

Laker Drumline 2017

Tenor Drum Technique

This packet is intended to define a base framework of knowledge to adequately play a set of tenor drums at the collegiate level. We understand that every high school drumline has its own approach to technique, so it's crucial that ALL prospective members approach their hands with a fresh mind and a clean slate. Mastery of the following concepts & terminology will dramatically improve your experience during the audition process and beyond. Happy drumming!

APPROACH

The technique outlined in this packet is designed to maximize efficiency of motion and sound quality. It is necessary to use a high velocity stroke while keeping your grip and your muscles relaxed. Keep these key points in mind as you work to refine the music in this packet. Tension in your upper body, lack of oxygen to your muscles, and squeezing the stick are good examples of technique errors that will hinder your ability to achieve the sound quality, efficiency, and control that we strive for.

GRIP

- **Fulcrum**

- Right hand – about 1/3rd up from the butt end of the stick, point of pressure should be between the first knuckle on your index finger (the one closest to the tip of the finger) and the pad of the thumb.

- **Back Fingers**

- Right hand – the remaining three fingers should wrap comfortably around the stick, with the shaft of the stick sitting toward the cup of your fingers.

- **Common Mistakes**

- Losing the fulcrum. If it is in the correct place, there should be little to no space visible between your thumb and index finger.
- Stick angled more down the middle of the palm rather than in the cup of the fingers.

PLAYING POSITION

● **Arms**

- With both sticks in hand, begin by relaxing both arms at your side.
- Keeping your upper arms and shoulders relaxed, rotate from the elbow until you reach a height where your sticks and forearms are angled slightly down toward the drum head.
- Elbows should hang comfortably at your sides, not too far from your body and not too close.

● **Hands**

- Rotate each hand slightly so the back of your hand is pointing a few degrees out rather than straight up, almost like a matched grip/French grip hybrid. This is to get rid of a potential source of tension as well as to allow you to keep your elbow relaxed at your side.

● **Common Mistakes**

- Holding elbows too far from your body, a “chicken wing” look.
- Holding elbows too close to your body, restricting mobility and range of motion.
- Setting playing surface too high or too low, likely resulting in one of the above errors.

STROKE TYPES

These basic stroke breakdowns are the most barebones skeleton for breaking down all of your music. Every stroke you play is a combination of your arms, wrists, and fingers working together. We will never go in depth defining every stroke for every note you play, however, it is essential to have an understanding of the mechanics of your stroke. To easily define them without visuals, we will use points A, B, and C. The starting point of the stroke is “point A”, whatever the stick height is before the bead starts moving down at the head. “Point B” is your bead striking the drum in the center of the head. “Point C” is wherever your stick rebounds to after striking the drum and before beginning the next stroke.

- **Upstroke**

- Low to high. Most commonly a tap followed by an accent. Point A is a lower dynamic (usually 3"), followed by point B, and point C is some dynamic higher than point A.

- **Downstroke**

- High to low. Most commonly an accent followed by a tap. Point A is a higher dynamic, followed by point B, and point C is some dynamic lower than point A (usually 3").

- **Full stroke**

- Also called legato stroke. In a sequence of full strokes, every stroke should look exactly the same and be smooth and connected. Point A is whatever the given dynamic may be, followed by point B, and point C is the same as point A.

DYNAMICS

We will use dynamics and heights to define all music. We will also use stick angles to help everyone agree on what these dynamics should look like.

- **Tacet** – sticks angled slightly down toward drum head, heads 1" above center of head
- **1" / pp** – from tacet height.
- **3" / p** – sticks parallel to the ground (0 degrees). Tap height can be given leeway sparingly, depending on around parts.
- **6" / mp** – sticks at 22.5 degrees (halfway between 0 and 45 degrees)
- **9" / mf** – sticks at 45 degrees (halfway between 0 and 90 degrees)
- **12" / f** – sticks slightly below vertical
- **15" / ff** – vertical sticks (90 degrees)
- **RFL! / fff** – as loud as possible (Really Freakin' Loud!)

*** Unless otherwise specified, the notated dynamic will refer to the stick height of the accents, with the inner beats remaining at 3".*

Legatos2010

GVSU

WillG

Snare Drum

Quint Toms

Bass Drums

Cymbals

R L R

*2S,3S 4S

SUC SUC SIZ UP

S.Dr.

Quints

B. Dr.

Cyms

L R L R L

R L R L

CRUSH SIZZLE SIZ SIZ SUC SUC SUC BT BT

Intro

2

13

S.Dr.

13

Quints

B. Dr.

Cyms

CRUSH SIZZLE SIZZLE SIZ CRUSH SIZZLE SIZZLE SIZ CK

Detailed description: This is a musical score for an 'Intro' section, marked with a '2' in the top left. The score is written for four parts: S.Dr. (Snare Drum), Quints (Quintets), B. Dr. (Bass Drum), and Cyms (Cymbals). The time signature is 2/4. The S.Dr. part features a continuous eighth-note pattern. The Quints part has a similar eighth-note pattern with dynamic markings of *f* (forte) and *p* (piano), and is marked with 'R' (Right) and 'L' (Left). The B. Dr. part has a pattern of eighth notes with dynamic markings of *p* and *f*, and is marked with 'R' and 'L'. The Cyms part has a pattern of eighth notes with dynamic markings of *p* and *f*, and is marked with 'R'. Below the Cymbs staff, a sequence of drum effects is listed: CRUSH, SIZZLE, SIZZLE, SIZ, CRUSH, SIZZLE, SIZZLE, SIZ, CK. The score is divided into measures by vertical bar lines, and the final measure ends with a double bar line.

GVSU Marching Warmup

Kyle Morse

The image displays a musical score for the piano part of 'The Sound of Silence' by Kyle Morse. The score is written on a single staff in 4/4 time, with a key signature of one flat (B-flat). The tempo is marked 'Andante'. The score includes various dynamic markings: *mf* (mezzo-forte), *mp* (mezzo-piano), *ff* (fortissimo), and *ff* (fortissimo). The score is divided into measures, with measure numbers 4, 7, 10, 13, 14, 17, 20, and 23 indicated. The notation includes eighth and sixteenth notes, rests, and fingerings (e.g., 1, 2, 3, 4, 5). The score concludes with a double bar line and a final measure.

5

Snare

Tenors

Basses

L R R L R R L R

R l l R r L L L R R l r R r r

9

Snare

Tenors

Basses

R R R R

Detailed description: This musical score shows measures 9 through 12 for three percussion parts: Snare, Tenors, and Basses. Measure 9 is marked with a '9' and a repeat sign. The Snare part features a continuous eighth-note pattern. The Tenors part has a similar eighth-note pattern. The Basses part plays a more complex pattern, including sixteenth-note runs. Measures 10 and 11 continue these patterns. Measure 12 concludes with a final note and a repeat sign. The Basses part has 'R' markings under measures 10, 11, and 12, indicating a specific rhythmic pattern or technique.

GVSU Street Beat

WillG

GVSU

Snareline

Tenorline

Bass Drums

Cymbals

CR CR SIZ UP

S.Dr.

T. Dr.

B. Dr.

Cyms

SIZ UP SIZ UP SIZ UP SIZ UP

Dr.

Dr.

Dr.

ms

SIZ UP SIZ UP SIZ UP

The musical score for 'The Riddle Song' is written for four parts: S. Dr. (Snare Drum), T. Dr. (Tom Drum), 3. Dr. (Third Drum), and Cyms. (Cymbals). The key signature is one sharp (F#). The score is divided into three measures. The first measure contains the following drum patterns: S. Dr. (CK CK SUC SUC CK), T. Dr. (R R L L R R L L R), 3. Dr. (R R L L R R), and Cyms. (CK). The second measure contains the following drum patterns: S. Dr. (R L R R L R R L L R L R L R L), T. Dr. (R L R L R R L), 3. Dr. (R L R R R L), and Cyms. (SIZ UP). The third measure contains the following drum patterns: S. Dr. (R L L R L), T. Dr. (R L L R L), 3. Dr. (R L R L), and Cyms. (R L R L). The score is written in a 4/4 time signature.

The musical score is for the song "The Sound of Silence" by Simon & Garfunkel. It is arranged for four percussion parts: S. Dr. (Snare Drum), T. Dr. (Tom Drum), 3. Dr. (3rd Drum), and Cyms (Cymbals). The score is divided into two systems, each starting with a measure number of 16. The S. Dr. part features a pattern of eighth notes and quarter notes, with lyrics G! V! S! U! and G! V! S! U! below it. The T. Dr. part features a pattern of eighth notes and quarter notes, with lyrics G! V! S! U! and R L R L R R L R L L R below it. The 3. Dr. part features a pattern of eighth notes and quarter notes, with lyrics R L R R R L L L R L below it. The Cyms part features a pattern of eighth notes and quarter notes, with lyrics G! V! S! U! SIZ UP G! S! V! U! below it.

The image displays a musical score for the song "The Sound of Silence" by Simon & Garfunkel. The score is arranged for two parts: Drums (Dr.) and Music Synthesizer (ms). The Drums part is written on two staves, with the top staff using a treble clef and the bottom staff using a bass clef. The Music Synthesizer part is written on a single staff with a bass clef. The score is divided into measures, with a repeat sign at the beginning of the first measure. The Drums part includes a variety of rhythmic patterns, including eighth and sixteenth notes, and rests. The Music Synthesizer part includes a variety of musical notes, including eighth and sixteenth notes, and rests. The score is written in a standard musical notation style, with a key signature of one flat (B-flat) and a time signature of 4/4. The score is titled "The Sound of Silence" and is attributed to Simon & Garfunkel.

28

S. Dr.

T. Dr.

3. Dr.

Cym.

CR

CR

CK

CK CK CK

R L R R L R R L R R L

R L R L R L R L

R L R L R L R R D

R L L L L L L R L R

GVSU

Louie's Left

WillG
RickG
LaurenK
KyleM

Drumline notation for "Louie's Left" in 4/4 time. The notation includes rhythmic patterns, accents, and foot indicators (R for Right, L for Left). The piece is divided into six systems, with measures numbered 1 through 14.

System 1 (Measures 1-2):
Measure 1: R R R R L L L L R R R R R R R R R L L L L R R R R L L L L L L L L
Measure 2: R R R R L L L L R L R L R L R L R L L L R R R R L L L L R L R L R L R L R L L L

System 2 (Measures 3-4):
Measure 3: R L L R R L R R L R R L R L R L R L R L R L R L R L R L R L R L R L R L R L
Measure 4: R L R L R L R L R L R L R L R L R L R L R L R L R L R L R L R L R L R L R L

System 3 (Measures 5-6):
Measure 5: R L L L R L R L R L R R R R L L L L R L R R L R R R L R R R R L R R R R L R L
Measure 6: R L R R L R R R L R R R R L R L R L R L L R L R L R L R L R L R L R L R L

System 4 (Measures 7-8):
Measure 7: R L L L R L R L R L R R R R L L L L R L R R L R R R L R R R R L R R R R L R L
Measure 8: R L R R L R R R L R R R R L R L R L R L R L R L R L R L R L R L R L R L R L

System 5 (Measures 9-10):
Measure 9: R L R R L R R R L R R R R L R L R L R L R L R L R L R L R L R L R L R L R L
Measure 10: R L L R L R L R L R R R L L R R L L R R L L R L R L R L R L R L R L R L R L

System 6 (Measures 11-14):
Measure 11: R R R R L L L L R R R R R R R R R L L L L R R R R L L L L L L L L
Measure 12: R L R L R L R L R L R L R L R L R L R L R L R L R L R L R L R L R L R L R L
Measure 13: R L R L R L R L R L R L R L R L R L R L R L R L R L R L R L R L R L R L R L
Measure 14: R L R L R L R L R L R L R L R L R L R L R L R L R L R L R L R L R L R L R L

16

R S.C.

18

WHO! R L R R L R R R L R R R R L R L R L R R R L R R R L R R R R L R L R D

21

Tenors

Louie Shades On

GVSU Street Beat 2016

Kyle Morse
Dion Otzman

♩ = 112

Drumline score for Louie Shades On, GVSU Street Beat 2016. The score is written for Tenors in 4/4 time, with a tempo of 112 beats per minute. The notation includes various drum symbols (R for right drum, L for left drum, I for snare, r for hi-hat) and dynamic markings (f, mp, ff, mf). The score is divided into measures, with measure numbers 5, 9, 12, 16, 17, 19, 21, and 24 indicated. The score includes various drum patterns, including triplets and sixteenth notes, and includes vocalizations like 'chyea!' and 'ayee!'.

5 *f* R L R L R R I r L L r I R I R I R I R I R I R I R R L

9 *mp* R L R R L R L L *ff* r L R L R *mf* chyea! *mp* ayee! r r r

12 *mf* L r L r L R R L R L R I R R I R I R R I R I R R R r r I R L R L R L R *f*

16 *f* R I r r L r r L r r I I R L r I R L r I R I I R I

17 *f* R I r r L r r L r r I I R L r I R L r I R I I R I

19 *f* R I r r L r r L r r I I R L r I R L

21 *f* R I r r L r r L r r I I R L r I R L

24 *fp* R L r L r r L I R I I R r L r I R L R R L R L R I I R r r L r

28 29

Full rim
ff *mf* *aycel* *mp*

r L l l R r r L l l R L R L R

33

f *ff*

R L R L R

36

ff

R L r l r l R l r l r l R

R/L D

Bounce Step Intro

Tenorline

♩=200

Repeat 3x's



2016 GVSU Pregame - Page A

Tenors

GVSU Fanfare/March On GVSU/Grand Old Flag

11

20

28

36

A

B

C

1

1A

1B

1C

2

f

fp

f

fp

f

The musical score is written for Tenors in common time (C). It consists of four staves of music, each containing measures 1 through 36. The score includes various musical notations such as eighth notes, sixteenth notes, and rests. There are also dynamic markings like *f* (forte) and *fp* (fortissimo piano). The score is divided into sections labeled A, B, C, 1, 1A, 1B, 1C, and 2. The first staff (measures 1-10) contains sections A and B. The second staff (measures 11-20) contains sections C and 1. The third staff (measures 21-28) contains sections 1A and 1B. The fourth staff (measures 29-36) contains sections 1C and 2. The score is written in a key signature of one flat (B-flat) and a common time signature (C). The first staff starts with a treble clef and a key signature of one flat. The second staff starts with a treble clef and a key signature of one flat. The third staff starts with a treble clef and a key signature of one flat. The fourth staff starts with a treble clef and a key signature of one flat.

Tenors, 2016 Pregame - Page A

2A
45



2B

56



2C

66



2D



2E
76

2F



2G

96



2H



3

Snareline

2016 Star Spangled Banner

arr. J. Martin

Maestoso ♩ = 96 A

sfz

9 1. 2. B 7 C *rit.*

sfz

rit.

23 *ff*

Tenors

2016 GVSU Pregame - Page B

Mountain Dew

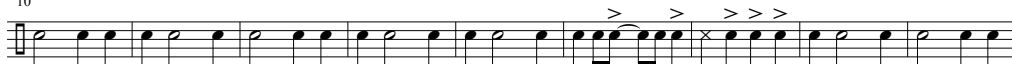
3A

$\text{♩} = 140$

3B



10



19

3C



28



37

4



46

5



RLRRLRLRLRL

RLRRLRLRLRL R R RL RL R L RLRLRL RLRLRL LRLRL RLRL R L

2016 GVSU Pregame - Page C

Tenors

Let's Go Blue!

$\text{♩} = 104$ 5A

5 *f*

9 5B

f

13

The musical score is written for Tenors in 2/4 time, with a tempo of 104 beats per minute. It consists of four staves of music. The first staff begins with a repeat sign and a box labeled '5A'. The second staff starts at measure 5, marked with a forte 'f' dynamic. The third staff starts at measure 9, marked with a box labeled '5B' and a forte 'f' dynamic. The fourth staff starts at measure 13. The music features a mix of quarter notes, eighth notes, and triplet eighth notes, all with accents. The key signature has one sharp (F#), and the piece concludes with a double bar line.

2016 GVSU Pregame - Page D

Tenors

GVSU Letter Pullout

5A $\text{♩} = 140$ 5B

9 6

17 6A 6B 6C

25 6D 6E 6F 6G

33 6H 6I 6J 6K

41 6L 6M 6N 6O

5A $\text{♩} = 140$ 5B

9 6

17 6A 6B 6C

25 6D 6E 6F 6G

33 6H 6I 6J 6K

41 6L 6M 6N 6O

Tenors, 2016 Pregame- Page D

6P
49

6Q

6R

6S

6T
57

6U

6V

7

65

8

71

2016 GVSU Pregame - Page E

Tenors

Chromatic Spellout

8A $\text{♩} = 140$

7

13

9 3

R R L R R L R R L R R L R R L R R L R R L

2016 GVSU Pregame - Page F

Tenors

Pregame Cheers



RLLRLRLRLRL RLLRLRLRLRL



RLLRL LR RLLRLRLRLRLRLRLRL RLLRL LR RLLRLRLRLRLRLRL



2016 Pregame - Page G

Tenors

Team Entrance

arr. by John W. Stout

15 $\text{♩} = 140$

8

15A

15

22

29