

2025 LMB MARCHING FUNDAMENTALS

Position of Attention

- Build from feet to top of head
- Toes and Heels together
 - Percussion: Toes apart in 1st position, forming a 35-degree angle
- Knees slightly bent
- Buttocks firm
- Back straight, hips in line with shoulders
- Stomach in
- Chest up
- Shoulders back and down
- Chin up
- Percussion: When sticks are down, arms should be straight and relaxed while sticks are at a comfortable angle
- No moving or talking in Position of Attention

Command for Position of Attention

- 1 short Drum Major whistle
- 1 long whistle, followed by 2 short whistles from a Drum Major
- Respond with the word "PRIDE!"

After Drill move is completed.

- Freeze in closed position
 - On the command "Check": look at your current placement
 - On the command "Adjust": move to your correct position
- Face the tower at Attention
- Relax or Learning Position (LP) after command is given
 - LP: Left leg comes out to shoulder-width apart, instrument carriage to resting position (varies between sections)

Instrument Carriage

- Start with Position of Attention
- Both hands meet instrument in center of the body
- Arms form a "V" with instrument at the apex of the "V", creating a 90 degree angle
- Bring arms to specified height according to instrument as listed below
- Arms NOT resting on rib cage
- Instrument vertical, not tipped toward or away from body
 - No difference in Sousaphone.

Carry Position for Instruments

Piccolo: Nose at the Lip Plate
Clarinet: Horn perpendicular to ground, thumb hole at eyes.
Saxophone: Parallel to ground. Horn should be a fist length away from the body, and the neck strap should be taut
Mellophone: Top of the mouthpiece to bridge of the nose
Trumpet: Top of the mouthpiece to bridge of the nose
Trombone: Top of the mouthpiece to bridge of the nose; horn is turned 45 degrees counterclockwise
Baritone: Top of the mouthpiece to bridge of the nose
Sousaphone: Left hand 8" below shoulder on the tubing
Color Guard: Pole on right of body & parallel to body with bottom of pole 3" from ground. Left arm at nose level and parallel to the ground

Playing Position or Horns Up

Piccolo: Level, parallel to ground
Clarinet: 30° angle from body (the line from the bell to the ground should hit the ground 4 steps in front of the player)
Saxophone: Centered and Parallel to the body, neck strap stays taut
Mellophone: 10° Above parallel to ground
Trumpet: 10° Above parallel to ground
Trombone: 10° Above parallel to ground
Baritone: 10° Above parallel to ground
Sousaphone: Bells perpendicular to the ground
Color Guard: Right Shoulder
Snare: Sticks in center of head, Sticks 1" above head, Sticks form a 90 degree angle
Tenors: Sticks 1" above head (hovering zone of drum 1 and 2), Slight downward angle of forearms and sticks pointed toward the head, Zones are defined as 3 fingers from the rim
Basses: Mallets in center of head, Mallet tips 1" from the head, Forearms parallel to the ground
Cymbals: Arms up with hands at eye level (arms bent at 45 degree angle), Cymbals 1" apart and parallel to hips

Foot Placement on the Yard Line

- Arches of your feet are on the center of the yard line

Mark Time

- Begin with feet together
- Toes stay planted on ground

- Heels rise to the height of your ankle joint
- Feet movement in a continuous motion
 - Heels are moving down on the beat and moving up on the 'and' of the beat
- Upper body remains motionless
- Percussion: Heels rise 1" off of the ground

1st Step

- Starts on "and" of preceding count
- Thrust left foot forward 22.5" (for an 8 to 5 step) by pushing with right foot
- Toe up on move
- Left heel contacts ground on count 1 and roll through to toe
- Right foot rolls to toe – weight distribution is 50/50 between feet
- Do not lift upper body to initiate beginning motion; thrust from lower body
- Do not pick foot up off of the ground in a bicycle-type motion.
- Heel remains close to the ground

Forward March

- While the left foot is rolling forward for first step, the right foot comes off ground for the step on count 2
- Continuous motion with each step; the heel is placed down first, toes UP at beginning of step
- Avoid tightrope concept of placing one foot in front of the other
- Feet cross on ands of beats
- This is not a "straight legged" fundamental; natural bend at knee during movement

Halt

- From the forward march, the right foot rolls through on last count
- Left foot slides in to close on next count, or "dead count"
 - Left foot does not pick up and 'stamp' down. Smooth close.
- Percussion: End in Mark Time Position

Left Drag Turn (Slow Turn)

- Count 1, the heels are together; feet at 45° or 90° angle
- Count 2, the toes are together; feet halfway through turn
- Count 3, the heels are together; feet at 45° or 90° angle
- Count 4, close toes and heels together; feet facing new direction
- This move is fluid motion.

Right Drag Turn (Slow Turn)

- Count 1, Halt position; feet together
- Count 2, heels are together; feet at 45° or 90° angle
- Count 3, toes together; feet halfway through turn
- Count 4, heels together; feet at 45° or 90° angle
- Next count, right foot in new direction; left foot either closes or pivots to a full 22.5" step in new direction

Left/Right Flanks (directional)

- Right foot plants at 45-degree angle in new direction on preceding count;
- NO roll through!
- Body pivots on the ball of right foot on the "ah" of preceding count
- Left plants in new direction with toes up
- Right flank: Left crosses over right foot
- This is a very aggressive and accented snap motion. Use the weight of the instrument to help pull the body around

To The Rear

- To the left (unless otherwise stated)
- Ball of the right foot plants at 45-degree angle in direction on preceding count
- NO roll through
- Pivot the body to the left 180° on the 'ah' of the preceding count
- On the following count, the heel of left foot is placed on the ground with toe up in the new direction
- This is a very aggressive and accented snap motion.
- Use the weight of the instrument to help pull the body around
- Trombones go over the top on to the rear movement

Left/Right Traverse in Continued Direction

- Initiate on the "ah" of preceding count to new direction
- Upper body flashes to new direction on 1
- Lower body remains in original direction
- Hips 45 degrees, body 90 degrees
- Percussion: Crab Step Instructions

Left/Right Traverse in New Direction (built off of flank fundamental)

- Right foot plants at 45-degree angle in new direction on preceding count
- NO roll through!

- Lower body pivots on the "and" of preceding count and takes the first step in new direction
- Pivot on the ball of right foot
- For right traverse:
 - Left foot crosses over right foot on 'and' of preceding count
- Upper body should remain motionless
- Percussion: Crab Step Instructions

Traversing in Same Line of Travel with 180 degree Hip Switch (built off of To The Rear Fundamental)

- Ball of the right foot plants at 45-degree angle in direction on preceding count
- NO roll through!
- Pivot the body to the left 180° on the 'and' of the preceding count
- On the following count, the heel of left foot is placed on the ground with toe up in the new direction
- Instrument remains level throughout
- Percussion: Crab Step Instructions

Crab Stepping (Percussion Only)

- On platforms
- Heels stay close to the ground
- When moving left OR right, the right foot is ALWAYS on the path of travel (on the line)
- When moving left, the right foot is the leading foot (in front of the other)
- When moving right, the left foot is the leading foot (in front of the other)
- Feet cross on the "and" count
- Strive for 22.5" step sizes, however depending on the instrument it is okay to take a smaller cross step, then compensate with the next step and so forth.
- Parallel feet
- NO CHEAT STEP

Mark Time to Backwards March

- Both feet plant on ground on preceding count
- On "and" of preceding count, body extends backwards at 45° with left heel coming off ground and moving back a full 22.5" step with toe hitting ground on count next count
 - There are NOT two separate movements of an 'up' and a 'back' – they happen simultaneously

- Foot shouldn't come off ground. It lightly drags on ground
- Do not lock knees
- Body should be balanced on toes; heels remain off the ground with legs slightly bent; weight remains centered between both feet – not leaning forward or backward
- Natural tendency is to take too short of step on backwards march. All steps are 22.5"

Forward March to Backwards March

- On the last count of forward march, left foot is behind
- "Touch and go" with the right foot on last count; plant ball of right foot
 - No Roll Through!
- On the first count of backwards march, elevate on toes a 45° angle; left foot is already at 22.5" step in backwards march
- On count two, the right foot moves backwards 22.5"
- Body should be balanced on toes; heels remain off the ground with legs slightly bent- again legs do not lock
- Natural tendency is to take too short of step on backwards march. All steps are 22.5"

Backward March to Forward March

- Normal on count 8 (right foot will still be on toe)
- On count one left foot rearticulates with heel down.
- Continue marching from this point

"Chromatic Flash Step" used in Pregame - Page E (32 total counts)

1st 16 counts:

- "And" of preceding count, Left foot comes up to right calf (arch of left foot in calf)
- Count 1, Left foot thrusts down at 45° angle with toe leading at 22.5"
- Hold Count 2
- Count 3, Right foot comes up to left calf (arch of right foot in left calf)
- Hold Count 4
- Count 5, Right foot thrusts down at 45° angle with toe leading at 22.5"
- Hold Count 6
- Count 7, Left foot comes up to right calf (arch of left foot in right calf)
- Hold Count 8
- Count 9, Left foot thrusts down at 45° angle with toe leading at 22.5"
- Hold Count 10
- Count 11, Right foot comes up to left calf (arch of right foot in left calf)

- Hold Count 12
- Count 13, Right foot thrusts down at 45° angle with toe leading at 22.5"
- Hold Count 14
- Count 15, Left foot comes up to right calf (arch of left foot in right calf)
- Hold Count 16

Next 8 counts:

- Count 17, Left foot thrusts down at 45° angle with toe leading at 22.5"
- Count 18, Right foot comes up to left calf (arch of right foot in left calf)
- Count 19, Right foot thrusts down at 45° angle with toe leading at 22.5"
- Count 20, Left foot comes up to right calf (arch of left foot in right calf)
- Count 21, Left foot thrusts down at 45° angle with toe leading at 22.5"
- Count 22, Right foot comes up to left calf (arch of right foot in left calf)
- Count 23, Right foot thrusts down at 45° angle with toe leading at 22.5"
- Count 24, Left foot comes up to right calf (arch of left foot in right calf)

Last 8 counts:

- Count 25, Left foot comes out as standard glide step (No thrust; Heel to toe); 22.5"
- Counts 26 to 32, Continue forward with glide step; 22.5" step

"Chromatic Flash Step" used in Pregame - Page E (32 total counts)
(PERCUSSION ONLY)

1st 16 counts:

- Count 1, Flat step out with LEFT foot
- Hold Count 2
- Count 3, RIGHT foot in parallel with left foot
- Hold count 4
- Count 5, Flat step out with RIGHT foot
- Hold count 6
- Count 7, LEFT foot in parallel with right foot
- Hold count 8
- Count 9, Flat step out with LEFT foot
- Hold Count 10
- Count 11, RIGHT foot in parallel with left foot
- Hold count 12
- Count 13, Flat step out with RIGHT foot
- Hold count 14
- Count 15, LEFT foot in parallel with right foot
- Hold count 16

Next 8 counts:

- Count 17, Flat step out with LEFT foot

- Count 18, RIGHT foot in parallel with left foot
- Count 19, Flat step out with RIGHT foot
- Count 20, LEFT foot in parallel with right foot
- Count 21, Flat step out with LEFT foot
- Count 22, RIGHT foot in parallel with left foot
- Count 23, Flat step out with RIGHT foot
- Count 24, LEFT foot in parallel with right foot

Last 8 counts:

- Count 25, Left foot comes out as standard glide step (No thrust; Heel to toe); 22.5"
- Counts 26 to 32, Continue forward with glide step; 22.5" step

Bounce Step

- This move has a 'jogging in place' type of motion
- Move begins with the left foot coming up on the 'and' of the count preceding count 1
- Foot comes up only to the calf, not to the knee or higher
- Foot is relaxed, not flexed or pointed
- When moving in a bounce step, the steps are 22.5"
- This move should not be jerky or snapped – the upper body should be carried with excellent posture
- This move should also have energy and vibrancy!
- Close on the 'dead count' with the left foot, following the final count of the move
- Percussion not included in "Bounce Step"

Parade Block