Rotherham Music

EXAMINATIONS

GUITAR



REQUIREMENTS:

Set Pieces

Candidates will be expected to play one piece from lists A, B and C

Scales

To be played from memory

Sight Reading

Candidates will be asked to play a short, previously unseen piece

Aural Tests

(See below)

Marks will be awarded as follows

Set Piece (List A) Set Piece (List B) Set Piece (List C) Scales and Arpeggios Sight Reading Aural Tests	(out of)	30 30 30 21 21 18
	(Total)	150

(Total) **150**

100 marks are required to Pass

120 " " " with Merit
130 " " " with Distinction

AURAL TESTS:

- To sing or play from memory a four-bar melody played twice by the examiner. The key-chord and starting note will first be sounded and named, and the pulse indicated. A second attempt will be allowed if necessary.
- To sing five notes from score in free time within the range of a third above and below the tonic in the key of C, F or G major. The test will begin and end on the tonic and will not contain any intervals greater than a third. The examiner will play and name the key-chord and tonic, and if necessary, play each note after it has been attempted. Candidates may choose to sing the test from the treble or bass clef.
- To identify certain features of a piece played by the examiner. The features will be confined to contrasted dynamics (p/f), gradation of tone (crescendo /diminuendo), articulation (staccato/legato), recognition of tempo changes (rallentando/accelerando, etc.), recognition of major and minor tonality, and general perception of the character of the piece, of which the examiner will select one or two and advise the candidate accordingly before playing the piece. Questions on the selected features will then follow. Candidates are encouraged to use Italian terms in their answers where appropriate.
- To clap the rhythm of a short extract played twice by the examiner from the above piece and state whether it is in 2, 3 or 4 time.



Packington's Pound

Anonymus











Little Fugue



Prelude In E Minor

Francesco Molino



Allegretto





G-Whizz

J.W



Bach ala Carte

B.Evans



























LED Belly Blues

B.Evans















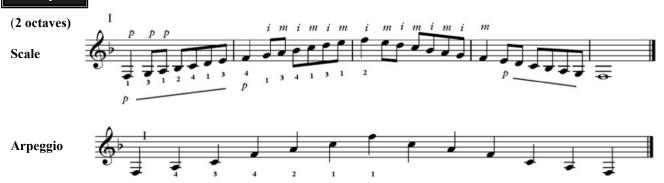


To be played from memory, even notes except where indicated

Bb Major



F Major



B Minor

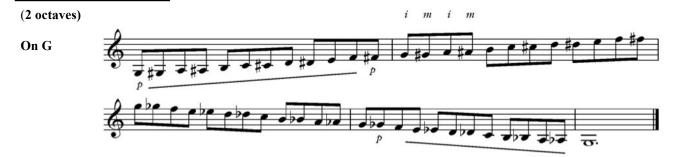


F# Minor



To be played from memory, even notes except where indicated

Chromatic Scale



G Major in Tenths



A Minor harm. in Sixths



Broken Chord

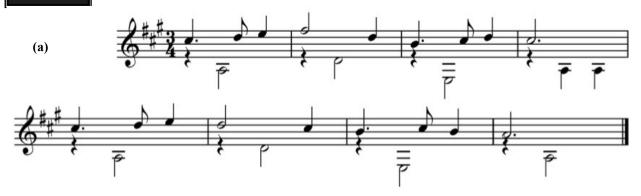


Dominant Seventh

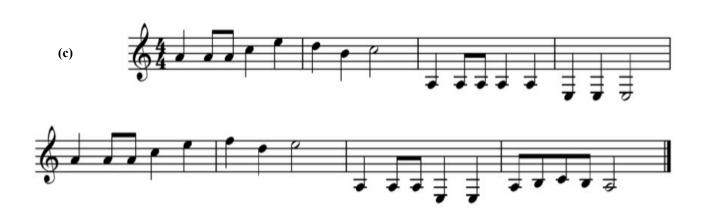


Candidates will be asked to play a short, previously unseen piece. About half a minute will be given to prepare and, if necessary, play through any sections of the piece. The examiner will then ask the candidate to play the piece.

Examples







Tempo

adagio slow, at ease

allegro fast

allegretto quite fast

moderato at a moderate pace

andante at a walking pace

andantino usually slightly faster

than andante

alla marcia march speed

con moto with movement

largo slow, broad

lento slow

meno mosso slower

presto very fast

vivace (vivo) lively

allargando broadening out in tempo

maestoso majestically

accelerando accel. getting faster

rallentando rall. slowing down

ritardando rit. held back

Dynamics

pianissimo pp very soft

piano p soft

mezzo piano mp moderately soft

mezzo forte mf moderately loud

forte f loud

fortissimo ff very loud

crescendo cresc. - gradually louder

diminuendo dim. ____ getting softer

(decrescendo)

morendo dying away

Style

cantabile in a singing style

dolce sweet, gentle

grazioso gracefully

leggiero lightly

maestoso majestically

legato smoothly

staccato detached

tenuto full length notes, broad

Other terms

common time C 4 crotchet beats in a bar

alla breve c 2 minim beats in a bar

trill & rapid alternation with

note above

breath mark

// break off

poco a little

poco a poco little by little

D.C. (Da Capo) al Fine

go back to the beginning

and play to Fine (End)

D.C. (Da Capo) al Coda

go back to the beginning

and play to Coda 🕀

D.S. % (Dal segno) al Fine

go back to the sign %

and play to Fine (End)

D.S. % (Dal segno) al Coda go back to the sign %

and play to Coda

