



Alpine Vista Eagle Pride Drum Line Notation Guide

All Drums

Dynamics/stick heights

For snare drums, tenors, and bass drums, a combination of standard written dynamics and special symbols will be used to indicate volume. If it helps during the learning process, levels of volume can be thought of in terms of stick heights, but these height suggestions are by no means “set in stone” and may need to be adjusted for balance within the drumline

tap (approx. 3") *mp* accent (6") *mf* accent (9") *f* accent (12") *ff* accent (full extension) *ff* accent with arm lift

*Unless otherwise noted, the 3” tap height will be the standard height for all unaccented notes at *all* dynamic levels. In general, only the accents change heights drastically as the dynamic level changes. Despite their relatively low height, taps should have a fill sound quality—play *through* the drum!

**Fortissimo accent strokes (“full extension”—with or without arm lift) should peak at—but not past—a vertical stick position.

Bass Drums

This ensemble’s standard configuration is seven drums:

Applicable techniques for snare drum will be notated the same way for bass drums. Additional bass-specific notation as follows:

unison rim upper edge of head mute with opposite hand

Snare drum

The regular playing zone in the center of the head will be notated in the third space of the staff. Standard notation techniques (open rolls, flams, etc.) will be notated as normal. Other techniques are as follows:

The image shows two musical staves illustrating various snare drum techniques. The first staff contains six notes: a quarter note on the first line (edge of drum), a quarter note with a slur over four sixteenth notes on the third space (move from edge to center), a quarter note with a slur over four sixteenth notes on the second space (move from center to edge), a quarter note on the second space (on rim), a quarter note with a z-stem on the third space (buzz stroke), and a quarter note with a z-stem on the third space and a vertical line above it (pressed buzz). The second staff contains ten notes: a quarter note with an 'x' on the first line (ping), a quarter note with an 'x' on the first line (full rimshot), a quarter note with a z-stem on the first line (backstick), a quarter note with a z-stem on the second space (cross-stick), a quarter note with a z-stem on the second space (neighbor's drum), a quarter note with a z-stem on the second space and a vertical line above it (double stop), a quarter note with a z-stem on the third space (air stroke), a quarter note with an 'x' on the third space (ride/hi-hat on cymbal), and a quarter note with an 'x' on the third space and a vertical line above it (cymbal crash).

edge of drum move from edge to center move from center to edge on rim buzz stroke (one stroke) pressed buzz

ping full rimshot backstick cross-stick neighbor's drum double stop air stroke ride/hi-hat on cymbal cymbal crash

*Each z-stemmed note is one buzz stroke, and the should last for the duration of the note (for example, a quarter note is one long buzz stroke, not 4 buzzed 16ths)

**The ping will be the standard rimshot technique. The full rimshot will only be used where specifically stated in writing. If a rimshot is written on the "full rimshot" line but has no accompanying written explanation, assume it is a typo and play a ping until told otherwise.

Tenors

The conventional notation system for six drums will be used:

The image shows a musical staff with six notes, each on a different line of the staff. Below each note is a label: R spock (first line), L spock (second line), 1 (third line), 2 (fourth line), 3 (fifth line), and 4 (sixth line).

R spock L spock 1 2 3 4

Applicable techniques for snare drum will be notated the same way on tenors.

Additional tenor-specific notation as follows:

The image shows a musical staff with ten notes. The first note is on the first line (rims). The next four notes are on the first line with an 'x' above them (rimshots). The next three notes are on the first line with a z-stem and a vertical line above it (crossovers). The final note is on the first line with a z-stem and a vertical line above it (skank muffle).

rims rimshots crossovers skank muffle

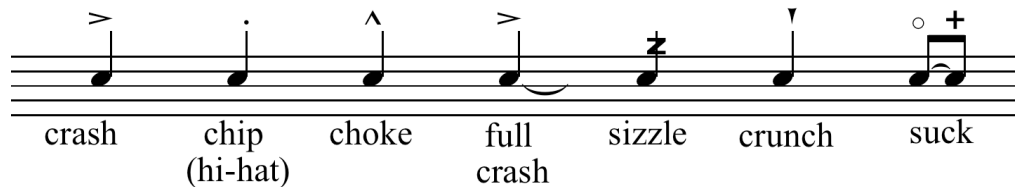
Cymbals

Cymbals will be divided into four groups:

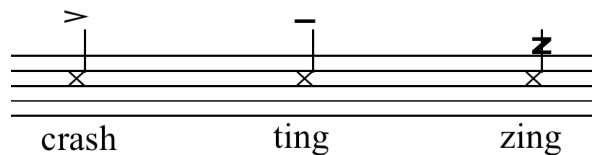


Notation for cymbals is designed so that the *shape of the notehead* determines the playing position, and the *articulation* above the note determines the technique to be used. Techniques will be discussed more fully in rehearsal.

Normal playing position (cymbals held out in front of the body, right over left, 45-degree angle): normal noteheads.



“Up” playing position (cymbals held in “A” position, 90-degree angle, tops of cymbals at eye level): X noteheads.



“Side” playing position (cymbals held at sides as at attention, but front edges angled toward each other): diamond noteheads.

