

Symbols

These special Allcanplay symbols will aid and speed your learning.

Spans, Pinches, & Ties

Spans

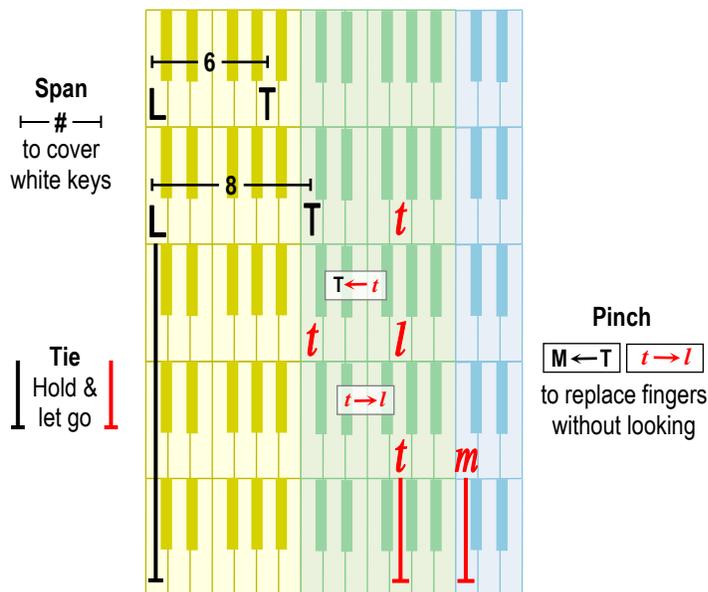
Spans indicate the number of white keys over which to stretch your fingers, ideally *without* looking. Recognizing span widths is especially helpful once you've trained yourself to reach intervals by feel. (See *Sight Reading* lesson)

Pinches

Pinches guide one finger to replace another *without* looking. The old finger acts as a placeholder until it's pinched (touched) by the new finger. Pinching can occur in either direction and between hands. The arrow points from New finger to Old finger.

Ties

Ties indicate how long you should hold a key or keys down, typically while the other hand plays.



Anchors, Parallels, & Backstops

Anchors

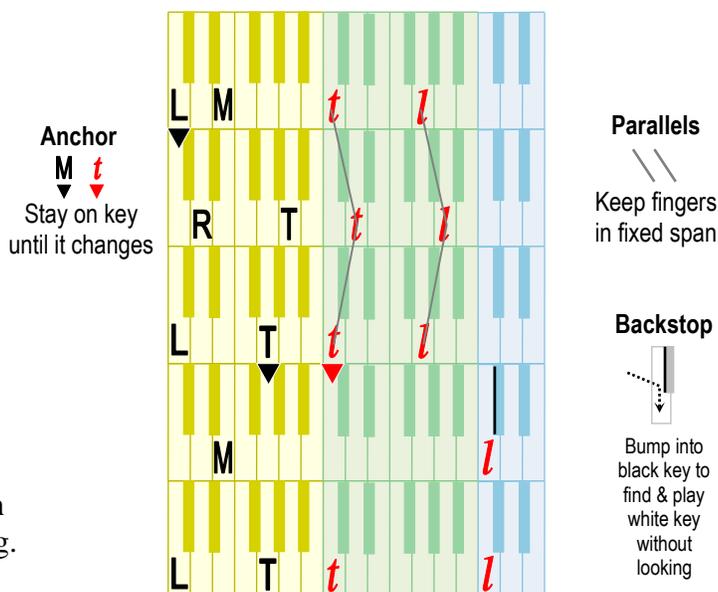
Anchors indicate that a finger should stay fixed on a key that will be played again. This discourages you from prematurely leaving that key until it changes. Anchors also serve as launching points for reaching and playing intervals without looking. (See *Sight Reading* lesson)

Parallels

Parallel lines guide fingers to maintain the same span as they move to new keys.

Backstops

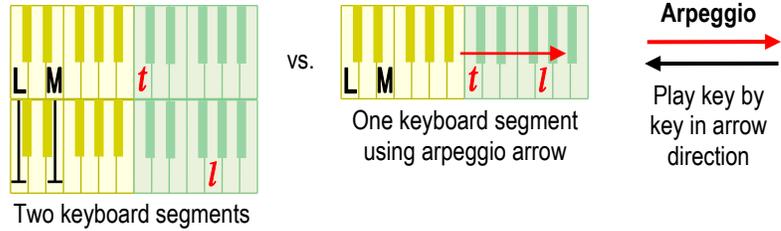
Backstops use black keys and the gaps between them as a sort of Braille that allows you to reach for and play adjacent white keys *without* looking. When aiming your hand into the gaps between Twins and Triplets, your finger will hit the backstopped black key and fall to play the white key next to it.



Arpeggios, Pivots, & Crossings

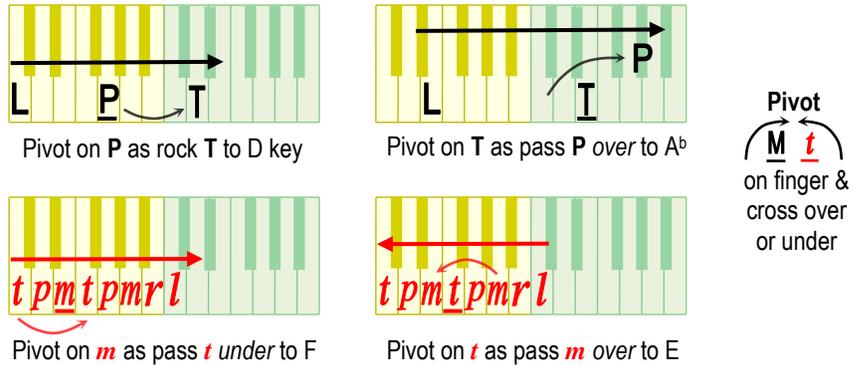
Arpeggios

Technically, arpeggios are keys played quickly in order up or down to create a harp-like sound. Additionally, when keys progress in the same direction without changes to the opposite hand, using arpeggio arrows reduces the number of blank keyboard segments.



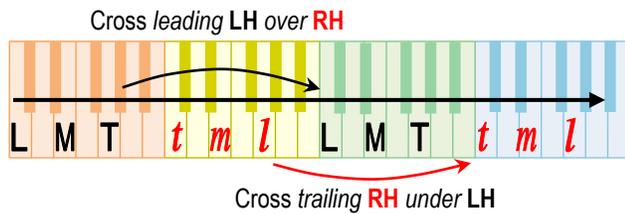
Pivots

For arpeggios that exceed your hand span, hold one finger down as a pivot point around which to rock your hand or to pass another finger to the next key. For arpeggios that use more than 5 fingers, pass a finger over or under the pivot finger to the next key.



Crossings

For arpeggios that span several octaves, cross the LEADING HAND, which starts the movement, OVER the *trailing hand*, which follows and crosses *under*. (See *Arpeggios & Climbs* lesson)



Ghosts & Tips

Ghosts

Ghosts are small gray letters placed at the top of the next keyboard column to show the fingers carried over from the bottom of the previous column. Ghosts visually prepare you to maintain or switch to upcoming keys.

Tips

Tips appear in small boxes and provide information to aid learning.

