

# How to Create an OMG

An **OMG** is more than just a goal. It's an **OBTAINABLE, MUSICAL, GOAL**.

To create an OMG you must first **IDENTIFY** a spot in your concert music that you wish to improve. Make sure this spot is *obtainable* by keeping it short – perhaps 2 to 8 measures. Then you **DECIDE** what aspect of *music* is tricky or needs work in that spot. It is key to remember that there is more to playing music than just the “notes” and “rhythms,” make sure to consider intonation, tone, dynamics, phrasing, articulation, tempo and more!

MUSICAL CONCEPTS AND TERMS	
TONE	The quality of the sound being produced. Are you making a characteristic sound? Is it clear? Resonant? This is a key element for all musicians. Brass and woodwind players will need to consider their breath and the embouchure to create a characteristic sound. String players will need to consider what their bow is doing (how fast, how much weight, how much of the bow, and where the bow is placed on the string) in order to keep a quality tone (and not play too wispy or too crunchy). Percussionists will need to consider mallet choice as well as the execution of their stroke and where they are hitting to make a good tone on different instruments. Vocalists need to consider breath support and vowel shape.
INTONATION	Intonation means playing in tune. Not only does their overall instrument need to be in tune but then individual notes need to be in tune as well.
RHYTHM	Rhythm is the division or combination of beats. Musicians often practice counting or clapping their rhythms before adding in the pitches.
TEMPO	Tempo is how fast or slow the music is to be performed. During practice it's important to keep a steady tempo. A metronome (or metronome app) is a great tool to help you stay steady. When practicing you will often want to slow down the tempo until you are ready to play at intended performance speed.
DYNAMICS	Dynamics are the volume of the music. Composers use dynamics to express different moods and feelings. Musicians have to practice executing their music with the correct dynamics.
ARTICULATION	Just like speech there are different types of articulation in music; short crisp sounds like staccato, heavy emphasized sounds like accents, smooth legato playing, and everything in between.
PHRASING	Also like speech, it is important for musicians to consider the ebb and flow of a musical phrase. This might mean adding a slight crescendo (getting louder) or decrescendo (getting softer) to bring out the important parts of a small section in the music.
POSTURE	Instrument posture often effects how well a musician can execute good intonation or good tone. Make sure to check your posture regularly throughout a practice session.
FINGERINGS	On certain instrument you might try using a different finger pattern to make the notes easier to play or improve your tone. For example violinist might use 4 <sup>th</sup> finger rather than an open string. A cellist might choose to play a passage in higher position rather than shifting back and forth.

