

Note & Rest Values

Every note is worth exactly half the one above it.
Read the tree downwards and each row splits in two
— the whole bar always adds up the same.

Semibreve
whole note · 4 beats



Minim
half note · 2 beats





Crotchet
quarter note · 1 beat









Quaver
eighth note · ½ beat

















Semiquaver
sixteenth note · ¼ beat































A dot adds half again



Dotted semibreve
4 + 2 = 6 beats



Dotted minim
2 + 1 = 3 beats



Dotted crotchet
1 + ½ = 1½ beats

A tie joins, a triplet squeezes

Tie — a curve between two notes of the same pitch. Play once and add the values together.

Triplet — three notes squeezed into the time of two, marked with a small 3.

Every note has a rest

REST	LOOKS LIKE	BEATS	HOW TO SPOT IT
Semibreve rest		4	A block hanging below the line.
Minim rest		2	The same block, sitting on the line.
Crotchet rest		1	The zigzag. One beat of silence.
Quaver rest		½	One hook on the stroke.
Semiquaver rest		¼	Two hooks — twice as fast.

Reading the tree

Each row holds the same total. One semibreve, two minims and four crotchets all fill a bar of 4/4.

A dot after a note adds half its value again. A dotted minim is three beats, not two.

Quavers and faster are joined with beams when they share a beat — easier to read than loose flags.

Rests are counted, never skipped. Silence is written as carefully as sound.