

Selected Glossary of Musical Terms Commonly Used in CLES Band Rehearsals

Air Support. Providing a sufficient flow of air in order to produce a characteristic tone. Proper air support begins with a good, full, relaxed breath in which the lungs fully inflate.

Articulation. The use of the tongue and air in concert with one another to commence the tone on a wind instrument. Proper articulation is achieved through the blowing of the syllables “too”, “toe” or “tah”.

Embouchure. In wind playing, the muscles of the mouth and face. Also, how the muscles are formed and used to produce a characteristic tone. Proper embouchure development can be achieved by consistent practice and daily playing of **long tones**.

Intonation. The process of playing in tune. Notes are in tune when they match each other perfectly. Good intonation is achieved through embouchure development, air support and by the player listening closely to those around him or her. Chromatic tuners are a very affordable tool in developing good intonation as well.

Long tones. Notes held out for 4, 8, 12 and 16 counts with a good tone. Long tones are the most important exercise wind players can do to build endurance, develop a good tone and improve **intonation**.

Metronome. A device used to develop a steady beat. A metronome is indispensable for musicians. It can be used daily, particularly when practicing challenging passages.

Technique. In general musicians use this word to refer to the player’s ability to play fast, complex passages with facility. Good technique is developed by playing **scales** every day and by practicing challenging sections slowly at first, only increasing tempo upon their mastery.

Tone Quality. The extent to which the player’s sound is characteristic of the instrument they are playing. We usually speak of tone as being bright or dark, weak or full. In general full, dark sounds blend better within a concert band. A characteristic tone is developed through consistent practice the player striving to develop a proper tonal concept or ideal sound.