

Glossary of terms for Electronic Keyboard Initial-Grade 5

Below is the glossary of terms appropriate for Electronic Keyboard Initial-Grade 5 exams.

Accompaniment and Auto-Accompaniment	The Accompaniment function creates a full chord sound in the lower part of the keyboard when the notes of a single finger or fully fingered chord are played. When the Accompaniment and Rhythm are used together an Auto-Accompaniment is created by the keyboard, merging notes of the chords with the rhythm in order to produce an Auto-Accompaniment backing.
Accompaniment A and Accompaniment B	Most keyboards have Accompaniment A and Accompaniment B options. These are variations of the same style with Accomp. A being gentler/quieter and Accomp. B being livelier/louder. For example, Accomp. A would be ideal for a quieter verse whereas Accomp. B would suit the livelier chorus. To change from Accomp. A to Accomp. B some keyboards have a "Main A/B" button whereas others have separate Accomp. A and B buttons. Some higher specification keyboards will also have Accomp. C and D options. For more information on changing from Accomp. A to Accomp. B on a specific keyboard refer to the owner's manual for guidance. Different accompaniment patterns are known as 'variations' on some makes of keyboard. It is assumed that a piece begins with the style set to Accomp. A unless otherwise specified. The instruction "To Accomp. B" involves changing from Accomp. A to Accomp. B, with the change usually occurring at the beginning of the next bar. "To Accomp. A" from Accomp. B works in the same way.
Dual Voice	Also known as 'layer' this is required from Grade 2. Dual Voice enables two voices to sound at the same time. This is indicated on the score as e.g. "Flute (dual voice Strings)". When one voice is already being played and a dual voice needs to be added within the piece, the instruction "Add" will indicate the need for a dual voice to be added e.g. "Add Brass". When dual voice is already being played and one of the voices needs to be removed within the piece, the instruction "Remove" will indicate that one of the voices should be removed e.g. "Remove Brass".
Fade	Some keyboards have "fade" buttons which fade out the Auto-Accompaniment to silence over a few bars. For keyboards without a fade button the volume can gradually be turned down manually to create the same effect.
Fill Fill to A / Fill to B	Fills are drum fills which can be added and which usually start part way through a bar in order to give a fill which leads to the first beat of the next bar. Fills can be added by pressing a "fill" button on some keyboards or on other keyboards by pressing the Accomp. A or Accomp. B buttons depending on which accompaniment is currently being used. "Fill to A" or "Fill to B" (or 'Fill to Variation') means that the Accompaniment is being changed from A to B or from B to A and that a drum fill should be added which leads up to the change. This can usually be achieved by either using the Main A/B button with a fill setting or by setting the keyboard to "Auto Fill In" and pressing the Accomp. A or B buttons part way through the bar before the change. (Again, refer to the owner's manual for any guidance needed on Fills as keyboards vary).
Fingered Chord (or Fully Fingered Chord)	All of the notes of the chord are played so a C chord would be CEG or an inversion of those notes.
Intro/Ending	Either single or separate buttons which, when pressed, will produce an automatic introduction or ending using the Auto-Accompaniment section.
No Chord (N.C.)	As it says, this means that no chord should be played. This is sometimes found at the start of a piece to mean playing the right hand melody line only or it can also be used to mean that the Accompaniment should be turned off with only the Rhythm left sounding.
Polyphonic Capacity	Usually referred to in the keyboard specifications in the owner's manual, the Polyphonic Capacity of a keyboard is how many notes the keyboard can play at once. This includes notes played within the Auto-Accompaniment.
Registration Memory	These are pre-set buttons (usually near the keys) on which data can be stored (voices, styles, tempi and so on) which have been previously set up and saved. This enables quick changes of sound in a piece. Registration memories can also be changed using a foot pedal (optional). These can also be called 'user programs or memory locations'.
Rhythm	The backing rhythm (or drum beats) which can be used with or without the Accompaniment.
Single Finger Chord	This is where the keyboard is set so that playing one or two notes in the lower register will produce a complete chord. For example: C = C major
Split Voice and Split Point	From Grade 5. Some keyboards can be "split" so that the keyboard can have two different voices at either end of the keyboard. For example a bass sound could be used for the lower notes of the keyboard and a piano sound could be used for the higher notes. The "split point" is the key at the centre of the two voices, from where the split is made.
Style	The type of backing rhythm - eg 8 beat, Swing, Waltz. The Style is referred to as "Rhythm" on some makes of keyboard.
Sync Start	A button which sets the Rhythm or Auto-Accompaniment to 'stand by' so that it will start when the first chord is played.

Touch Sensitivity	Also known as 'touch response' or 'keyboard touch'. Required from Grade 3 (although touch sensitivity can be used at any grade). Touch sensitivity enables the keys to become touch-responsive so that the harder or softer the key is pressed, the louder or softer the sound will be.
Voice	The instrument type for the melody e.g. piano, trumpet, strings. The voice function is often referred to as 'Tone' or 'Sound' on some makes of keyboard.
X	The symbol "X" inside a bar sometimes appears in keyboard pieces to mean "X" number of bars - for example, when an intro or ending is used and the number of bars may vary.

Glossary of terms for Electronic Keyboard Grades 6-8

Below is a glossary of terms appropriate for Electronic Keyboard Grades 6-8 exams. This table is also printed on the inside back cover of the exam pieces and exercises book for each grade.

AI Full Keyboard Chords	With this setting the keyboard uses Artificial Intelligence (AI) to determine the chords for the Auto-Accompaniment by detecting any notes played anywhere on the keyboard. These do not need to be three note chords as they do with the Full Keyboard setting, as this setting will work with less than three notes.
Accompaniment A, B, C, D	Most keyboards have Accompaniment A and Accompaniment B options which are variations of the same style with Accompaniment A being gentler/quieter and Accompaniment B being livelier/louder. Some higher specification keyboards also have Accompaniment C and Accompaniment D options which vary the style further to become liveliest with Accompaniment D. The use of Accompaniment C and Accompaniment D is optional in Grade 6-8 exams but may be suggested on the score. Alternatives are also given on the score for the use of Accompaniment A or Accompaniment B for keyboards without these functions. Accompaniment patterns are referred to as 'variations' on some makes of keyboard.
Accompaniment Split Point	This is the key at the centre of the split between the Accompaniment (chords) and the Right Voice (or the Left Voice if the Left Voice split point is higher than the Accompaniment split point). The Accompaniment Split Point can be pre-set to the desired key.
C3 (C1, C2)	C3 refers to middle C on a 5 octave keyboard, where the lowest C is C1, the next C is C2 and so on.
Fingered Chords (or Fully Fingered Chords)	All of the notes of the chord are played within the Accompaniment section so a C chord would be CEG or any inversion of those notes.
Fingered on Bass Chords	Also known as 'bass inversion', the Fingered on Bass chord setting enables chords played in inversions to sound as inversions (with the accompaniment section sounding the bass note as the lowest note of the chord played).
Full Keyboard Chords	The Full Keyboard Chord setting detects which chords are being played by all of the notes of the chords (or at least three notes) being played simultaneously anywhere on the keyboard. These chords are then used to create the Auto-Accompaniment. This setting is often referred to as Full Range.
Left Hold	This function sustains the notes of the Left Voice which then continue sounding until new notes are played.
Left Voice and Left Split Point	The Left Voice function enables an additional voice to be played, usually at the lower end of the keyboard. For example a bass sound could be used for the lower notes of the keyboard and a piano sound could be used for the higher notes. The Left Split Point is the key at the centre of the two voices from where the split is made and this can be pre-set to any key on the keyboard.
Octave Transpose	There are several ways to transpose octaves depending on the make and model of keyboard. Common ways to transpose octaves include using Upper Octave transpose for the Right Voices or, for the Left Voice, using Left Voice transpose which is found in the mixing console on some keyboards. There is also usually a general transpose function which can be used to transpose up or down an octave if required.
Pedals – Sustain Pedal, Registration Change Pedal, Volume Pedal	Pedals on the keyboard can be set to the desired function via a menu (refer to owner's manual for guidance). Common functions include: Sustain – which operates in a similar way to a piano sustain pedal; Registration Change – where the pedal is used to change between registrations saved in a pre-set order; Volume – a volume pedal can be lowered or raised to change the Volume in a similar way to that of a church organ. The following functions, and sometimes more, can also be controlled by pedals on some keyboards: Fills; Rhythm Start and Stop; Intro; Ending; Changes to Accomp ABCD; Fade; and Sync Start.
Pitch Bend / Pitch Bend Range	The Pitch Bend function (usually a pitch bend wheel next to the lowest note of the keyboard) bends the pitch to slide from note to note to create effects. This can be useful when using certain voices, for example saxophone, to emulate the instrument sliding between pitches. The Pitch Bend function can be pre-set to bend the pitch between a semitone and an octave. (+/- 1-12)
Reverb	Reverb is a voice effect which gives the chosen voice a sustained sound effect.