

Samba Enredo/Batucada Vocabulary

Instruments & Gear

- Bateria: Battery; percussion section of a samba school
- Standard Bateria Instrumentation:
 - Surdo: similar to bass drum; provides the pulse
 - 1st (low), 2nd (medium), 3rd (high)
 - Caixa: similar to snare drum; provides the ‘swing’ of the bateria; most samba schools have their own unique Caixa patterns
 - Other Caixa Terms
 - Caixa de Guerra: War Caixa (usually larger)
 - Tarol: a smaller Caixa, can play different parts
 - Caixa em baixo: playing Caixa down
 - Caixa em cima: playing Caixa up (no strap or stand, held in the hands)
 - Repinique: played with one stick and one hand; usually directs the bateria
 - Chocalho: a shaking instrument made up of rows of metal jingles or “platinellas”
 - Tamborim: a very small frame drum usually played with a plastic beater
 - Agogô: bells that have 2 or more pitches
 - Cuíca: a hollow drum that is played by rubbing a bamboo stick that is stuck into the resonating head; can play various pitches and even melodies!
- Rio de Janeiro Style Surdo Names
 - 1: Marker/1st - Marcação/Primeira -- on beats 2 & 4 – 22-28 inches
 - 2: Response/2nd - Resposta/Segunda -- on beats 1 & 3 – 20-22 inches
 - 3: Cut/3rd - Corte/Terceira -- 16-20 inches
- Talabarte (tal-ah-bar-chi): strap
- Baquetas: drum sticks
- Maceta: surdo mallet
- Pele: skin (person’s skin or skin/head on a drum)

Musical Elements

- Esquentar (Esquentar) da Bateria: warming up of the Bateria
- Refinar/Refinação/Chave: to tune, the tuning, the key
- Chamada/Resposta: call/response
- Bossa: Big break

- Paragina: small break
- Chamada: call (from repinique)
- Virada: turning, turning point of one section to the next
 - Virar: to turn
 - Common virada: 1e&a 2& 3
- Levada: groove, pattern
- Batida (bah-chi-da): beat or groove
- Andamento: tempo, speed
 - Andar: to walk
- Compasso: a bar or phrase of music
- Parada: a stop, referring to a break
- Correndo: rushing
 - Correr: to run
- Telecotecco: onomatopoeia! Tamborim time pattern. There are a number of possible variations on telecoteco. Regardless of the variation, the concept and function remains consistent. Usually played in the second section of an enredo.
- Careterro (also called virada): time patterns for the tamborim section; involves a left hand flip of the instrument on the third subdivision facilitating the constant motion of 16th notes.
- Toca 'reito: play straight ahead
- Desheno: design; section arrangements/solis composed by the bateria director
- Cruzado: crossed in (clave)
 - Brazilians often do NOT use the term “clave” to describe the upbeat & downbeat sides of samba

Escola de Samba Terms

- Escola de Samba: samba school
- Enredo: theme
- Ensaio: practice or rehearsal
- Palco: stage
- Passarela (catwalk)/Sapucí (actual streetname)/A Avenida: terms for the street of the Carnival Competition
- Sambódromo: samba arena in Rio de Janeiro
- Fantasia: costume for samba performance
- Bandeira/Pavilhão: school flag
 - Porta bandera
 - Mestre Sala

- Equipe/Naípe: team, suite, section (I.e. caixa section)
- Apito: samba whistle
- Mestre: master
- Diretor: director, each section of instruments has one director, signals the bateria with their hands
- Puxador: “puller” singer
 - Puxar: to pull
- Cozinha: literally kitchen, the strong players in the middle of the bateria that begin the samba
 - Also referred to as núcleo (nucleus)
- Dashfilé: parade
- Fera: bad ass player, leading player
- Quebra tudo: break it all up! Break it all! (aka Let’s Freakin’ Go!)