<u>Legato</u>	smooth and connected
<u>Marziale</u>	martial
<u>Staccato</u>	separated, detached style ()
<u>Tenuto</u>	(ten.) sustain full value ()
<u>Etude</u>	a study
<u>Soli</u>	more than one performer in unison

Style #2

<u>Animato</u>	animated; spirited
<u>Cantabile</u>	in a singing style
<u>Dolce</u>	sweetly
<u>Grazioso</u>	gracefully
<u>Maestoso</u>	majestically
<u>Marcato</u>	marked; with emphasis
<u>Chromatic</u>	by semi-tones
<u>Solo</u>	a composition or passage for one performer

“Road Map” Terms

<u>Al fine</u>	to the finish
<u>Coda</u>	the final added measures of a musical composition (usually marked with)
<u>Da capo</u>	(D.C.) from the beginning
<u>Dal segno</u>	(D.S.) from the sign ()
<u>Segno</u>	the sign ()