

Instruments:	
AGtr	- acoustic guitar
Bnd	- Band
Bss	- bass guitar
BUVox	- backup vocals
Bll	- bell
Cll	- cello
Clp	- clap
Cmbl	- cymbals
Cwbl	- cowbells
Drm	- drums
EGtr	- electric guitar
EPno	- electric piano
Flte	- flute
Gtr	- guitar
Hca	- Harmonica
HH	- Hi-Hat
Hrn	- Horn section
KD	- kick drum
LGtr	- lead guitar
MGtr	- muted guitar
Orgn	- organ
Pno	- piano
Prcn	- percussion
RGtr	- rhythm guitar
RS	- rim shot
Sax	- saxophone
Snp	- finger snap
Snr	- snare
Shkr	- shaker
Str	- strings
Snth	- Synthesizer

Music Legend	
Tmb	- tambourine
Toms	- tom toms
Trp	- trumpet
Trgl	- triangle
Vox	- vocals
XStk	- Cross Stick
+ “inst”	- replace “inst” with instrument that comes in
- “inst”	- replace “inst” with instrument that is removed
Time:	
½T	(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.
2T	(Double Time) - when music has a backbeat on quarter note beats 2 and 4, doubletime would decrease the interval between backbeats to half, thus making it hit on beats 1&, 2&, 3& and 4&, or the “&” beats of each measure.
a tempo	- resume tempo
accel	- accelerando
freely	- play loosely
ritard	- to gradually become slower
nth time	- on that “n th ” passage
[#,e,&,a]	- 16th count for chord placement (superscripted in square brackets)
[#,te,ta]	- triplet count for chord placement (superscripted in square brackets)
#x	- play number, “#”, of times
{#.}	- on repeats, “#” indicates which time to play (1st, 2nd,... time)
#!/#	- change in time signature

//	- abrupt stop. When placed before a beat, end before that beat. When placed after a beat, end on that beat. Add ^[#,#] if more than one hit is required.
//	- stop and hold
	(Fermata) - hold or pause
: :	- repeat passage between two colons
Others:	
↑ or ↓	- octave higher or lower
cresc	- crescendo
dstrn	- distortion
NC	- no chords
oct	- octave
	- only
	- exception
 /riff	- a short repeatable idea
rasg	- rasgueado, guitar strumming associated with Flamenco
simile	- a directive to perform the indicated passage of a composition in a similar manner as the previous passage
Vamp	- 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
Notes:	
*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.	