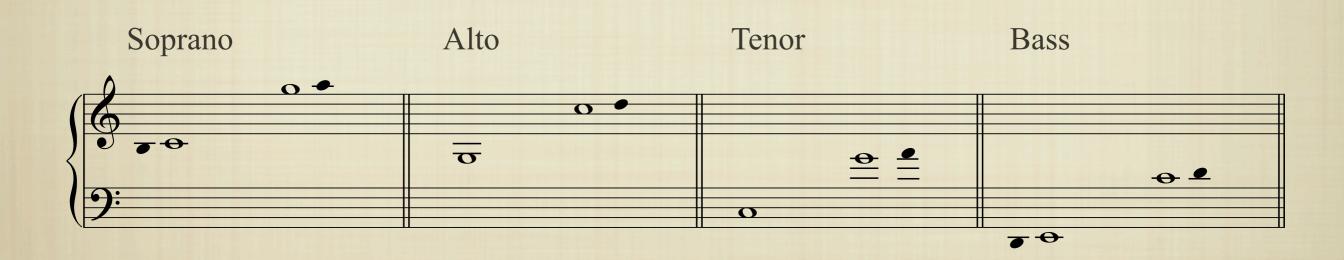
Procedures of Four-Part Writing Chord Construction and Voice-Leading

Four Voices

- Soprano
- Alto
- Tenor
- Bass



Notation Style



- Soprano and alto in the treble clef
- Bass and tenor in the bass clef
- Stems distinguish one voice from another
- Note the unison on the third beat

Doubling

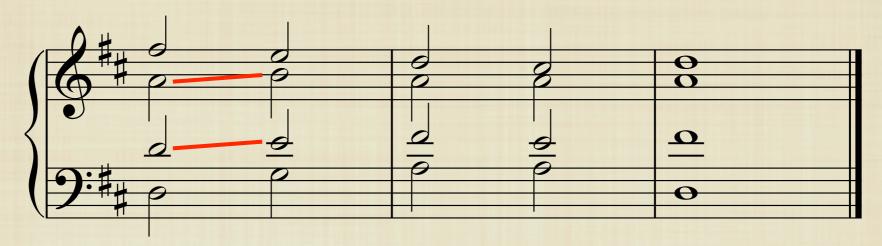
- All else being equal, it's best to double the root
- However, any note of a chord may be doubled *unless* it is a note which requires a specific resolution, such as:
 - The 7th of a seventh chord
 - The leading tone

Doubling

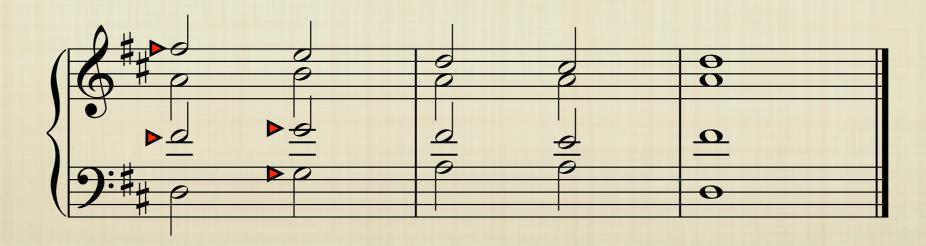
- Do not think of "double the root" as a hard-and-fast rule.
- A progression can be vastly improved sometimes by doubling notes other than the root.

Doubling

In this first example, doubling the root of the first two chords results in a parallel fifth (an illegal motion) being written between the two inner voices.



In this revision, the third of each chord is doubled (between tenor and soprano in the first chord, and between bass and tenor in the second chord) and solves the problem.



Complete and Incomplete Chords

- Chords are *complete* when they contain at least one instance of each chord element (root, 3rd, 5th, etc.)
- Chords are *incomplete* when one of those elements is missing.

Incomplete Chords

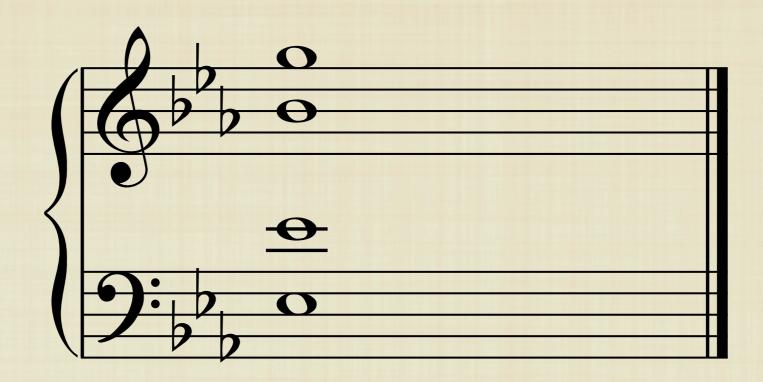
- It is sometimes necessary to write incomplete chords to avoid problems with voice-leading.
 - Do not write incomplete chords in inversions
 - Generally speaking double (or triple) the root and omit the fifth of the chord
 - Never omit the 3rd of a chord!

Spacing

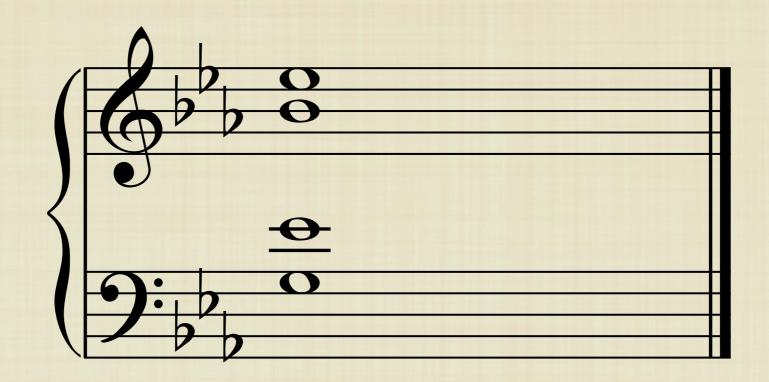
- Do not allow more than one octave between two *adjacent* voices
- Between bass and tenor the distance may be as much as two octaves

Open and Close Position

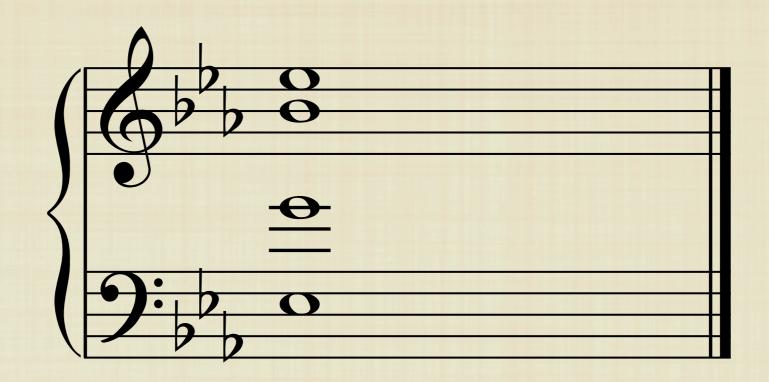
- Open: a chord element could be placed between any two of the upper three voices
- Close: no chord elements could be placed between any of the upper three voices



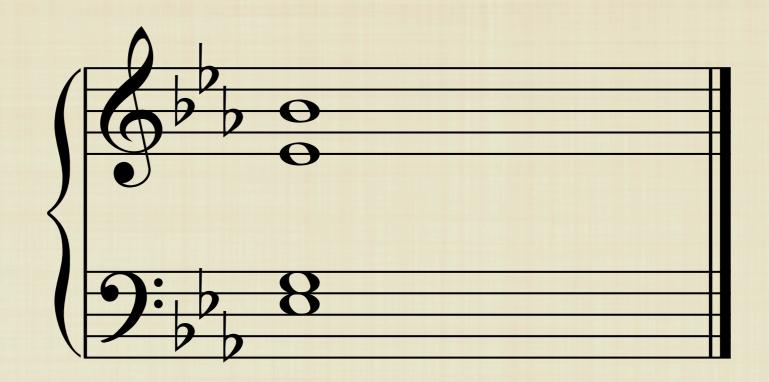
Open



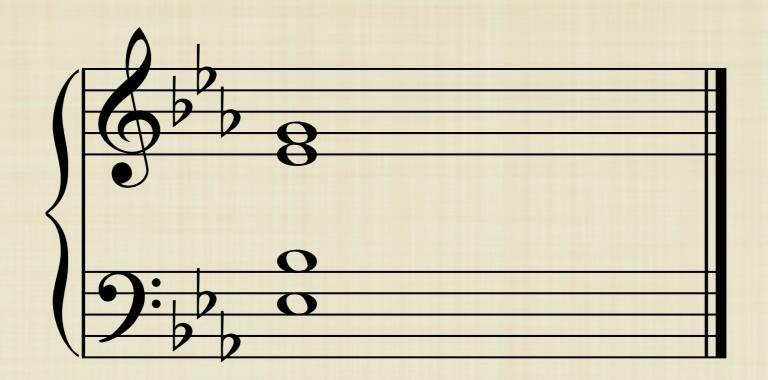
Open



Close



Open



Close

Keyboard Style

- Comes from the old system of "realizing" a figured bass line
- The right hand is used to play the upper three voices, while the left hand plays the bass
- The upper three voices are written in the treble clef, while the bass line is written in the bass
- The soprano line may or may not be stemmed separately from the alto and tenor

Keyboard Style



Melodic Motion

- Conjunct Motion
- Disjunct Motion

- Small leaps (up to about a fifth) aren't much of a problem
- Larger leaps need to be handled more carefully:
 - The octave is the maximum distance
 - Avoid two in a row in the same direction, unless they arpeggiate a triad (and even then be careful!)
 - Generally after a larger leap, return stepwise in the opposite direction whenever possible
- Do not allow a leap of an augmented second

These are all good



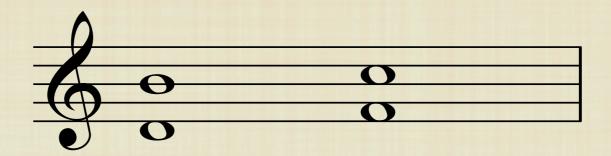
These are leaps involving sixths and above



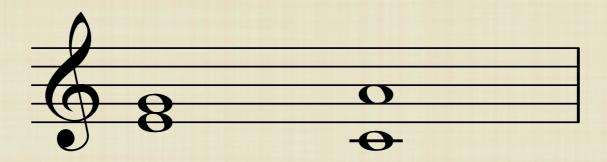
Multiple leaps, some good, some not



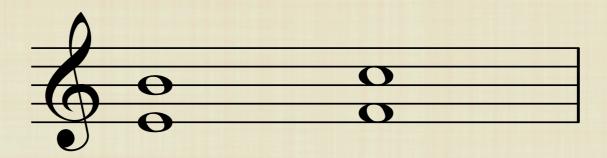
- Parallel Motion
 - Both voices move in the same direction and retain the same interval between them
- Similar Motion
 - Both voices move in the same direction, but the interval between them changes
- Oblique Motion
 - Only one voice moves while the other remains stationary
- Contrary Motion
 - The voices move in opposite directions



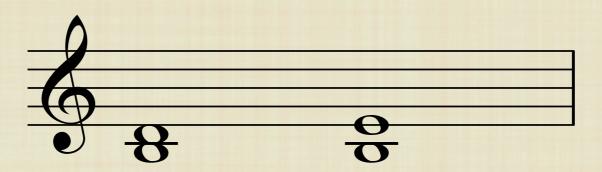
Similar



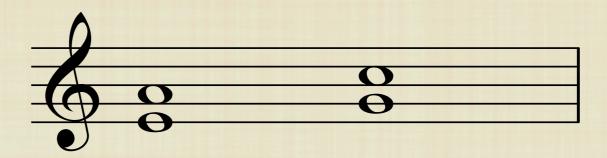
Contrary



Parallel



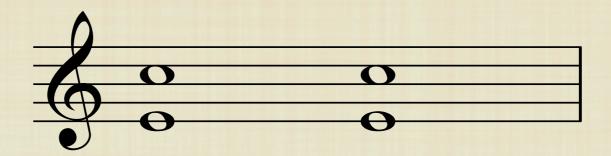
Oblique



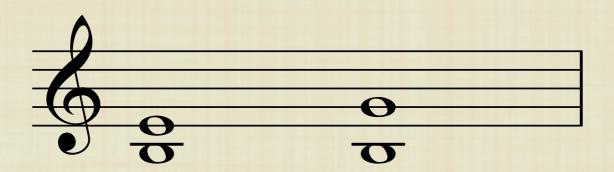
Parallel



Contrary



Trick Question! No motion at all



Oblique



Contrary



Similar

Forbidden Parallel Motions

- Motion by octaves
- Motion by unisons
- Motion by fifths



Forbidden Contrary Motions

Octaves

Fifths



Hidden (Direct) Motions

Fifths

Octaves



Hidden (Direct) Motions

- Hidden, or direct, motion is a problem only if:
 - 1. It occurs between the outer voices AND
 - 2. The soprano is moving by leap
- Otherwise, don't worry about it

Voice Crossing

• Forbidden for now



Overlapping

• Forbidden for now



Practice

- The following progression contains many mistakes of chord construction and voice-leading. Find as many as you can.
- Hint: there are at least 23 errors!

