



Rests & Accounting for Time

So far, we've learned a few different ways that notes can be divided and played, but often in music, there are times where we don't play anything or we intentionally leave gaps in between the notes. In music, when we are silent it is called a "**REST**." A "rest" is defined as the interval of time where we aren't making sound with our instrument.

But do realize that there is a definite, set amount of time in each measure, whether we are playing anything or not, and we have to allow for it. A very important concept to understand is that all of the available spaces (notes) within a measure must be accounted for, whether they are played out loud or not (rests).

Available Spaces

The illustration below is a measure from a 4/4 time signature (4-count), showing all of the available spaces we have to create music (for now). Quite often, not all of these notes are played, but it is crucial to learn that you must still recognize each empty space and allow time for it whether something is played there or not.

1 Full Measure - 4/4 Time (4-Count)



Here we see a full measure with every available 16th note shown, but only the quarter notes are played. **The blue shaded spaces represent the played notes - the empty spaces are "RESTS."**

1 Full Measure - 4/4 Time - Quarter Notes





Here we see a full measure with every available 16th note shown, but only the eighth notes are played. The blue shaded spaces represent the played notes - the empty spaces are "RESTS."

1 Full Measure - 4/4 Time - Eighth Notes



Here we see a full measure with every available 16th note shown, and all of the sixteenth notes are played. The blue shaded spaces represent the played notes."

1 Full Measure - 4/4 Time - Sixteenth Notes



Finally, we see a full measure with every available 16th note shown. We have a combination of quarter, eighth and sixteenth note values. The blue shaded spaces represent the played notes - the empty spaces are "RESTS."

1 Full Measure - 4/4 Time - 2 Quarter, 2 Eighth and 4 Sixteenth Notes

