# **General Breaks**

Silence 4 fingers	1																	4 Beats of Silence
Double Silence two hands show 4 fingers	1 2																	8 Beats of Silence
Triple Silence like "Double Silence" one hand upside down	1 2 3																	12 Beats of Silence
Quad Silence like "Double Silence" both hands upside down	1 2 3 4																	16 Beats of Silence
Continue for One Bar draw a horizontal line in the air with	1 h one	e fing	ger	٠					•	·		•		•		•		Continue 4 Beats
Continue for Two Bars like "continue for one bar" with both hands	1 2		-															Continue 8 Beats
Continue for Three Bars like "continue for two bars"	1 2											•					-	Continue 12 Beats
and then "continue for one bar" in the opposite direction	3	•	٠	٠	٠	•	•	٠	•	٠	•	•	٠	·	•	•	· .	
Continue for Four Bars like "continue for two bars" and then again in the opposite direction	1 2 3 4																	Continue 16 Beats
Boom Break Show an explosion away from you	1 r bod	E ly wi	ith k	ooth	ha	nds	1											
<b>Eight Up</b> both hands move up while fingers shaking	1 2	E E		E E		E E	E E	E E	E E	E E		E E	E E			E E	E E	from soft to loud
Eight Down both hands move down while fingers shaking	1 2	E E		E E	E E	E E	from loud to soft											
Karla Break rabbit ears OR finger pistol shooting up	1 2 3 4	E E E	E E	from soft to loud														
Call Break "oi": two arms crossing, with Ok "ua": two fists, knuckles hit each	_					]	ΕE	ĒΕ	]	Ε				sh	out			

Cat Break

claws to left and right

m		i		а		u		

from high to low sound

Wolf Break wolf's ears and teeth	1 2 3 4	S S S E	S S S E		A A A E	S S E	S S	S S E	ı-u =	S S S	a e a	A A u	- wlin	- g w	S - /olf	
Democracy Break shout with your hands forming a funnel	1 2 3 4 5 6 7 8 9 10	E	E is E is	E	E E E What E what what what	E de E de de de	Е	E E	E E cra E cra cra cra	E E icy icy	E E		E ks ks ks	E E like E like like	E	from soft to loud
Laughing Break fingers move up coners of your mouth					ha∣ha low s			ha	ha	ha	ha	ha				laughter
Star Wars Break Move flat hand from top to bottom of face	1 2	ms ms		I	ns Is		l.	ms ms				ls			hs	
Progressive Break 5 fingers and other hand grabbing thumb (can be inverted by showing the s	1 2 3 sign up		E E E	-	E E E E	E E	E	E E E	E	E E	Е	E E	E	E E	E	
Progressive Karla rabbit ears OR finger pistol, the other hand is grabbing the thumb	1 2 3 4	E   E   E	E	Е	E E E E	E	Е	E E E	E	E E	E	E E E	E	E E	E	
Clave Point your thumb and index finge	r up as	E if ind	dicatir	E ng a	dista	E nce	of a	bou	ıt 10	E 0 cr	n b	E etw	een	the	em	
Clave inverted Like "Clave", but with the two fing	ers po	inting	E dow	n	Е			Ε			Ε			Ε		
Yala Break all fingertips of one hand gather a	and sha	E ake w	E			Ε		Ε				Е				
Dance Break Show a > with your index+middle move it horizontally in front of you	-		very	/	bo -	dy		I		er t			ak,		-	Everybody sings ne continues to play andomly for a while.
Hard Core Break Both hands in the air, with index and pinky fingers pointing up.	1		 		           e   e   e   e			I I E e e e E	E	I I E e e e E	E	I I E e e e E	E			3 × from soft to loud

I = Agogô plays low e = everyone play softly 2<sup>nd</sup> time: everyone except Surdos

4<sup>th</sup> time: Agogô plays high

### 4 times from soft to loud

Hold one arm vertically in front of your body and move the other up along the arm

When any break or sequence of breaks is shown followed by this sign, it should be played 4 times, starting very quietly and getting louder each time.

#### **Tamborim Stroke**

Make a circle with your index finger and thumb, like "OK"

Everyone plays the line of the tamborim once

### Play another instrument

Hold both hands in front of your face, and wave your arms to cross each other

Show this sign followed by the sign of an instrument to make everyone play the line of that instrument.

# Switch Call/Response

Point with both index fingers forward and wave your arms to cross each other.

Calling and responding instruments switch roles. Only works in Call+Response breaks, for example Wolf Break or Funk Break 1.

# In a loop

Hold one arm vertically in front of your body and make a wave over it with the other hand When any break or sequence of breaks is shown followed by this sign, it should be repeated continuously until the maestra instructs to play something else.

# Storming Break

show the arm as a measure with the other hand on ellbow don't make a fist chosen instrument section plays sixteenths with volume indicated by maestra if you can't stand it anymore: scream

### Alerting / Magic Wand Break

show your flat hand and hit it with stick Stop the Surdos. Give a sign for when the Surdos should hit once, by hitting the stick on the hand in the air. It's easier to follow if you paint a small loop in the air with your stick, just before hitting. Start with just one hit every four beats, then add more.

## **Chaos Break**

Point with index finger at temple

Everyone plays something chaotic, getting louder and louder. No Counting in!

# Again

Hit with flat hand on forehead

Repeat the last break (combination)

## Improvisation

Point at your nose and at the sambista who can play freely

Show all others what they should do in the meantime, so the length of the impro part is defined

# **Notation**

Call-Response

E Everybody

S Surdos

A All others

Surdos

0 damped with hand

sil silent hit (with one hand resting on the skin)

Repinique

fl flare: multiple hit with rebounding stick

hd hand hits the skin

sil silent hit with one hand resting on the skin

ri hit rim and skin at the same time or hit only

the skin near the rim

Agogô

h high bell

I low bell