MKP Melodeon Notation and Tabulation Conventions

Group	Element	Image	Description
Hand Position[2]	text	POS.+1	This is a staff text directive, usually at the beginning of the tune, that indicates how the right hand is positioned on the keyboard. It is given in relation to *the **home position***, which places the index finger (finger 1) on the first tonic note of the row scale. Although there is no distinction which *button number* this is, for a D/G melodeon with a third button start and a tune time signature of two sharps (D), *the **home position*** is buttons 3,4,5,6 (push notes D, F, A, D) on the outside, D row. The plus or minus (+/-) positions the hand that many buttons up or down the scale. *Don't be confused: **+** (plus) means up the scale, from melodeon chin end to knee end, not up the melodeon; **-** (minus) means from knee-end to chin-end.*
Fingering[1]	circle	②	Finger tablature is placed next to or above the note to suggest which finger to use and also which row. A circled number indicates that the note is played on the outside row (*O for outside).* The tablature may also be colored to identify the bellows direction: red for draw and black for push. Standard finger tablature is '**1**' for the index finger.
	square	2	A square frame around the finger tablature indicates the note is on the inside (*boxed in*) row—this is the middle row for a three-row instrument.
	Italic	*2*	An *italic* finger tablature indicates this is the third row (closest to the bellows) for a three-row box.
	normal	2	If there is no special characteristic (normal text, no frame), the note is played on the ***home row*.** This makes it easier to notate the score. *See **The musicXML File** for an explanation of **home row**.*
Notehead*	normal		A normal notehead indicates the note is played on the ***home row***. *See **The musicXML File** for an explanation of **home row**.*
	diamond[2]		A diamond notehead indicates the note is played on the ***other*** row. *See **The musicXML File** for an explanation of **other row**.*
	triangle		A triangle notehead indicates the note is played on the third row of a three-row melodeon. Only third rows with all accidentals (not a full key) are supported by ***MKP***.
Note Color	black		All elements in this tablature sheet may be color coded. **Black** means **push** and red means draw. Bellows direction in the **MKP** is determined by the keyboard definition layout, so color coding is not required, but it is extremely helpful when playing or learning the tune from staff notation (the dots).
	red		Red means the note is played on the bellows draw.
Chords*	tick	g'	A **fundamental chord root-note** is indicated by a lowercase note name followed by a single quote (tick). *Turn off automatic Capitalization. See The* **musicXML File** *for more details on the chord notation. See* **Internals** *for a discussion of how the bass accompaniment is generated by the* **MKP**.
	frame	D	A square frame around the chord name identifies this as a **push** button to distinguish it from other bass (left hand) buttons with the same note name. The default bellows for dual chords is draw, so without the frame the **MPK** will show these as a draw (even if they are black). *Future versions of the* **MKP** *may support color coding without the frames.*
	normal	C	The keyboard layout definition in the **MKP** determines the bellows direction, except for bass buttons that have a reverse bellows twin. Chord color coding is

			useful for playing and learning from staff notation, but currently does not impact the **MKP**. *A complete color-coding option may be available later.*
	n.b. no bass	N	Use an N to indicate no bass is played. This is a place holder used for explicit chord notation where every chord position must be accounted for. *See* **Internals** *for a discussion of how the bass accompaniment is generated by the* **MKP**.
Maneuvers[1]	swap	@	Maneuvers are tablature notations placed next to the finger tablature to suggest how to reposition the right hand[3] effectively while playing. The **swap** is a smooth way to move the hand up or down the key board by one button. It is best used with two successive notes on the same button where the playing finger is replaced (swapped) with an adjacent finger.
	miss	*	The **miss** maneuver means that instead of using the next logical finger to play the button, the next adjacent finger (left or right) is used instead. It will move the hand up or down the keyboard by two buttons.
	cross	X	The **cross** is a somewhat difficult maneuver where the adjacent finger crosses over the playing finger to play the button on the other side. This will normally move the hand two buttons, but can be used with other fingers to cover more buttons.
	stretch	!	The **stretch** is an obvious move where a free finger is stretched to reach the next button to be played. A **stretch** can go in any direction, up or down the scale, and reach across rows.
	hop	(or)	The **hop** means using the same finger to play two different successive buttons. This maneuver should be avoided. While sometimes it is the only way, the best practice is to strive to always have a free finger to play the next button.
	shift	{ or }	A **shift** is a complete repositioning of the hand to a new **POS** position. Many excellent players use this technique, but it is a kind of hop.
	switch	~	The switch is an indicator to play successive same notes with alternating fingers, thus providing a livelier bounce.
	arrows	↑↓	Arrows may be used in conjunction with any tablature element. They indicate which direction the maneuver takes place. The up arrow means the finger moves **up-scale**, and the down arrow means the finger moves **down-scale**. *Remember up-scale means toward the melodeon knee-end and down-scale means toward the melodeon chin-end.*
Technique	dagger	†	This is a notation directive to indicate the bellows is to be used to change notes without releasing the melody (or base) button. *Melodeon techniques can be highly personal, but sometimes it can be a good reminder.*

[1]Adapted from Dave Mallinson, *Beginners' Melodeon Tunes and Techniques,* and *Instant Melodeon.*
[2]Adapted from Les Titford (Daddy Long Les) series of YouTube melodeon tutorial videos
[3]Left hand melodeons do exist, but these are rare.
*Essential for full features of the ***Melodeon Keyboard Player***