

# SIBELIUS JAZZ RHYTHM SECTION NOTATION

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This handout is available at:  
[www.tomrudolph.com/handouts](http://www.tomrudolph.com/handouts)

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*Sponsored by Hal Leonard and Sibelius*

The following examples are excerpts from the book  
*Sibelius: A Comprehensive Guide to Sibelius Music Notation Software*  
by Tom Rudolph and Vince Leonard  
Available February 13, 2007 [www.halleonard.com](http://www.halleonard.com)

**A. Adding Chord slashes to a part and converting entered notes into slashes.**  
**Entering chord symbols to include altered bass examples.**

Open: Folder: RhythmSection > File#1JoshuaGuitar.sib

**Creating Beat Slashes**

1. Activate the Properties window (**Window** > Properties).
2. Select bars 1 and 2 of the Guitar staff.
3. Click the Notes tab of the Properties window.
4. From the pop-up list at the top of the Notes pane, select item 4, rhythmic slashes or use the shortcut: Shift-Option-4 (Mac); Shift-Alt-4 (Win).

**Creating Beat without stem Slashes**

5. Select bar 3 of the Guitar staff.
6. With the Notes pane of the Properties window still open, select item 3, beat slashes, from the pop-up list or use the shortcut: Shift-Option-3 (Mac); Shift-Alt-3 (Win).

**Combining Both Slash Types in a Bar**

7. Select beats 1 and 2 of the Guitar staff in bar 4.
8. From the Notes pane of the Properties window, select item 4, rhythmic slashes, from the pop-up list or use the shortcut: Shift-Option-4 (Mac); Shift-Alt-4 (Win).
9. Select beats 4 and 5 of the Guitar staff in bar 4.
10. From the pop-up list or use the shortcut: Shift-Option-3 (Mac); Shift-Alt-3 (Win).

**Entering A Chord Symbol**

11. Click on the first slash note in bar 1 of the Guitar staff. It will highlight.
12. Use the shortcut: ⌘-K (Mac); CTRL-K (Win) to enter chords. A blinking cursor will appear over the selected note.
13. Type an uppercase G for the chord letter, or select G from the pop-up list by right-clicking on the blinking cursor. Always use uppercase letters in chord symbols.
14. Use the shortcut: ⌘-O (Mac); CTRL-O (Win) to enter the circle suffix to indicate a diminished chord, or select the circle symbol from the pop-up list.
15. Type 7 to complete the first chord symbol (Go7).
16. Press the space bar twice to advance the cursor to the slash on beat 3 of bar 1.

**Entering a Chord Symbol with an Altered Bass Note**

17. Enter the basic chord symbol “F#°7” then type, or select, the / and enter the G. If you are typing, Shift-# will be converted to an Inkpen sharp character. Enter the rest of the chords in the example above.

TIP: Altered bass chords are different from polychords, where the symbols are aligned vertically, with a horizontal line between them. To create polychord symbols, use the Chord Symbols as Fractions plug-in found in **Plug-ins** > Text.

### **To Create More Room for Chord Symbols**

18. Select the note to the right of the chord symbol. Hold down the Shift-Option keys (Mac) or the Shift-Alt keys (Win) at the same time and press the Right Arrow key repeatedly until there is sufficient room between the two chord symbols.

### **Chords for Transposing Instruments**

19. Click the Transpose button in the toolbar or use the shortcut: Shift-⌘-T (Mac); Shift-CTRL-T (Win) to change the score display to concert pitch.
20. Copy the Guitar part to the Alto Sax staff.
21. Click the Transpose button to return to transposed view (the chords transpose).
22. Use the Re-input Pitch feature to enter Bs to correct the position of the slashes.
23. Click the Transpose button in the toolbar or use the shortcut: Shift-⌘-T (Mac); Shift-CTRL-T (Win) to change the score display to transposed.

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## **B. Guitar notation: adding guitar tab staves to an existing score and converting standard notation into guitar tab.**

**Open folder:** RhythmSection > File#2PopQuizTAB.sib

### **Adding a TAB Staff to the Score**

1. Use the shortcut I to access the Instruments and Staves dialog box.
2. In the “Choose from” list, select “Rock and Pop Instruments.”
3. In the “Family” list, select “Electric Guitar.”
4. In the “Instrument” list, select “Standard tuning [tab].”
5. Click the “Add to Score” button to add a tab staff to the score.
6. Select the tab staff in the “Staves in score” list.
7. Click the “Down” button so the selected tab staff is positioned under the Rhythm Guitar in the “Staves in score” list.
8. Click OK.
9. Copy the music from the standard notation staff to the tab staff.

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## **C. Drum Maps Revealed. How to set-up and enter and modify a drum map.**

Sibelius uses “percussion maps” that assign sounds and percussion notation to specific lines and spaces. A percussion map also assigns playback information.

The easiest way to enter percussion notation is to use the Score Set-up and choose a percussion staff that most closely fits your needs. For example, drum kit and tambourine.

Open the file: File#3drumkit and tamb.sib

#### Drum Map Note Entry:

1. Mac: Select **Sibelius 4** > Preferences > Note Input  
Win: Select **File** > Preferences > Note Input
2. Under the Percussion Staves, select The MIDI Device's Drum Map.
3. Select bar 1 in the Tambourine part.
4. Press the letter N.
5. Select the quarter note value on the Keypad.
6. Play the note F#3 on the MIDI keyboard.
7. Press the letter R (for repeat) on the keyboard.
8. Select a bar in the Tambourine part.
9. To view the tambourine map: **House Style** > Edit Staff Types. Percussion; 1 line (Tambourine) is selected. Click Edit.
10. To view the Drum Set map. **House Style** > Edit Staff Types. Then select Percussion; 5 lines (drum set) and click Edit.

Entering Drum parts: (stems up = voice 1; stems down = voice 2)

11. Click the first bar.
12. Press the letter N for notation.
13. Select duration. Be sure Voice 1 is selected (blue).
14. Enter the snare and cymbal parts at the same time (see MIDI map).
15. Press Esc.
16. Click the first bar
17. Press the letter N for notation.
18. Select Voice 2
19. Enter the bass drum part (stems down).

#### Using the Add Drum Pattern Plug-In

Open the file: File#4PopQuizDrums.sib

1. Select bars 1 through 8 in the Drum Set staff.
2. Select **Plug-ins** > Composing Tools > Add Drum Pattern.
3. Click YES in the warning dialog box.
4. Under Style, select "R&B: Motown double-time (100-120 bpm)."
5. Under "Options," uncheck "Start with intro bar (1 bar)."
6. Set the "Fillbreak bar count" to 8. This will place a fill in the pattern every eight bars. Since the section is only eight bars long, there will be only one fill bar.
7. Uncheck "End with outro bar" and click OK.

To find out more:

1. Review the Sibelius 4 Reference – Chords, Tab, Drum Maps.
2. Complete Chapters 8, 10 and 11 in the book: *Sibelius, A Comprehensive Guide To Sibelius Music Notation Software*. The book will be available February 15, 2007. [www.halleonard.com](http://www.halleonard.com)

# General MIDI (GM) Percussion Note Assignments

GM Percussion sounds: Assign to MIDI channel 10

Notes below E1 and above D#6 are not assigned. When played, no percussion sound will be heard.

Octave # (MIDI #)	E1(28)	F1(29)	F1(29)	G1(31)	G#1(32)	A1(33)	A#1(34)
GM Sound:	Slap	Scratch Push	Scratch Pull	Stick Click	Square Click	Metronome Click	Metronome Bell
	Acoustic Bass Drum	Bass Dr. 1	Side Stick	Acoustic Snare	Hand Clap	Electric Snare	Low Floor Tom
	High Floor Tom	Pedal (closed) Hi-Hat	Mid Tom	Open Hi-Hat	Low Mid Tom	Hi Mid Tom	Crash Cym. 1
	Ride Cym. 1	Chinese Cymbal	Ride Cym Bell	Tambourine	Splash Cymbal	Cowbell	Crash Cym 2
	Ride Cym. 2	Hi Bongo	Low Bongo	Mute Hi Conga	Open Hi Conga	Low Conga	High Timbale
	High Agogo Bell	Low Agogo Bell	Cabasa	Maracas	Short Whistle	Long Whistle	Short Guiro
	Claves	Hi Woodblock	Low Woodblock	Mute Cuica	Open Cuica	Mute Triangle	Open Triangle
	Jingle Bell	Bell Tree	Castanets	Mute Surdo	Open Surdo		

## Sibelius Percussion Sound/Notehead Assignments (from Sib. Manual)

Pedal Hi-Hat	Bass drum 1	Acoustic bass drum	Low floor tom-tom	High floor tom-tom	Low tom-tom	Tambourine	Acoustic snare	Electric snare	Low woodblock
Side stick	Low-mid tom-tom	High woodblock	High-mid tom-tom	Cowbell	High tom-tom	Ride cymbal 1	Closed hi-hat	Open hi-hat	Crash cymbal 1