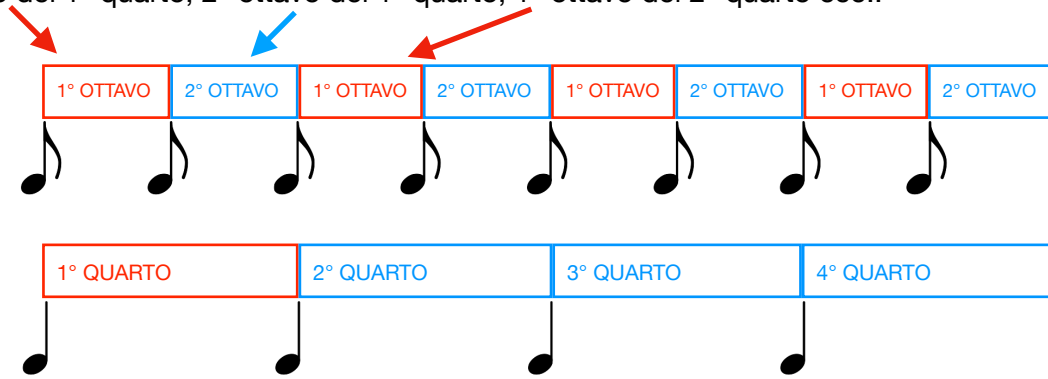


# Le crome

La croma vale un ottavo  $1\backslash 8$ , esattamente la metà di una semiminima che vale un quarto  $1\backslash 4$ , quindi possiamo suonare 2 crome per ogni movimento. In una battuta da 4 movimenti ( $4\backslash 4$ ) ne possiamo suonare 8, ognuna alla stessa distanza dall'alta (equidistanti). Le crome, o gli ottavi, li possiamo identificare indicandone il numero ed il movimento di appartenenza ad esempio: 1° ottavo del 1° quarto, 2° ottavo del 1° quarto, 1° ottavo del 2° quarto ecc..



Croma singola



2 crome raggruppate



Pausa di croma

1-  $\frac{4}{4}$  R R R R | R L R L R L R L ||

2-  $\frac{4}{4}$  | | | | | | | | ||

3-  $\frac{4}{4}$  | | | | | | | | ||

4-  $\frac{4}{4}$  | | | | | | | | ||

5-  $\frac{4}{4}$  | | | | | | | | ||

6-  $\frac{4}{4}$  | | | | | | | | ||

7-  $\frac{4}{4}$  | | | | | | | | ||

8-  $\frac{4}{4}$  | | | | | | | | ||

# Le crome - Solfeggio ritmico

1- 1

7

13

Exercise 1-1: A rhythmic exercise in 4/4 time. It consists of three staves of music. The first staff contains measures 1 through 6, the second staff contains measures 7 through 12, and the third staff contains measures 13 through 18. The exercise features a variety of rhythmic patterns including eighth notes, quarter notes, and rests.

2- 1

6

12

Exercise 2-1: A rhythmic exercise in 4/4 time. It consists of three staves of music. The first staff contains measures 1 through 5, the second staff contains measures 6 through 11, and the third staff contains measures 12 through 18. The exercise features a variety of rhythmic patterns including eighth notes, quarter notes, and rests.

3- 1

5

10

14

Exercise 3-1: A rhythmic exercise in 4/4 time. It consists of four staves of music. The first staff contains measures 1 through 4, the second staff contains measures 5 through 9, the third staff contains measures 10 through 13, and the fourth staff contains measures 14 through 18. The exercise features a variety of rhythmic patterns including eighth notes, quarter notes, and rests.