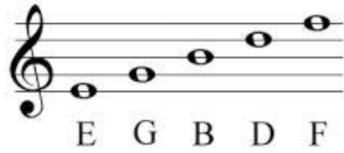
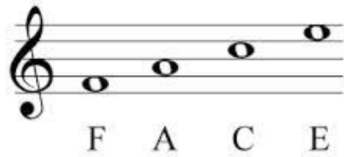


RSL Grade 3 Theory

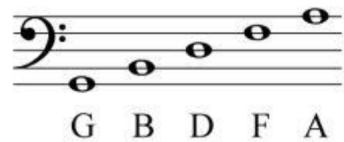
Pitch Names



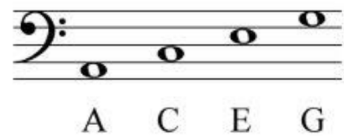
Every **G**ood **B**oy **D**eserves **F**ootball



Spells **F**ACE

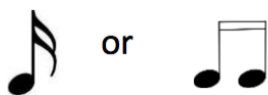


Great **B**ig **D**ogs **F**righ**A**untie

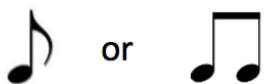


All **C**ows **E**at **G**rass

Note Values



Semiquaver/Sixteenth 1/4 beat



Quaver/Eighth 1/2 beat



Crotchet/Quarter 1 beat



Minim/Half 2 beats



Semibreve/Whole 4 beats

Rests



Semiquaver/Sixteenth 1/4 beat



Quaver/Eighth 1/2 beat



Crotchet/Quarter 1 beat



Minim/Half 2 beats



Semibreve/Whole 4 beats

Time Signatures



Top Number

How many beats per bar

Bottom Number

What type of beats you're counting in:

- 2 minim/half
- 4 crotchet/quarter
- 8 quaver/eighth

Repeat Marks



First repeat mark tells you where the repeat starts



Second repeat mark tells you when to go back to the start of the repeated section and where the repeat ends

Legato & Staccato



Staccato

Short/Detached



Legato/Slur

Smooth/Connected

Gradual Dynamics



Crescendo



gradually getting louder



Diminuendo

gradually getting quieter

Additional Repeat Markings

D.C	da capo	“from the head”/repeat from the start	
D.S	da segno	repeat from segno symbol	
al Coda	“from the sign”	jump to coda symbol	
al Fine	“to the end”	repeat the music through to the ‘fine’ marking	