

ENTRANCE EXAM
PRINS CLAUS CONSERVATORY
AURAL SKILLS, THEORY, SOLFÈGE AND RHYTHM

EXAMPLE

FOR THE DEPARTMENTS CLASSICAL MUSIC, CONDUCTING and TEACHING

AURAL SKILLS 25 MINUTES

THEORY 30 MINUTES

SOLFÈGE and RHYTHM 20 MINUTES (individual)

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AURAL SKILLS .

1. Five melodies are played. In what mode is the melody played? Played 2 times.

MA = major NM = natural minor HM = harmonic minor MM = melodic minor

	MA	NM	HM	MM
1	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
2	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
3	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
5	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

punten	score
5x2=10	

2. Melodic intervals. Played two times.

m=minor M=major P=perfect A=augmented D=diminished

	m2	M2	m3	M3	P4	A4/D5	P5	m6	M6	m7	M7	P8
1	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
2	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
3	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
5	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
6	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
7	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
8	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
9	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
10	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

punten	score
10x2=20	

3. Harmonic intervals. Played two times.

	m2	M2	m3	M3	P4	A4/D5	P5	m6	M6	m7	M7	P8
1	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
2	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
3	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
5	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
6	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
7	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
8	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
9	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
10	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

punten	score
10x2=20	

4. Triads in rootposition. Played two times.

M=major m=minor D=diminished A=augmented

	M	m	D	A
1	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
2	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
3	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
5	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
6	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
7	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
8	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
9	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
10	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

punten	score
10x1=10	

5. Major and minor triads in rootposition (rp), 1st and 2nd inversion. Played two times.

1st and 2nd inversion. Played two times.

	rp	1st	2nd
1	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
2	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
3	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
5	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
6	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
7	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
8	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
9	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
10	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

punten	score
10x2=20	

6. Is the melody you hear, the same as the melody you see?

If not, mark the note which is different (there can only be one different note).

Played two times.



	punten	score
1	3	
2	4	
3	5	
4	8	
	totaal	totaal
	20	

punten	score
totaal	totaal
100	

A1. Theory: Intervals on and below a given note.

Use sharp (#) and flat (b) to specify the quality of the interval (f#, gb etc.).

example	perfect	fourth	on	a	=	d
1	major	third	on	e	=	
2	perfect	fourth	below	b	=	
3	perfect	fifth	on	f	=	
4	major	sixth	below	c	=	
5	major	seventh	on	a	=	
6	minor	third	below	a	=	
7	augmented	fourth	on	b	=	
8	diminished	fifth	below	e	=	
9	minor	sixth	on	g	=	
10	minor	seventh	below	e	=	

A2. Triads on a given note.

example	major	triad	on	a	=	a-c#-e
1	major	triad	on	b	=	
2	minor	triad	on	c	=	
g	diminished	triad	on	e	=	
4	augmented	triad	on	f	=	
5	major	triad	on	d flat (db)	=	

A3. Make the triad complete.

example	d	is the	third	of the	diminished	triad	b-d-f
1	f	is the	root	of the	augmented	triad	
2	f	is the	third	of the	major	triad	
3	f	is the	fifth	of the	diminished	triad	
4	e	is the	third	of the	minor	triad	
5	e	is the	fifth	of the	diminished	triad	

THEORY B

Available time 12 minutes!

1. Identify the intervals. Use numbers and sharps (#) or flats (b). Example: M6, m2, A4 etc.

M = major, m = minor, P = perfect, D = diminished, A = augmented

punteo	score
10x1	

2. Identify the chords: Give the rootname (A, B, C, Eb, F# etc.), the quality (Major, minor etc.) and the position (root position and inversions) of the chords.

Chord	1	2	3	4	5	6	7	8	9	10
Rootname (notate: A, B, C, etc.)										
Quality (notate: M, m, D, A)										
Root position = R										
1st Inversion = 1										
2nd Inversion = 2										

punteo	score
10x1	
10x1	
10x1	
total	score
40	

SOLFège and RHYTHM (practical skills).

1. Singing scales: ascending/descending (major, natural minor, harmonic- and melodic minor).

2a. Singing intervals (on and below a given tone).

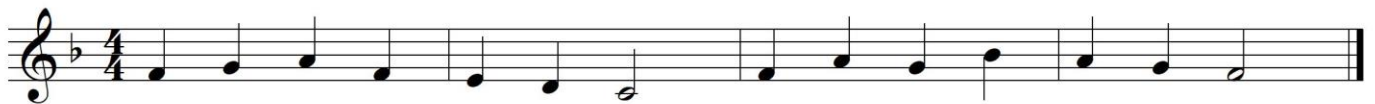
2b. Singing harmonically played intervals from low to high (begin on the lower tone).

3a. Singing triads (rootposition) on a given tone (major, minor, diminished and augmented).

3b. Singing harmonically played triads (inversions included) from low to high (begin on the bass tone).

4. Solfège ("sight singing" , with limited preparation time).

Melodie 1



Melodie 2



Melodie 3



5. Rhythm (with limited preparation time).

Ritme 1



Ritme 2



Ritme 3



1. Je hoort vijf melodiefragmenten. Bepaal van elk fragment het toongeslacht. 2x gespeeld.

MA = majeur OM = oorspronkelijk mineur HM = harmonisch mineur MM = melodisch mineur

	MA	OM	HM	MM
1	<input type="radio"/>	<input checked="" type="checkbox"/>	<input type="radio"/>	<input type="radio"/>
2	<input checked="" type="checkbox"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
3	<input checked="" type="checkbox"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="checkbox"/>
5	<input type="radio"/>	<input type="radio"/>	<input checked="" type="checkbox"/>	<input type="radio"/>

punten	score
5x2=10	

2. Intervallen, melodisch gespeeld. 2x gespeeld.

	k2	g2	k3	g3	r4	o4/v5	r5	k6	g6	k7	g7	r8
1	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="checkbox"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
2	<input type="radio"/>	<input checked="" type="checkbox"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
3	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="checkbox"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="checkbox"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
5	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="checkbox"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
6	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="checkbox"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
7	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="checkbox"/>	<input type="radio"/>
8	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="checkbox"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
9	<input type="radio"/>	<input type="radio"/>	<input checked="" type="checkbox"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
10	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="checkbox"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

punten	score
10x2=20	

3. Intervallen, harmonisch gespeeld. 2x gespeeld.

	k2	g2	k3	g3	r4	o4/v5	r5	k6	g6	k7	g7	r8
1	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="checkbox"/>	<input type="radio"/>
2	<input checked="" type="checkbox"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
3	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="checkbox"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
4	<input type="radio"/>	<input type="radio"/>	<input checked="" type="checkbox"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
5	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="checkbox"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
6	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="checkbox"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
7	<input type="radio"/>	<input checked="" type="checkbox"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
8	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="checkbox"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
9	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="checkbox"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
10	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="checkbox"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

punten	score
10x2=20	

4. Drieklanken in grondligging.

Groot, Klein, Verminderd en Overmatig. 2x gespeeld.

	G	K	V	O	
1	<input type="radio"/>	<input checked="" type="checkbox"/>	<input type="radio"/>	<input type="radio"/>	
2	<input type="radio"/>	<input type="radio"/>	<input checked="" type="checkbox"/>	<input type="radio"/>	
3	<input type="radio"/>	<input checked="" type="checkbox"/>	<input type="radio"/>	<input type="radio"/>	
4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="checkbox"/>	
5	<input checked="" type="checkbox"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
6	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="checkbox"/>	
7	<input type="radio"/>	<input checked="" type="checkbox"/>	<input type="radio"/>	<input type="radio"/>	
8	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="checkbox"/>	
9	<input type="radio"/>	<input type="radio"/>	<input checked="" type="checkbox"/>	<input type="radio"/>	
10	<input checked="" type="checkbox"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	

punten	score
10x1=10	

5. Grote en kleine drieklanken in grondligging (grf).

1^o omkering en 2^o omkering. 2x gespeeld.

	gr	1 ^o	2 ^o	
1	<input type="radio"/>	<input checked="" type="checkbox"/>	<input type="radio"/>	M
2	<input checked="" type="checkbox"/>	<input type="radio"/>	<input type="radio"/>	m
3	<input type="radio"/>	<input type="radio"/>	<input checked="" type="checkbox"/>	M
4	<input type="radio"/>	<input checked="" type="checkbox"/>	<input type="radio"/>	m
5	<input type="radio"/>	<input type="radio"/>	<input checked="" type="checkbox"/>	m
6	<input type="radio"/>	<input checked="" type="checkbox"/>	<input type="radio"/>	M
7	<input checked="" type="checkbox"/>	<input type="radio"/>	<input type="radio"/>	M
8	<input type="radio"/>	<input type="radio"/>	<input checked="" type="checkbox"/>	M
9	<input type="radio"/>	<input checked="" type="checkbox"/>	<input type="radio"/>	m M
10	<input type="radio"/>	<input checked="" type="checkbox"/>	<input type="radio"/>	

punten	score
10x2=20	

6. Komt de voorgespeelde melodie overeen met de genoteerde melodie?

Zo niet, omcirkel de afwijkende noot (er kan slechts één noot afwijkend zijn).

2x gespeeld

1.

2.

3.

4.

	punten	score
1	3	
2	4	
3	5	
4	8	
	totaal	totaal
	20	

punten	score
totaal	totaal
100	

Vraag 1 luistervaardigheid: Gespeelde voorbeelden.

LISTENING QUESTION 1: EXAMPLES PLAYED.



Luistervraag 6. Gespeelde versies.

LISTENING QUESTION 6: EXAMPLES PLAYED.



A1. Theory: Intervals on and below a given note.

Use sharp (#) and flat (b) to specify the quality of the interval (f#, gb etc.).

example	perfect	fourth	on	a	=	d
1	major	third	on	e	=	g#
2	perfect	fourth	below	b	=	f#
3	perfect	fifth	on	f	=	c
4	major	sixth	below	c	=	eb
5	major	seventh	on	a	=	g#
6	minor	third	below	a	=	f#
7	augmented	fourth	on	b	=	e#
8	diminished	fifth	below	e	=	a#
9	minor	sixth	on	g	=	eb
10	minor	seventh	below	e	=	f#

A2. Triads on a given note.

example	major	triad	on	a	=	a-c#-e
1	major	triad	on	b	=	b-d#-f#
2	minor	triad	on	c	=	c-eb-g
g	diminished	triad	on	e	=	e-g-bb
4	augmented	triad	on	f	=	f-a-c#
5	major	triad	on	d flat (db)	=	db-f-ab

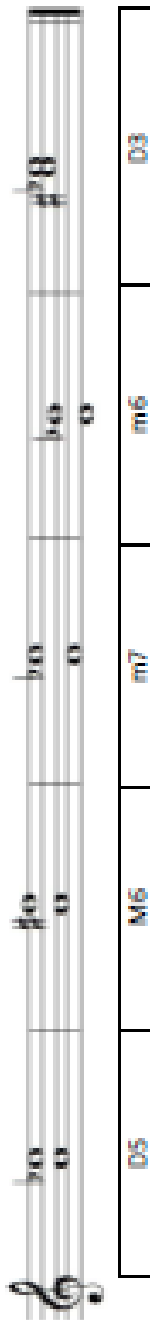
A3. Make the triad complete.

example	d	is the	third	of the	diminished	triad	b-d-f
1	f	is the	root	of the	augmented	triad	f-a-c#
2	f	is the	third	of the	major	triad	db-f-ab
3	f	is the	fifth	of the	diminished	triad	b-d-f
4	e	is the	third	of the	minor	triad	c#-e-g#
5	e	is the	fifth	of the	diminished	triad	a#-c#-e

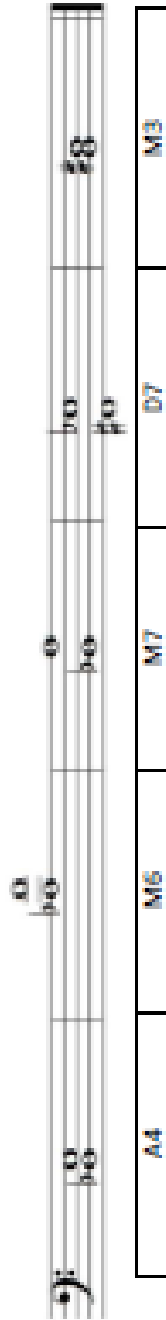
THEORY B: ANSWERS

1. Identify the intervals. Use numbers and sharps (#) or flats (b). Example: M6, m2, A4 etc.

M = major, m = minor, P = perfect, D = diminished, A = augmented



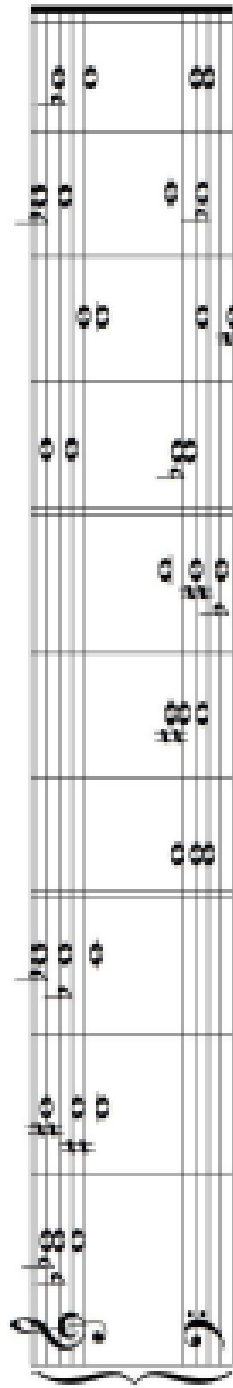
A musical staff with a treble clef and a key signature of one flat (Bb). It shows five intervals: D5 (D4 to A4), M5 (D4 to A4), m7 (D4 to Bb5), m6 (D4 to Bb5), and D3 (D4 to D5).



A musical staff with a bass clef and a key signature of one flat (Bb). It shows five intervals: A4 (A3 to A4), M6 (A3 to F#4), M7 (A3 to G#4), D7 (A3 to F#4), and M3 (A3 to C#4).

punteo	score
10x1	

2. Identify the chords: Give the rootname (A, B, C, Eb, F# etc.), the quality (Major, minor etc.) and the position (root position and inversions) of the chords.



A musical staff with a treble clef and a key signature of one flat (Bb). It shows ten chords in root position: 1 (Bb), 2 (B), 3 (Ab), 4 (B), 5 (A), 6 (Bb), 7 (G), 8 (E), 9 (A), and 10 (Bb).

Chord	1	2	3	4	5	6	7	8	9	10
Rootname (notate: A, B, C#etc)	Bb	B	Ab	B	A	Bb	G	E	A	Bb
Quality (notate: M, m, D, A)	m	M	M	D	M	A	m	M	D	M
Rootposition = R	2	R	1	1	2	R	1	1	2	1
1st Inversion = 1										
2nd Inversion = 2										

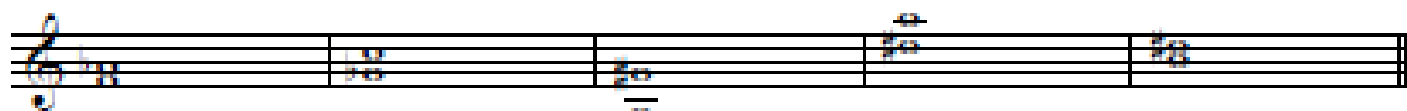
punteo	score
10x1	
10x1	
10x1	
total	500/50
40	

THEORY PARTC: ANSWERS

Notation 1.



Notation 2



Notation 3

