

Laker Drumline

Marching 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".*

Score

GV Eights

♩ = 120-200

Measures 1-5 of the GV Eights score. The score is in 4/4 time. The first four measures show a continuous pattern of eighth notes across all four staves. Measure 5 shows a change in the snare and tenor patterns, while the bass and cymbal patterns continue. The snare and tenor staves have 'R' and 'L' markings indicating right and left hand patterns. The cymbal staff has 'x' markings indicating cymbal patterns.

Variations:

- Any accent pattern/dynamic
- Crescendo/Decrescendo (each hand exchange, or entire exercise)
- Double Beat (1e, a2, &a, e&, 4 &)
- Triple Beat (1e&, 2e&, 3e&, 4e&)

Tenors:

- More around patterns will be added over time

Bass:

- Unison
- Split 1s, 2s, 3s, 4s (8th notes, 16th notes, Sixuplets, 32nd Notes)

Paradiddle Buildup

 $\text{♩} = 140+$

A

Snare/Tenor

Bass (Uni)

Bass (Split)

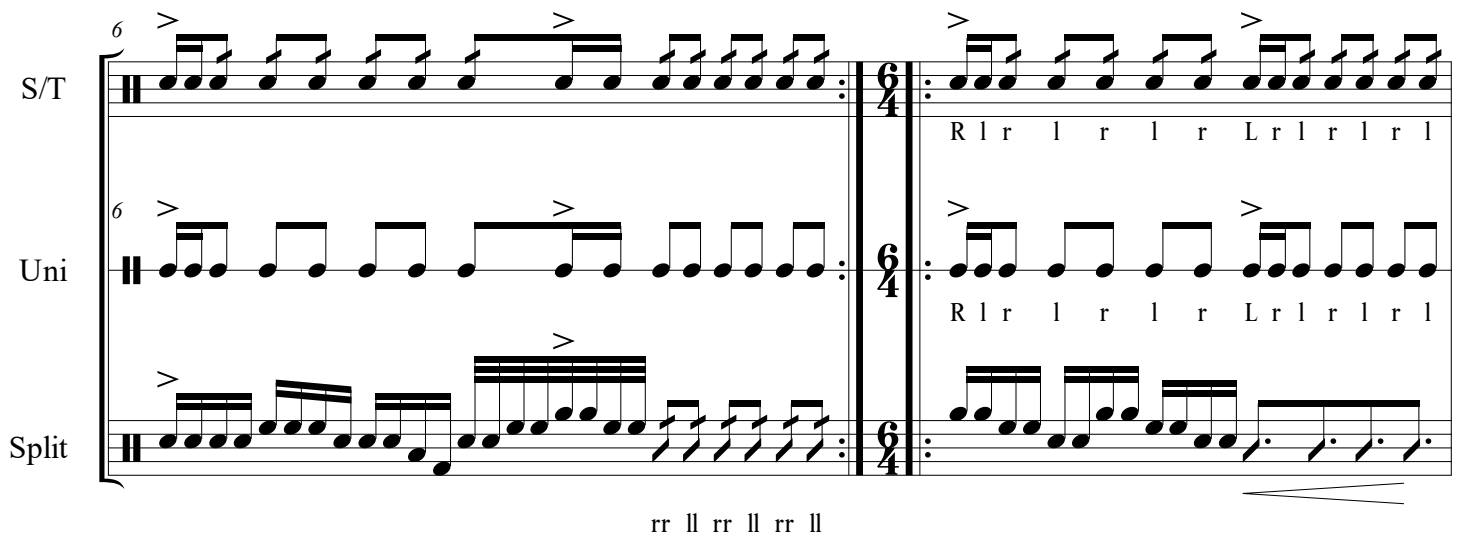
R r r r

S/T

Uni

Split

rr ll rr ll

6 

S/T

Uni

Split

rr ll rr ll rr ll

8 

S/T

Uni

Split

R r l l r r l

10 

S/T

Uni

Split

R R R R R R

3

[illegible]

Paradiddle Buildup

22

S/T

Uni

Split

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

R R R

25

S/T

Uni

Split

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

l R l R l R

R R R r R

29

S/T

Uni

Split

R L R L R l r l r

L R L R L r l r l

R R R

L R

31

S/T

Uni

Split

R L R l r L R L r l

r l r l r l r l r l r l r l

32

S/T

Uni

Split

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

R L L R R L

R L L R R L

34

S/T

Uni

Split

r L R l R L R L R

L R R L R R L R

L R R L R R L R

GV Triplet Rolls

 $\text{♩} = 140+$

Buzz

Snares

Tenors

Basses

The first system of the score is for three drum parts: Snares, Tenors, and Basses. Each part is in 12/8 time, indicated by a '12' over an '8' and a key signature of two flats. The tempo is marked as quarter note = 140+. The word 'Buzz' is written above each staff. The Snare part features a continuous pattern of eighth notes and triplet eighth notes. The Tenor part features a pattern of eighth notes and triplet eighth notes, with some measures containing sixteenth notes. The Bass part features a continuous pattern of eighth notes and triplet eighth notes.

Diddle

5

Snares

Tenors

Basses

The second system of the score is for three drum parts: Snares, Tenors, and Basses. Each part is in 12/8 time, indicated by a '12' over an '8' and a key signature of two flats. The word 'Diddle' is written above each staff. The Snare part features a continuous pattern of eighth notes and triplet eighth notes. The Tenor part features a pattern of eighth notes and triplet eighth notes, with some measures containing sixteenth notes. The Bass part features a continuous pattern of eighth notes and triplet eighth notes.

9

Snare

Tenors

Basses

Right

This musical score shows measures 9 through 12 for three parts: Snare, Tenors, and Basses. The Snare part consists of eighth-note patterns with accents. The Tenors part features eighth-note patterns with accents and some beamed sixteenth notes. The Basses part includes eighth-note patterns with accents and some beamed sixteenth notes. The notation is in 2/4 time and includes repeat signs at the beginning and end of the measures.

13

Left

Snares

Left

Tenors

Left

Basses

The image shows a musical score for three percussion parts: Snares, Tenors, and Bases. The score is for measures 13-16. Snares play a continuous eighth-note pattern with accents. Tenors play a similar eighth-note pattern with accents. Bases play a pattern of eighth and sixteenth notes with accents. All parts start with a double bar line and repeat sign.

17

Tap 5

Snares

Tenors

Basses

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

21

Dynamic

Snares

Tenors

Basses

r r r r r r r l r l r l r l r l r l R R R R R R r l r l r l r l r l

25

Snares

Tenors

Basses

r r l l r r

29

Snares

Tenors

Basses

Tenors

GVSU Marching Warmup

Kyle Morse

mf

4

5

7

mp

ff

10

3

s.c.

13

f

14

17

mf

20

21

mp

23

ff

d d D d d D d d d D R l l R l l R l l R l l R D D

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. (3rd 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 R L L R L), 3. Dr. (R L R L R R L R), and Cyms. (SIZ UP). The third measure contains the following drum patterns: S. Dr. (R L R L R L R L L R L R L R L), T. Dr. (R L R L R R L R L L R L), 3. Dr. (R L R R R L L L R L), and Cyms. (SIZ UP).

The musical score is arranged for four 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 '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!'. 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'. 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'. The Cyms part features a pattern of eighth notes and quarter notes, with lyrics 'G! V! S! U! SIZ UP G! S! V! U!'.

19

Dr. R L L R L L L R L G! V! S! U! R L R L R R L R L L R

Dr. R L R L R R L R L L R G! V! S! U! R L R R R L L L R L

Dr. R L R R R L L L R L R L R R R L L L R L

ms 19 SIZ UP G! V! S! U! SIZ UP

22

Dr. G! V! S! U! R L R L R R L R L R L L L R L L L L L R L

Dr. R L R L R L L R L R R L R L R L L L R L R L R L L L L

Dr. G! V! S! U! R L R L R L L R L R L R L L L L R L

ms 22 G! V! S! U! HH SIZ UP SUC BT SUC SUC SIZ UP

25

Dr. R R L L R R L R L

Dr. R R L L R R L R L

Dr. R R L L R R L R L

ms 25 HH SIZ UP SUC BT SUC SUC SIZ UP CR

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