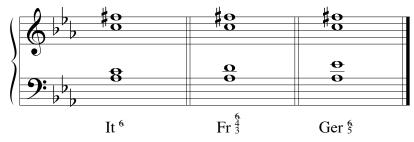
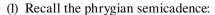
Augmented 6th chords come in three distinct flavors: Italian, French, and German. The Italian has three different pitch-classes, while the French and German have four. Note how the latter two "contain" the Italian 6th chord. Memorize the figured bass

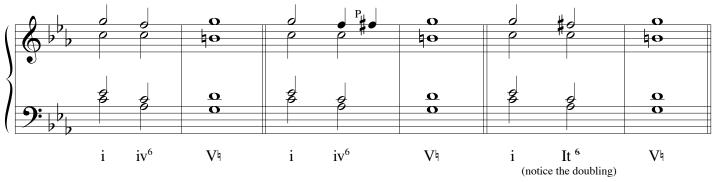
associated with each type.



A. Derivation of the augmented 6th chord from its diatonic basis. Each type of augmented 6th chord can be understood as a chomatic intensification of the predominant function, specifically of the iv⁶ chord. Consider the derivation of the It ⁶ chord:



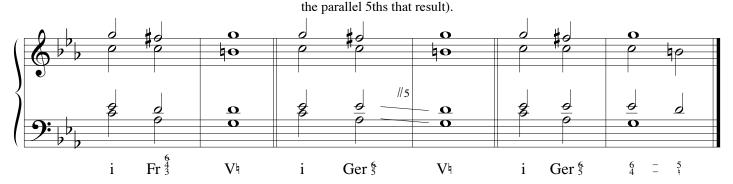
- (2) Now add a chromatic passing tone: (2)
- (3) Finally, elide the diatonic F5:



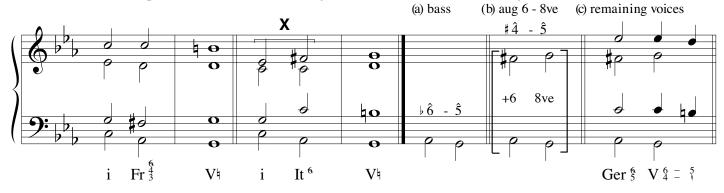
- B. Derivation of the French and German augmented 6th chords from the Italian 6th chord.
 - (1) French augmented 6th chord.

 Add a (diatonic) 4th above the bass instead of one of the doubled 3rds of the Italian 6th.
- (2) German augmented 6th chord.
 - (a) Add a (diatonic) 5th above the (b) To avoid the parallels, move first bass instead of one of the doubled to a cadential \(\frac{4}{3} \).

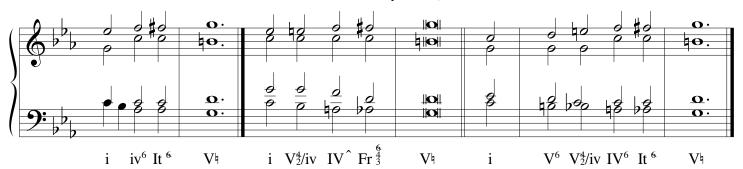
 3rds of the Italian 6th (but notice



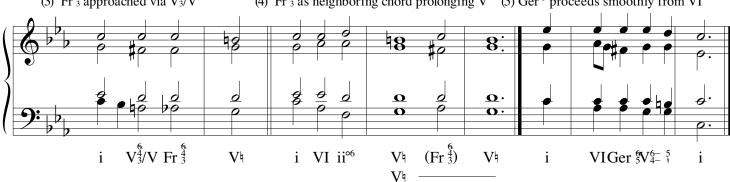
- C. Another common soprano voice.
- D. Avoid the aug 2nd.
- E. How to write an augmented 6th chord.



- **F** Approaching an augmented 6th chord. Because any of the augmented 6th chords are chromatic alterations of iv⁶, they can be approached in any way that iv⁶ is approached. Metrical placement is generally on a weak beat, preceding a metrically strong (cadential) dominant.
 - (1) approach directly from iv⁶
- (2) the same underlying progression, successively chromaticized (notice the chromatic outer voices in contrary motion)

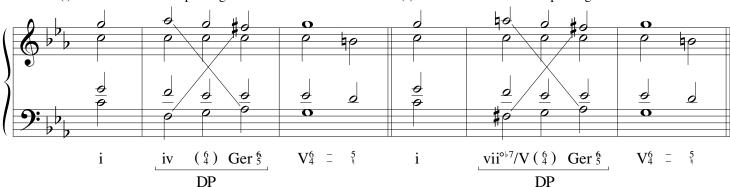


- (3) Fr $\frac{4}{3}$ approached via V_3^4/V
- (4) Fr $\frac{6}{3}$ as neighboring chord prolonging V (5) Ger $\frac{6}{5}$ proceeds smoothly from VI



- (6) DP prolonged by chromaticized voice exchange
 - (a) iv leads to Ger ⁶/₅ via passing ⁶/₄

(b) vii°⁷/V leads to Ger ⁶/₅ #ia passing ⁶/₄



Characteristic figuration

