

Laker Drumline 2017

Marching Snare Drum Technique

This packet is intended to define a base framework of knowledge to adequately play a marching snare drum 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.
- Left hand – about 1/3rd up from the butt end of the stick, point of pressure should be down in the webbing of your thumb, between your thumb and the rest of the hand.

- 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.
- Left hand – connect the pad of your thumb to the first knuckle on your index finger. The stick will rest on your ring finger where the nail turns to skin, just in front of the first knuckle. Index and middle fingers should curve over top of the stick as much as the length of your fingers will allow, and pinky should rest with no tension.

- **Common Mistakes**

- Losing the fulcrum in right hand. If it is in the correct place, there should be little to no space visible between your thumb and index finger.
- Losing connection points in left hand, mostly the thumb/index connection. This should never be broken. Other connections are given leeway based on musical context.
- Right hand 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 your forearms reach a height where your sticks are angled slightly down toward the center of the drum head.
- Elbows should hang comfortably at your sides, not too far from your body and not too close.

- **Hands**

- Right hand – rotate slightly clockwise so the back of your hand is pointing a few degrees to your right rather than straight up. 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.
- Left hand – palm faces about forty five degrees to your right allowing you to get surface area on top of the stick for a weighty stroke.

- **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, beads 1” above center of head
- **1” / *pp*** – from tacet height. Usually played at the edge of the head.
- **3” / *p*** – sticks parallel to the ground (0 degrees)

- **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.

13

Cyms

CRUSH SIZZLE SIZZLE SIZ CRUSH SIZZLE SIZZLE SIZ CK

GVSU Marching Warmup

Kyle Morse

Sheet music for Snares, GVSU Marching Warmup, by Kyle Morse. The music is in 4/4 time and consists of 23 measures. The notation includes various rhythmic patterns, dynamics, and articulations.

Measures 1-4: *mf* (mezzo-forte). Rhythmic pattern: *r r r R r r R* (where *r* is a quarter note and *R* is a half note). Measure 5 is marked with a box containing the number 5.

Measures 5-7: *mp* (mezzo-piano). Rhythmic pattern: *l l l r L r l l r L r r L r l l* (where *l* is an eighth note and *L* is a quarter note). Measure 8 is marked with a box containing the number 7.

Measures 8-10: *ff* (fortissimo). Rhythmic pattern: *r l l R l l R L r* (where *r* is an eighth note and *L* is a quarter note). Measure 11 is marked with a box containing the number 10.

Measures 11-13: *f* (forte). Rhythmic pattern: *R l r L r l R l r l r l r l* (where *r* is an eighth note and *L* is a quarter note). Measure 14 is marked with a box containing the number 13.

Measures 14-16: *f* (forte). Rhythmic pattern: *R l r L r l R l r l r l r l* (where *r* is an eighth note and *L* is a quarter note). Measure 17 is marked with a box containing the number 14.

Measures 17-19: *mp* (mezzo-piano). Rhythmic pattern: *r r r R r r R* (where *r* is a quarter note and *R* is a half note). Measure 20 is marked with a box containing the number 17.

Measures 20-22: *mp* (mezzo-piano). Rhythmic pattern: *l l l r L r l l R L r l r l r l r* (where *l* is an eighth note and *L* is a quarter note). Measure 23 is marked with a box containing the number 21.

Measures 23-25: *ff* (fortissimo). Rhythmic pattern: *d d D d d D d d D* (where *d* is a quarter note and *D* is a half note). Measure 26 is marked with a box containing the number 23.

Rolls '15

Kyle Morse

Snareline

Tenorline

Bassline

R R R R R L L R R L

R R R R R I I R R I I R R I I R

5

Snares

Tenors

Basses

L R R L R R L R

L R R L R R L R

R I I R r L L L R R I r R r r

9

Snares

Tenors

Basses

R R R R R R R R

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

11

S.Dr.

T. Dr.

3. Dr.

Cyms

CK CK SUC SUC CK SIZ UP

13

S.Dr.

T. Dr.

3. Dr.

Cyms

CK CK SUC SUC CK CK SIZ UP

16

S.Dr.

T. Dr.

3. Dr.

Cyms

G! V! S! U! SIZ UP G! S! V! U!

The image shows a musical score for the song "The Sound of Silence" by Simon & Garfunkel. The score is written for drums (Dr.) and maracas (ms). The drums part is written on a single staff with a key signature of one sharp (F#) and a 4/4 time signature. The maracas part is written on a single staff with a key signature of one sharp (F#) and a 4/4 time signature. The score is divided into two systems, each containing four measures. The first system is marked with a rehearsal mark 19. The second system is marked with a rehearsal mark 20. The drums part includes a variety of rhythmic patterns, including eighth and sixteenth notes, and rests. The maracas part includes a variety of rhythmic patterns, including eighth and sixteenth notes, and rests. The score is written in a standard musical notation style, with a key signature of one sharp (F#) and a 4/4 time signature.

[illegible]

Dr. 25

Dr.

Dr.

ms 25

HH

R R L L R R L R L 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

GVSU

Louie's Left

WillG
RickG
LaurenK
KyleM

Drum notation for Louie's Left, 4/4 time. The notation includes various drum symbols (snare, tom, cymbal) and rhythmic markings (accents, beams, rests). The notation is organized into measures, with some measures containing multiple drum parts.

Measures 1-2: R R R R L L L L R R R R R R R R L L L L R R R R L L L L L L L L

Measures 3-4: 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

Measures 5-6: R L L R R L L R R L R R L L L R R L L L R R L L L R R L L L R

Measures 7-8: R L L L R L L L L R L L R L L L R L L L R L L L R L L L R L L L R L L L R

Measures 9-10: R R R R L L L L R R R R R R R R L L L L R R R R L L L L L L L L

Measures 11-12: R L L L R L L L R L R L R L R L R L L L R L L L R L L L R L L L R L L L R L L L R

Measures 13-14: R S.C.

Measures 15-16: WHO! R L L L R L L L L R L R L R L L L R L L L L R L L L L R L L L R S.C.

Louie Shades On GVSU Street Beat 2016

Kyle Morse
Dion Otzman

Dion Oztzman

$\text{♩} = 112$ solo

The score is written on a single staff in 4/4 time. It begins with a tempo marking of 112 beats per minute and a 'solo' instruction. The music consists of a series of rhythmic patterns, primarily eighth and sixteenth notes, with various dynamic markings including *f*, *mp*, *ff*, and *mf*. There are also articulation marks such as accents and slurs. The score is divided into measures, with some measures containing rests or specific rhythmic values. The piece concludes with a final measure containing a whole rest.

f

mp *ff* *mf*

mp *mf*

mf

f

f *mf* *f*

Bounce Step Intro

Snareline

♩=200

Repeat 3x's



2016 GVSU Pregame - Page A

Snare

GVSU Fanfare/March On GVSU/Grand Old Flag

The image displays a musical score for 'The Four Seasons: Spring' by Vivaldi, featuring a piano and violin. The score is divided into measures 11, 20, 28, and 36. It includes various musical notations such as notes, rests, and dynamic markings like 'f' (forte) and 'mp' (mezzo-piano). The score is labeled with 'A', 'B', 'C', '1A', '1B', and '2' to indicate different sections or variations.

Snare, 2016 Pregame - Page A

2A 45

ff

2B

55

2C

f

2D

65

2E

75

2F

85

2G

95

2H

105

3

Snareline

2016 Star Spangled Banner

arr. J. Martin

Maestoso ♩ = 96 A

sfz

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

sfz

rit.

23 *ff*

2016 GVSU Pregame - Page B

Snare

Mountain Dew

3A $d=140$

3B

 f

10

3C

19

28

4

37

5

46

RLRRLRLRRL

RLRRLRLRRL R R RL RL R L RLRLRL RLRLRL LRLRL RLRLRL L R

2016 GVSU Pregame - Page C

Snare

Let's Go Blue!

$\text{♩} = 104$ 5A

5 *f*

5B

f

13

The musical score is written for a snare drum in 2/4 time, with a tempo of 104 beats per minute. It consists of three staves. The first staff begins with a repeat sign and contains a series of eighth notes with accents, each marked with an 'x' to indicate a cross-stick. The second staff starts with a measure rest for 5 measures, followed by a forte (*f*) dynamic marking and continues with eighth notes and accents, including some triplets. The third staff begins with a measure rest for 5 measures, followed by a forte (*f*) dynamic marking and continues with eighth notes and accents, also including triplets. The score concludes with a double bar line.

2016 GVSU Pregame - Page D

Snare

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

The musical score is written on a single staff with a treble clef and a common time signature. It consists of 41 measures, divided into 10 groups of 5 measures each, labeled 5A through 6O. The tempo is marked as quarter note = 140. The notation includes various drum strokes, including eighth and sixteenth notes, and rests. The letters A through O are used to denote specific drum patterns or techniques. The score is for a Snare drum.

Snare, 2016 Pregame - Page D

6P
49

6Q

6R

6S

6T
57

6U

6V

7

65

8

71

2016 GVSU Pregame - Page E

Snare

Chromatic Spellout

$\boxed{8A} \quad \omega = 140$

The image displays a musical score for the song "The Riddle Song" by The Beatles. It features two staves: a guitar staff (top) and a bass staff (bottom). The guitar staff is in standard notation with a key signature of one sharp (F#) and a 4/4 time signature. The bass staff includes both standard notation and guitar tablature. The score is divided into three measures, each containing a guitar part and a corresponding bass part. The first measure is marked with a '7' and the second with a '9', indicating fret numbers. The tablature for the bass part shows specific fret numbers (e.g., 7, 9, 13) and includes a triplet of eighth notes in the final measure. The guitar part consists of a series of eighth and sixteenth notes, often beamed together, with some notes marked with an 'x' to indicate natural harmonics or specific playing techniques. The overall style is characteristic of 1960s rock music.

2016 GVSU Pregame - Page F

Snare Drum

Pregame Cheers

9A $\text{♩} = 140$

RLLRL LRLRL RLLRLRLRL

7

11

RLLRL LR RLRLRLRLRLRLRL RLLRL LR RLRLRLRLRLRL

12

13

14

R D D D D D D D

2016 Pregame - Page G

Snare

Team Entrance

arr. by John W. Stout

15 $\text{♩} = 140$

8

15A

15

22

29

1 2