

# Allcanplay Symbols

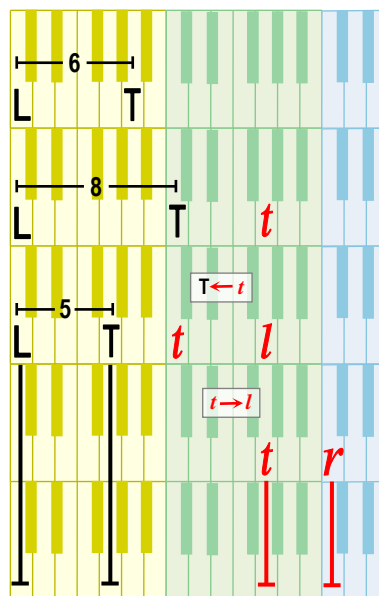
These special symbols will aid and speed your learning!

## 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)

**Span**  
 ─ # ─  
 to cover  
 white keys



Stretch from the 6<sup>th</sup> to the 8<sup>th</sup> to the 5<sup>th</sup> interval *without* looking

Move *t* until it touches and replaces T

Move *t* until it touches and replaces *l*

Play & hold L-T then *t-r*

### 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.

**Pinch**  
 M ← T    t → l  
 to replace fingers  
 without looking

### Ties

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

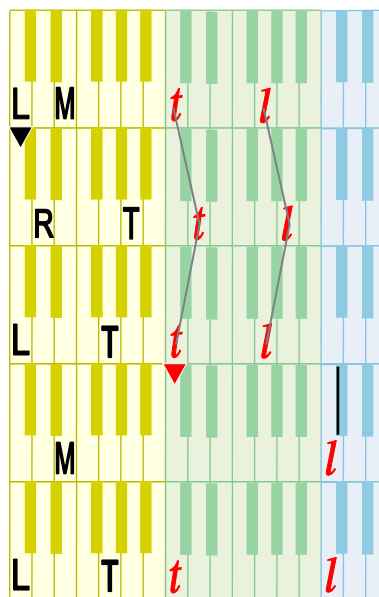
**Tie**  
 | Hold &  
 let go |

## 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)

**Anchor**  
 M t  
 Stay on key  
 until it changes



Keep L anchored on C<sup>3</sup>

Fix RH in 5-finger *t-l* span and follow parallels

Keep *t* anchored on C<sup>4</sup>

Without looking, ram *l* into bottom twin backstop then bounce off to play C<sup>5</sup>

### Parallels

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

**Parallels**  
 //  
 Keep fingers  
 in fixed span

### Backstops

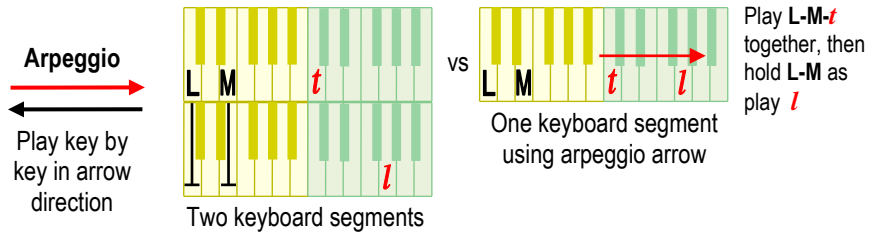
Backstops use black keys and the gaps between them as a sort of Braille that allows you to reach for and play adjacent white keys *without* looking. Aim your finger into the gaps to hit the backstopped black key then fall to play the white key next to it.

**Backstop**  
 ↓  
 Bump into black key to find & play white key *without* looking

# Arpeggios, Pivots, & Crossings

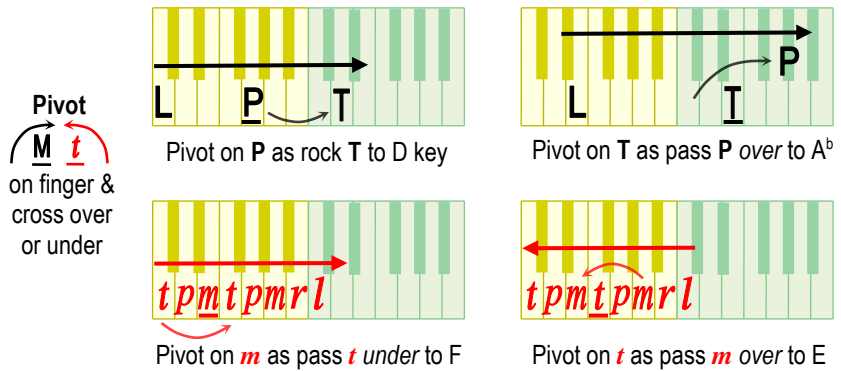
## Arpeggios

Arpeggios are multiple keys played quickly up or down to create a harp-like sound. If keys progress in the same direction without changes to the opposite hand, arpeggio arrows can reduce the number of keyboard segments needed.



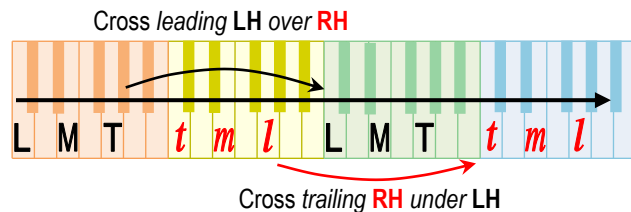
## Pivots

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

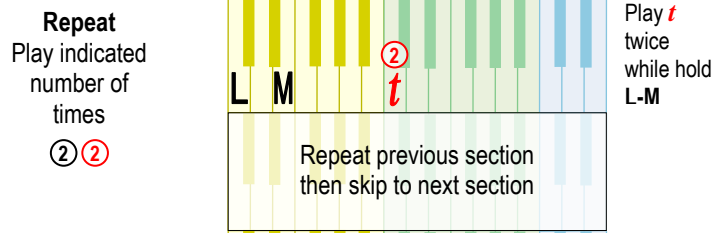
For arpeggios that span several octaves, cross the LEADING HAND, which starts the movement, OVER the trailing hand, which follows and crosses under. (See *Arpeggios & Climbs* lesson)



# Repeats, Blends, & +/- Octaves

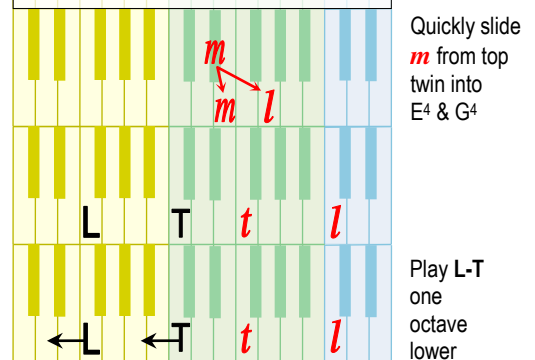
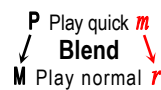
## Repeats

When a note, notes, or passages reoccur, repeat indicators or messages reduce the number of keyboard segments needed and/or alert you that you've already played/learned a section.



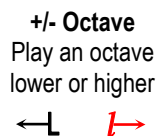
## Blends

Blends indicate "grace notes," which are played quickly and blended into the main melody note/s to add flourish.



## +/- Octaves

When a key is to be played an octave higher or lower than the range of the keyboard segment, an arrow is added to the finger letter.



# Clusters, Ghosts, & Tips

## Clusters

Clusters are groups of tiny dots or X's placed at the top of a section to represent all the keys in that section. Clusters make it easier to see and remember the keys to be played.

## Ghosts

Ghosts are small gray letters at the top of the next keyboard column to show the fingers carried over from the bottom of the previous column so you'll know to maintain or switch to upcoming keys.

## Tips

Tips appear in boxes and provide information to aid playing & learning.

**Cluster**  
Indicates the keys of a section.



*t p m r l*  
LRMPT

Tip

