

# INSTRUCTIONS ON THE USE OF A METRONOME

**1. Purpose of the metronome software.** A metronome (derived from the Greek words *metron* – "measure" and *nomos* – "regulating, law") is a device that produces sounds with regular intervals at a particular speed. In music, it's usually used in two cases:

- 1) to do exercises for improving playing techniques or for learning the difficult fragments of compositions which require a particular playing speed;
- 2) to perform compositions at the tempo<sup>1</sup> recommended by the author.

**2. The software is installed** by double-clicking on the file. Just double-click to launch the software and get the sound and the pendulum working. If you are done with the software and want to switch the metronome off for a while, press "Stop."

**3. Description of the software.** The interface of the software is based on a real metronome, a well-known and user-friendly mechanical instrument (Pic.1). It consists of a scale with numerals and a pendulum with a slider on it.

At the bottom of the software panel, the following icons are displayed:

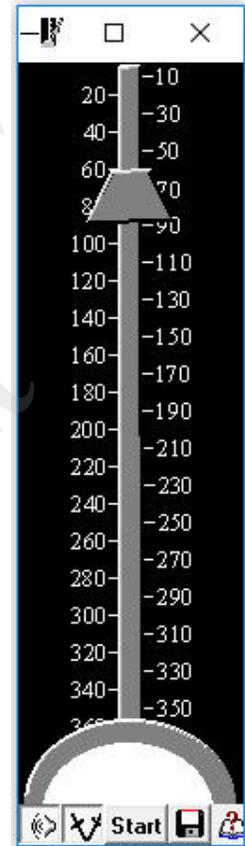
- 1) Dynamics icon which allows you to switch the sound on/off;
- 2) Icon with the swinging pendulum which allows you to switch the pendulum on/off (keeping the sound);
- 3) "Start-Stop" icon which allows you to pause and unpause the software.
- 4) Disk button which allows you to save the current parameters. It allows you to not only save tempo parameters, but also parameters related to the sound and the pendulum's movement.
- 5) Question mark icon. To tell you the truth, I don't know why that's there. I haven't noticed any differences in the working process, neither after clicking on the icon, nor after restarting the software. Maybe I missed something?

**4. Application** As I've already mentioned above, in music, the software can be used in two cases: to improve playing techniques and perform compositions at the tempo specified by the author.

**PLAYING TECHNIQUE IMPROVEMENT.** First, if the software is running (you hear the ticking sound and the pendulum is swinging), press "Stop." Then set the desired tempo parameters by moving the slider up and down to align its UPPER part with the required numeral (for example, tempo "60" is set in the picture No.1). Then press "Start" and begin to play.

**PERFORMANCE AT THE TEMPO SPECIFIED BY THE AUTHOR.** Tempo is very often defined by the author by means of word designations placed at the beginning of the composition: for example, "Andante" (at a walking pace) and "Adagio" (slow and stately). These designations also mean that the tempo can be performed with some kind of liberty. But if the author wants the composition to be played at a specific speed, they usually use such special designations as note value<sup>2</sup>, the equals sign and numerals. For example: ♩ = 80, or ♩ = 200 means that a "quarter note" (crotchet) is equal to eighty bpm or an "eighth note" (quaver) is equal to two hundred bpm. Note value is the duration of the current meter<sup>3</sup> (the lower numeral in the meter signature decimal of the composition<sup>4</sup>), the equals sign means "equal," and numerals are the numerals on the metronome scale.

What do "quarter note" or "eighth note" mean (by the way, there are no other METER durations, except "quarter notes" and "eighth notes," in modern musical notation)? This means one quarter (one quarter of your own count, which is expressed by the distance between numerals) or one eighth (one eighth of your own count, which is expressed by the distance between numerals with "and" counted for every off-beat) of a whole note shall be played BETWEEN ONE click of the metronome AND ANOTHER<sup>5</sup>.



Pic.1

<sup>1</sup> Music tempo is described in Lessons 2 and 22 of Andrey Nosov's Guitar School.

<sup>2</sup> Note values are taught in Lesson 3 of Andrey Nosov's Guitar School.

<sup>3</sup> Meter is taught in Lesson 5 of Andrey Nosov's Guitar School.

<sup>4</sup> Meter signatures are taught in Lesson 5 of Andrey Nosov's Guitar School.

<sup>5</sup> Information on how to count notes in musical notation can be found in Lesson 5 of Andrey Nosov's Guitar School.

First, if the software is running (you hear the ticking sound and the pendulum is swinging), press "Stop." Then move the slider to align its upper part with the numeral specified by the author (or, more precisely, with the numeral on the scale). Then press "Start" and begin to play in accordance with the meter rhythm<sup>6</sup>.

Let me give you one advice...play the composition at its real speed only when you've completely learned it. You probably won't succeed on the first try. So slow the tempo down until you manage to play the composition and then accelerate the speed up to the required parameters. By the way, this note is just teaching advice that doesn't refer to our topic: "Instructions on the Use of a Metronome".

But here is some information that does refer to our topic. Numerical tempo designations (for example, ♩ = 40, or ♩ = 120) sometimes can be provided with the word designations (for example, "Grave"). In this case, the designations indicate the particular manner in which the composition shall be played (for example, "Grave" means "maestoso" or triumphantly).

That's all...See you in the section "Guitar Lessons" if you feel that you need to learn more (as an option for improving your skills) or in the section "Guitarist's Library" if you don't need training materials.

Andrey Nosov,  
the author of the manual "Andrey Nosov's Guitar School"  
and several hundreds of arrangements for guitar solo,  
guitar ensembles, voice and guitar.



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Andrey Nosov's Guitar School presents:

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2. Sheet music for voice and guitar;
3. Sheet music for guitar ensembles;
4. Guitar lessons (learning the art of guitar playing and musical notation, analysis of musical compositions, know-how, and so on);
5. Vocabulary, reference materials;
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<sup>6</sup> Meter rhythm is taught in Lesson 5 of Andrey Nosov's Guitar School.