

HARMONIC MIXING CHEAT SHEET

You know three safe moves.

There are **ELEVEN**.

Sorted by what they do to the energy.

HOW THE WHEEL WORKS

Numbers 1–12 are a circle

One step clockwise is a fifth up (7 semitones). Neighbours share 6 of their 7 notes, so they blend.

A is minor, B is major

Same number means relative keys: 8A (A minor) and 8B (C major) use exactly the same notes.

Your software knows the key

rekordbox, Serato, Traktor and Mixed In Key show Camelot codes. Analyse your library before the gig.

THE 8 MATCH TYPES

How to mix first, why it works second. Examples from 8A (A minor).

Perfect match	Blend freely, long overlaps work.	The diagonal neighbour (A: one step back on B · B: one step on to A), or simply the same key. 6–7 of 7 notes shared.	7B
Boost Lv1	Gentle lift, long blends are fine.	One step clockwise (a fifth up), or from A to the B key with the same number (relative major). 6–7 of 7 notes shared.	8B 9A
Boost Lv2 Pro	Keep the overlap short, ideally over drums or a break. A change of colour more than a push.	Three steps back, same letter: the key moves up a minor third. 4 of 7 notes shared.	5A
Boost Lv3 Pro	Mix fast. The classic key-change lift.	Two or seven steps clockwise, same letter: up a whole tone (5 of 7 notes shared) or a semitone (2 of 7, the strongest jolt).	10A 3A
Drop Lv1	Soft cool-down, long blends are fine.	One step back (a fifth down), or from B to the A key with the same number (relative minor). 6–7 of 7 notes shared.	7A
Drop Lv2 Pro	Keep the overlap short. A darker change of colour.	Three steps clockwise, same letter: the key moves down a minor third. 4 of 7 notes shared.	11A
Drop Lv3 Pro	Mix fast. A clear step down that signals a wind-down.	Two or seven steps back, same letter: down a whole tone (5 of 7 notes shared) or a semitone (2 of 7).	6A 1A
Mood change	Short, clean transition. Changes the emotion, not the energy.	The parallel key: same root, minor to major or back (A: three steps on to B · B: three steps back to A). 4 of 7 notes shared.	11B

Levels rate how strongly the energy change is felt, not how far apart the keys are.

ELEVEN WAYS OUT OF 8A

Sorted from the deepest drop to the biggest lift

6A Drop 3	1A Drop 3	11A Drop 2	7A Drop 1	7B Perfect	8B Boost 1	9A Boost 1	5A Boost 2	10A Boost 3	3A Boost 3	11B Mood
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Cool the room down

Lift the room

Same energy

TEMPO AND KEY LOCK

Within ±2 %	Inaudible. Long, smooth blends. At 125 BPM that is about ±2.5 BPM.
±2–6 %	Fine for most blends. Keep the transition a bit shorter.
Beyond ±6 %	Cut, echo out or filter instead of a long blend.
Half / double	70 and 140 BPM line up. Good for genre switches.

Pitch moves the key

Without key lock, about 6 % faster raises the key by one semitone, which is 7 steps on the wheel: 8A becomes 3A, a Boost Lv3. Use it on purpose, or keep key lock on. Key lock adds audible artefacts beyond roughly ±6–8 %.

ALL 24 KEYS

Camelot code, musical key and the eleven ways out of each

Key		Perfect	Boost 1		Boost 2	Boost 3		Drop 1		Drop 2	Drop 3		Mood
1A	Abm	12B	1B	2A	10A	3A	8A	12A		4A	11A	6A	4B
2A	Ebm	1B	2B	3A	11A	4A	9A	1A		5A	12A	7A	5B
3A	Bbm	2B	3B	4A	12A	5A	10A	2A		6A	1A	8A	6B
4A	Fm	3B	4B	5A	1A	6A	11A	3A		7A	2A	9A	7B
5A	Cm	4B	5B	6A	2A	7A	12A	4A		8A	3A	10A	8B
6A	Gm	5B	6B	7A	3A	8A	1A	5A		9A	4A	11A	9B
7A	Dm	6B	7B	8A	4A	9A	2A	6A		10A	5A	12A	10B
8A	Am	7B	8B	9A	5A	10A	3A	7A		11A	6A	1A	11B
9A	Em	8B	9B	10A	6A	11A	4A	8A		12A	7A	2A	12B
10A	Bm	9B	10B	11A	7A	12A	5A	9A		1A	8A	3A	1B
11A	F#m	10B	11B	12A	8A	1A	6A	10A		2A	9A	4A	2B
12A	Dbm	11B	12B	1A	9A	2A	7A	11A		3A	10A	5A	3B
1B	B	2A	2B		10B	3B	8B	1A	12B	4B	11B	6B	10A
2B	F#	3A	3B		11B	4B	9B	2A	1B	5B	12B	7B	11A
3B	Db	4A	4B		12B	5B	10B	3A	2B	6B	1B	8B	12A
4B	Ab	5A	5B		1B	6B	11B	4A	3B	7B	2B	9B	1A
5B	Eb	6A	6B		2B	7B	12B	5A	4B	8B	3B	10B	2A
6B	Bb	7A	7B		3B	8B	1B	6A	5B	9B	4B	11B	3A
7B	F	8A	8B		4B	9B	2B	7A	6B	10B	5B	12B	4A
8B	C	9A	9B		5B	10B	3B	8A	7B	11B	6B	1B	5A
9B	G	10A	10B		6B	11B	4B	9A	8B	12B	7B	2B	6A
10B	D	11A	11B		7B	12B	5B	10A	9B	1B	8B	3B	7A
11B	A	12A	12B		8B	1B	6B	11A	10B	2B	9B	4B	8A
12B	E	1A	1B		9B	2B	7B	12A	11B	3B	10B	5B	9A

FOUR SET MOVES

SMOOTH FLOW

Warm-up, long blends

1. Stay on Perfect match, Boost Lv1 and Drop Lv1.
2. Keep tempo within $\pm 2\%$.
3. Blend over 16–32 bars, swap the bass at a phrase.

BUILD TO THE PEAK

Step by step upwards

1. Two or three Boost Lv1 moves.
2. A Boost Lv3 whole-tone step for the lift, mixed fast.
3. Save the semitone jump for the big moment.

MOOD FLIP

Same energy, new colour

1. Wait for a breakdown.
2. Mood change: A minor to A major, or a Boost Lv2 colour change.
3. Short and clean, let the melody carry it.

COOL DOWN

After the peak

1. Drop Lv1 to release, long blends are fine.
2. Drop Lv3 to reset the room or switch genre.
3. Then rebuild with Boost Lv1.

RULES OF THUMB

Ears beat the wheel.

A move that feels right is right. The wheel is a map, not a rule book.

Timing beats theory.

A clashing key with perfect phrasing beats a perfect key with bad timing.

Energy before harmony.

A perfect key match that loses the floor is still a bad mix.

Prepare, then play.

Analyse and tag keys at home. Searching live costs moments.

Vary your moves.

Too many Perfect matches in a row sound flat.

Write down what worked.

Which move, which crowd, which time of night.