

Music Legend		
<b>Instruments:</b>		
<b>AGtr</b>	- acoustic guitar	
<b>Bnd</b>	- Band	
<b>Bss</b>	- bass guitar	
<b>BUVox</b>	- backup vocals	
<b>Bll</b>	- bell	
<b>Cll</b>	- cello	
<b>Clp</b>	- clap	
<b>Cmbl</b>	- cymbals	
<b>Cwbl</b>	- cowbells	
<b>Drm</b>	- drums	
<b>EGtr</b>	- electric guitar	
<b>EPno</b>	- electric piano	
<b>Flte</b>	- flute	
<b>Gtr</b>	- guitar	
<b>Hca</b>	- Harmonica	
<b>HH</b>	- Hi-Hat	
<b>Hrn</b>	- Horn section	
<b>KD</b>	- kick drum	
<b>LGtr</b>	- lead guitar	
<b>MGtr</b>	- muted guitar	
<b>Orgn</b>	- organ	
<b>Pno</b>	- piano	
<b>Prcn</b>	- percussion	
<b>RGtr</b>	- rhythm guitar	
<b>RS</b>	- rim shot	
<b>Sax</b>	- saxophone	
<b>Snp</b>	- finger snap	
<b>Snr</b>	- snare	
<b>Shkr</b>	- shaker	
<b>Str</b>	- strings	
<b>Snth</b>	- Synthesizer	
<b>Tmb</b>	- tambourine	
<b>Toms</b>	- tom toms	
<b>Trp</b>	- trumpet	
<b>Trgl</b>	- triangle	
<b>Vox</b>	- vocals	
<b>XStk</b>	- Cross Stick	
<b>+ “inst”</b>	- replace “inst” with instrument that comes in	
<b>- “inst”</b>	- replace “inst” with instrument that is removed	
<b>Time:</b>		
<b>½T</b>	(Half Time) - when music has a backbeat on quarter note beats 2 and 4, half time would increase the interval between backbeats to double, thus making it hit on beats three and seven, or the third beat of each measure.	
<b>a tempo</b>	- resume tempo	
<b>accel</b>	- accelerando	
<b>freely</b>	- play loosely	
<b>ritard</b>	- to gradually become slower	
<b>nth time</b>	- on that “n <sup>th</sup> ” passage	
<b>[#,e,&amp;,a]</b>	- 16th count for chord placement (superscripted in square brackets)	
<b>[#,te,ta]</b>	- triplet count for chord placement (superscripted in square brackets)	
<b>#x</b>	- play number, “#”, of times	
<b>{#.}</b>	- on repeats, “#” indicates which time to play (1st, 2nd,... time)	
<b>##</b>	- change in time signature	
<b>//</b>	- abrupt stop. When placed before a beat, end before that beat. When placed after a beat, end on that beat. Add <sup>[#,#]</sup> if more than one hit is required.	
<b>//</b>	- stop and hold	
	(Fermata) - hold or pause	
<b>:</b>	- repeat passage between two colons	
<b>Others:</b>		
<b>↑ or ↓</b>	- octave higher or lower	
<b>cresc</b>	- crescendo	
<b>dstrn</b>	- distortion	
<b>NC</b>	- no chords	
<b>oct</b>	- octave	
	- only	
	- exception	
 <b>/riff</b>	- a short repeatable idea	
<b>rasg</b>	- rasgueado, guitar strumming associated with Flamenco	
<b>simile</b>	- a directive to perform the indicated passage of a composition in a similar manner as the previous passage	
<b>Vamp</b>	- a passage of music of fixed length (usually pretty short) which can be played as many times as needed to create time for some purpose	
<b>Notes:</b>		
*All chord changes occur at either the 1st or middle beat (i.e. 3rd beat in 4/4 time signature) when not shown.		
**Gray colored chords means do not play any Bass Guitar		
***Lyrics sung by backup vocalists are indicated by <i>italicized</i> lyrics.		