

The Vocalist Profile

*A listing of a vocalist's mastery of vocal techniques,
musical styles, and repertoire (songs and keys)*

The Vocalist's Profile

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The Vocalist's Profile

Robert Howard Kroepel
Lakeside Studios

Name: _____

Home Phone: _____ Cell Phone: _____

Home Address: _____

Business Address: _____

Business Phone: _____ Occupation: _____

Play Musical Instrument(s): Yes No Instrument(s): _____

Years or Study/Lessons: _____ Course/Method: _____

Level of Music Performance of Music Instrument: Primary Intermediate Advanced Professional

Can Student Accompany Himself/Herself?: Yes No

Stage Time/Experience: Yes No Where?: _____

Voice: Soprano Alto Tenor Baritone Bass **Range:** _____ to _____

Control of Vibrato: Yes No Control of Middle Voice: Yes No

Phrasing: _____ Intonation: _____

Tambre" _____

Styles of Music Preferred:

Opera	Pop
Standards	Jazz
Broadway Show Songs	Country
Rhythm & Blues (R&B)	Rock
Latin American/Island Music	Folk/Ethnic Music

Special Exercises:

Hut!!! Exercise: Yes No Vibrato Exercise: Yes No

A-E-I-O-U/Vowel Exercise: Yes No

Major Scales

Five-Note Major Scale Exercise: Yes No Practice Tape: Yes No

One-Octave Major Scale Exercise: Yes No Practice Tape: Yes No

Major Triad Arpeggio Exercise: Yes No Practice Tape: Yes No

Minor Scales

Five-Note Minor Scale Exercise: Yes No Practice Tape: Yes No

One-Octave Minor Scale Exercise: Yes No Practice Tape: Yes No

Minor Triad Arpeggio Exercise: Yes No Practice Tape: Yes No

Vocal Ranges

Soprano Vocal Range

The diagram illustrates the Soprano vocal range. It features a musical staff with a treble clef and a bass clef. The treble clef staff contains a scale of notes from D4 to F6. The bass clef staff contains notes from G3 to C4. Below the staff is a piano keyboard diagram with a shaded area from G3 to C4. The notes G3, C4, and F6 are labeled below the keyboard.

D4 E4 F4 G4 A4 B4 C5 D5 E5 F5 G5 A5 B5 C6 D6 E6 F6

G3 A3 B3 C4

G3 C4 F6

Mezzo-Soprano Vocal Range

The diagram illustrates the Mezzo-Soprano vocal range. It features a musical staff with a treble clef and a bass clef. The treble clef staff contains a scale of notes from D4 to E6. The bass clef staff contains notes from G3 to C4. Below the staff is a piano keyboard diagram with a shaded area from G3 to C4. The notes G3, C4, and E6 are labeled below the keyboard.

D4 E4 F4 G4 A4 B4 C5 D5 E5 F5 G5 A5 B5 C6 D6 E6

G3 A3 B3 C4

G3 C4 E6

Alto Vocal Range

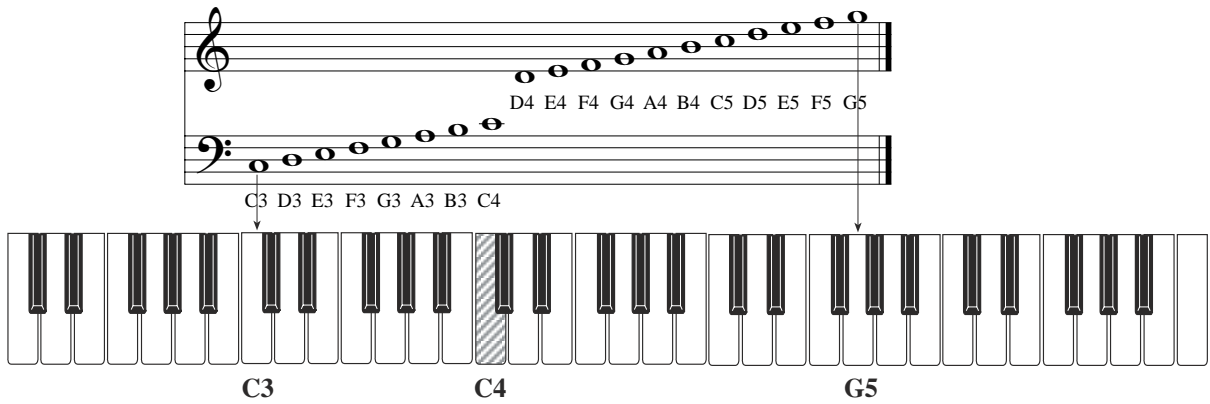
The diagram illustrates the Alto vocal range. It features a musical staff with a treble clef and a bass clef. The treble clef staff contains a scale of notes from D4 to C6. The bass clef staff contains notes from C3 to C4. Below the staff is a piano keyboard diagram with a shaded area from C3 to C4. The notes C3, C4, and C6 are labeled below the keyboard.

D4 E4 F4 G4 A4 B4 C5 D5 E5 F5 G5 A5 B5 C6

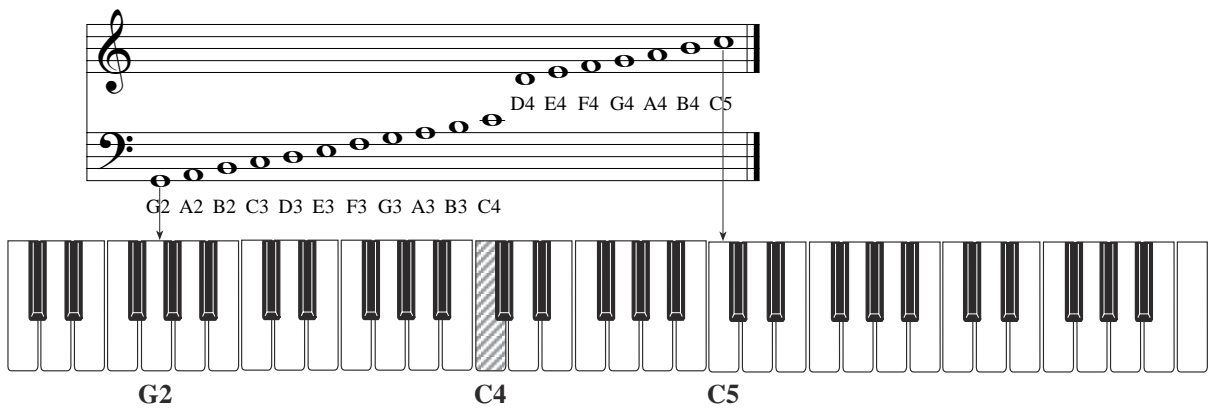
C3 D3 E3 F3 G3 A3 B3 C4

C3 C4 C6

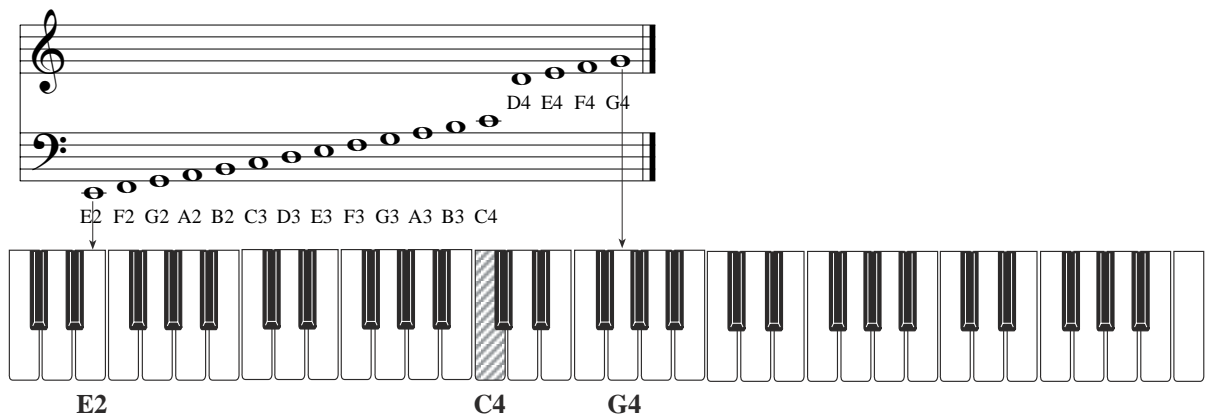
Tenor Vocal Range



Baritone Vocal Range



Bass Vocal Range



Basic Philosophy

Universe = 1. Space/The Spatial Reality; 2. Time/the Temporal Reality; 3. Physics/The Physical Reality [Matter/Energy]

All Reality = People, Objects and Events

Object = Unity, existing in space and time, and comprised of matter/energy, and having an identity which has a longer duration than a relevant event.

Examples: A woman named Jane, a ball, a man named Dick.

Event = Relationship between/among objects, especially causal relationships.

Example: Jane throws the ball to Dick.

Causality = People/objects/events who/which are causes causing as effects (A) new people/objects/events or (B) changes in people/objects/events.

Example: Jane causes the ball to travel through the air to Dick; Jane is the cause of the effect of the ball traveling through the air to Dick.

Concept = Mental representation/idea of an object or person.

Principle = Mental representation/idea of an event.

Technique = The application of a principle.

Example: Jane's technique for getting the ball to Dick is to throw it to Dick instead of giving it to Spot, her dog, and hoping Spot will carry it to Dick.

True Concept = Concept which accurately represents a person or object.

False Concept = Concept which does not accurately represent a person or object.

True Principle = Principle which accurately represents a relationship between/among objects or persons.

False Principle = Principle which does not accurately represent a relationship between/among objects or persons.

Practical Technique = Technique which effectively applies a principle.

Impractical Technique = Technique which ineffectively applies a principle.

Proof = 1. Physical Evidence = People/Objects/Events comprised of matter/energy (m/e); 2. Credible Eyewitness Reports from individuals not known to lie or deceive; 3. Conclusions of Logical Arguments.

Logical Arguments = Premises which are verifiable/falsifiable/verified (proven to be true) which are relevant to conclusions which are valid if relevant to the premises and true if the premises are verified/true.

If P, Then Q Logical Arguments (Descriptions of Causality):

Premise #1: If P (This rock hits that window), then Q (That window will break).

Premise #2: P (This rock hits that window).

Conclusion: Q (That window breaks).

P = People/Objects/Events = Conditions/Causes.

Q = A. Changes of Pre-existing People/Objects/Events or B. New People/Objects/Events = Consequences/Causes.

If P, Then Q logical arguments describe, explain and predict causality—why people are as they are and do what they do, why objects are as they are and do what they do, and why and how events occur as they do.

Fact = Concept/Principle inre a real/actual person/object/event which has been verified by physical evidence or credible eyewitness reports to be an accurate concept/principle.

Opinion = Belief = Concept/Principle inre a real/actual person/object/event which has not yet been verified by physical evidence or credible eyewitness reports to be an accurate concept/principle.

Knowledge = An individual's set of facts = Set of true concepts/principles/techniques.

Basic Psychology

Desire = Wanting a person/object/event; approaching a desired person/object/event.

Fear = Not-wanting a person/object/event; avoiding a feared person/object/event.

Priority = The importance of each desire or fear compared to all other desires and fears.

Problem = Learning how to achieve a desire/avoid a fear or achieving a desire/avoiding a fear.

Mind = An individual's set of desires/fears/priorities.

Feeling = Reaction to a realization of a desire or fear

1. Desire: _____ (?) [Wanting a person/object/event]

2. Realization: _____ (?) [Achievement/Non-Achievement of the Desire]

3. Feeling: _____ (?) [The Reaction to the Realization of the Desire]

Happiness: Reaction to the Achievement of a Desire [Avoidance of a Fear]:

Emotion: Happiness [Contentment to Ecstasy]

Impulse: Celebrate!!!

Unhappiness: Reaction to the Non-Achievement of a Desire/Non-Avoidance of a Fear]:

Sadness [Perception of an Actual Loss]:

Emotional Reaction: Sadness [Sorrow to Depression]

Impulsive Reaction: Give up hope; become depressed; do nothing

Anger: [Perception of a violation of an expectation, promise, contract, law or ethic]:

Emotional Reaction: Anger [Discontent to Rage]

Impulsive Reaction: Attack Oneself, Someone, Something

Fear [Perception of a possible loss from an accident, injury, illness, or a verbal or physical attack]:

Emotional Reaction: Fear [Anxiety to Terror]

Impulsive Reaction: Run Away from Oneself, Someone, Something

Proactive Desire = Desire to act to achieve a person/object/event

Reactive Desire = Desire to react to achieving/not achieving a desire

Subjective Reactive Desire:

Achievement of Desire:

Emotional Reaction: Happiness!!!

Impulsive Reaction: Celebrate!!!

Non-Achievement of Desire:

General Emotional Reaction: Unhappiness!!!

Specific Emotional/Impulsive Reactions:

Sadness [Perception of an Actual Loss]:

Emotional Reaction: Sadness [Sorrow to Depression]

Impulsive Reaction: Give up hope; become depressed; do nothing

Anger: [Perception of a violation of an expectation, promise, contract, law or ethic]:

Emotional Reaction: Anger [Discontent to Rage]

Impulsive Reaction: Attack Oneself, Someone, Something

Fear [Perception of a possible loss from an accident, injury, illness, or a verbal or physical attack]:

Emotional Reaction: Fear [Anxiety to Terror]

Impulsive Reaction: Run Away from Oneself, Someone, Something

Objective Reactive Desire:

Achievement of Desire:

Emotional Reaction: Happiness!!!

Impulsive Reaction: Celebrate!!!

Non-Achievement of Desire:

General Emotional Reaction: Unhappiness!!!

General Impulsive Reaction:

Control Negative Emotions [Control Sadness/Anger/Fear]

Control Negative Impulses [To Give Up/Attack/Run Away]

Pursue Positive Impulse:

Seek to Achieve a Realistic Desire

Negotiate common desires with other people

Seek to achieve common desires

Do Not Seek to Achieve an Unrealistic Desire

Mental Problem = Unrealistic Proactive Desire + Unrealistic Reactive Desire

Un-Peace-of-Mind = Not getting rid of unrealistic desires and not keeping realistic desires

Mental Health = Realistic Proactive Desire + Realistic Reactive Desire

Peace-of-Mind = Getting rid of unrealistic desires and keeping realistic desires

Natural Morality:

1. The Essence of the Law:

The essence of all law is that no man should injure another; all the rest is commentary. Thomas Jefferson

Injury = Threatening to cause or causing a loss of life, limb, liberty, family, or property.

Innocent = Not intending to injure another innocent individual.

Criminal = Intending to injure an innocent individual.

The Essence of the Law Restated:

The essence of the law is that no man should [be allowed to] injure another [innocent man]; all the rest [of the law] is commentary.

2. The Development of Social Selfishness: S -> PS -> SS.

Selfishness [S] = Seeking to achieve only one's desires and to maximize only one's happiness.

Personal Selfishness [PS] = Seeking to achieve only one's desires and to maximize only one's happiness without regard for the desires and happiness of other people.

Social Selfishness [SS] = Seeking to achieve one's desires and to maximize one's happiness by negotiating and seeking to achieve common desires with other people and thereby helping those other people achieve their desires and maximize their happiness.

3. The Twin Survival Standards (TSS) for Natural Morality:

A. The survival of the innocent individual and his family.

B. The survival of the human species.

The TSS are the ultimate standards by which behavior is guided and judged. The innocent individual and his family must be protected to ensure that they survive so that the human species is protected and survives.

Art: Artificial v Real

Art = The artificial presentation of the characters and plot in a story by real people who are artists.

Artificial = Characters and Story/Plot (Solving a Problem: Achieving a Desire/Avoiding a Fear):

Character(s) (Who?)

Personality (Consistent Actions and Reactions in Similar Conditions):

Proaction(s): Achieving Proactive Desires/Avoiding Fears -> Actions (What?)

Reaction(s): Emotions (Feelings)/Emotional Reactions: Impulsive Reactions

Happiness: Celebrate!!!

Unhappiness:

Sadness: Reaction to an Actual Loss: Give up hope/Become depressed

Anger: Reaction to a violation: Attack Oneself/Someone/Something

Fear: Reaction to a Threat of a Loss: Run Away from Oneself/Someone/Something

Story/Plot:

What Happened? [Action]

Where did it happen? [Location]

When did it happen? [Time]

How did it happen? [Reasons/Motivations/Justifications]

Why did it happen? [Reasons/Motivations/Justifications]

Real = Artist

Skill: Control of Medium (Painting, Music, Dancing, Etc.)

Portrayal of Character's Actions and Emotions

Control of Own Actions and Emotions

Music = The Art of Controlled Sound

Song = Combination of melody, harmony, and rhythm [harmony and rhythm are combined in the accompaniment rhythm pattern which supports the melody]

A song has characters and a story/plot within the contents of its lyrics/words.

The Singer's Point of View:

Observer/Commentator

Participant

Hero/Heroine

Villain

Victim

Eyewitness

The audience wants to *audience*, which is to enjoy a good performance, to laugh and/or cry, and thereby experience, or re-experience, the characters and plots in the dramas and the comedies which are stories which occurred, occur, or could occur among humans, and to applaud when the song is done.

Repertoire (SongList)

Song: _____
Style: _____
Mood: _____

Key: _____
Tempo: _____
Practice Tape: Yes No

Song: _____
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