

IMPORTANT CONSIDERATIONS AND RECOMMENDATIONS:

POSTURE AND CARRIER ADJUSTMENT

Maintaining a good posture while rehearsing is not only important to the visual look of the ensemble, but it is also an important factor in avoiding injury. Any misalignment of the spinal cord when carrying a piece of heavy equipment may result in muscle strain or spinal injury.

For detailed instruction on correct posture, drum height, body & feet positioning, please watch the marching technique videos on the Marching Percussion 101 feature on vicfirth.com.

STICKS OUT / STICKS IN

The importance of a good sticks out/in technique should not be underestimated – it not only provides a uniform visual appearance of the battery, but it also helps the players to internalize tempo prior to a musical entrance. Before each exercise (or during longer rest patterns in show music), the sticks should be carried in a uniform “sticks in” position. The sticks should come out in a staccato/fast motion 2 counts before the first note - and back in one count after the final release note.

A sticks out/sticks in regimen for the front ensemble is not recommended. Because these instruments are approached in a concert fashion, simply bringing the mallets up to playing position 4 counts in a uniform manner before an entrance is sufficient.

GRIP AND STROKE

Without the proper grip and relaxed stroke style, achieving a high performance level is impossible. Take the time necessary for each student to understand the checkpoints for a proper grip and how to produce a fluid, relaxed stroke (detailed videos are provided at vicfirth.com).

We recommend that younger snare lines play with matched grip rather than traditional grip. While players often want to emulate college or drum corp drumlines, the traditional grip adds a level of complexity to achievement that could be pursued after the basic skill levels are achieved.

USING THE HEIGHT SYSTEM FOR DYNAMICS

Because the visual consistency from player to player is a vital part of the marching activity, it is often helpful to define a system of heights when applying dynamics to exercises or show music. In this way, each player can match volume and stick heights on any given musical passage.

pp – 1" *p* – 3" *mp* – 6" *mf* – 9" *f* – 12" *ff* – 15"

Legato

Snare

Tenor

Bass

R- L- R- L-

Detailed description: This block contains the first four measures of a drum set part. The Snare, Tenor, and Bass lines are grouped together. Each line has a drum icon (H) and a 4/4 time signature. The Snare line shows a continuous eighth-note pattern. The Tenor and Bass lines show a similar eighth-note pattern. The first two measures are in 4/4, and the last two are in 3/4. Hand indicators 'R-' and 'L-' are placed below the Tenor and Bass lines to indicate the starting hand for each stroke.

5

S. D.

T. D.

B. D.

R- L- R- L- R- L- R- L-

Detailed description: This block contains measures 5 through 7. The Snare, Tenor, and Bass lines are grouped together. Each line has a drum icon (H) and a 4/4 time signature. The Snare line shows a continuous eighth-note pattern. The Tenor and Bass lines show a similar eighth-note pattern. The first two measures are in 4/4, and the last two are in 3/4. Hand indicators 'R-' and 'L-' are placed below the Tenor and Bass lines to indicate the starting hand for each stroke.

8

S. D.

T. D.

B. D.

R- L- R- L- R- L- R L L

Detailed description: This block contains measures 8 through 11. The Snare, Tenor, and Bass lines are grouped together. Each line has a drum icon (H) and a 4/4 time signature. The Snare line shows a continuous eighth-note pattern. The Tenor and Bass lines show a similar eighth-note pattern. The first two measures are in 4/4, and the last two are in 3/4. Hand indicators 'R-' and 'L-' are placed below the Tenor and Bass lines to indicate the starting hand for each stroke.

Staccato

Snare

R- L- R- L- R-

S. D.

L- R- L- R- L- R- L- R- L-

Accent Trip

"Check Pattern"

R L R L R R L L

4

R R R R L R L R L R

Diddle Trip

"Check Pattern"

R L R L R R L L

4

R R R R L R L R L R

Hup - Dup

A B

Snare
Tenor
Bass

R R L 3 3 3 3

C

S. D.
T. D.
B. D.

L 3 3

Roll Play

A

Snare
S. D.

3 B

16th Note Timing

Snare

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

Ron Burgundy

Austin Thompson
Miranda Watkins

Snareline

R L...

Tenorline

R L...

Bass Drums

R... L...

5

S. Dr.

T. Dr.

B. Dr.

R... L...

10

S. Dr.

T. Dr.

B. Dr.

13

S. Dr.

T. Dr.

B. Dr.

17

S. Dr.

T. Dr.

B. Dr.

20

S. Dr.

T. Dr.

B. Dr.

ROLLS

Miranda Watkins
Paige Zalman

Snareline

Tenorline

Bass Drums

4

S. Dr.

T. Dr.

B. Dr.

8

S. Dr.

T. Dr.

B. Dr.

ROLLS

12

Musical score for measures 12-15. It consists of three staves: S. Dr., T. Dr., and B. Dr. Each staff contains four measures of music. The S. Dr. staff features a continuous pattern of eighth-note triplets. The T. Dr. staff features a pattern of eighth-note triplets with occasional sixteenth-note accents. The B. Dr. staff features a pattern of eighth-note triplets. All patterns are marked with a '3' below the notes.

16

Musical score for measures 16-19. It consists of three staves: S. Dr., T. Dr., and B. Dr. Each staff contains four measures of music. The S. Dr. staff features a continuous pattern of eighth-note triplets. The T. Dr. staff features a pattern of eighth-note triplets with occasional sixteenth-note accents. The B. Dr. staff features a pattern of eighth-note triplets. All patterns are marked with a '3' below the notes.

20

Musical score for measures 20-22. It consists of three staves: S. Dr., T. Dr., and B. Dr. Each staff contains three measures of music. The S. Dr. and T. Dr. staves feature a continuous pattern of eighth-note triplets. The B. Dr. staff features a pattern of eighth-note triplets. All patterns are marked with a '3' below the notes. The final measure of each staff ends with a double bar line.

Eights

Miranda Watkins
Paige Zalman

Snareline

Tenorline

Bass Drums

RRRR RRRR LLLL LLLL RRRR RRRR RRRR RRRR

RRRR RRRR LLLL LLLL R...

5

S. Dr.

T. Dr.

B. Dr.

LLLL LLLL LLLL LLLL BBBBBBBBBBBB BBBBBBBBBBBB

L... R... L...

9

S. Dr.

T. Dr.

B. Dr.

RLRL...

R... RLRLRLRL