Guide to Charting and Drill in the KSUMB

The Basics

1. Field
   a. The field is a standard college field – meaning the hash marks are in closer to the center of the field than high school hash marks.
   b. NCAA Hashes – 60’ from the sidelines and 40’ between the hashes in the middle of the field
   c. What does this mean step wise? (AKA pregame run on) – 32 steps from Sideline to Hash, 20 Steps between Hashes
   d. Fudge factor (AKA why we have hash rope/poles) – A standard 8 to 5 step is 22.5 Inches – This works perfectly in the horizontal sense on a football field (300 ft, 3600”, 160 steps!)

   This also works perfectly outside the hashes – still 22.5 step! (60ft, 32 steps)

   Inside the hashes – (40ft, 480”, 20 steps) = 24” Step!

   Just some things to know about a college football field: Don’t think about it too much! Just know this is why we have hash rope!

2. Drill Symbols
   a. Your spot should be set in the center of your symbol (ex. Middle of the T not top of the T)
   b. Your numbers should be clearly visible, usually right above the symbol or to the upper right. This is not always the case though if we need to make something readable.
   c. Please make sure you section knows what symbol and number they are assigned. Common initial symbol mix ups – (X = Tuba, S = Tenor Sax, R = Trombone)

3. Text Box/Labeling
   a. Each Drill chart will have a text box(es) at the bottom with the following info: Year, Show, Song, Set #, Measure Range, and Move.
   b. The text info/instructions on each set are always the instructions to get to the NEXT set. (ex. Text on page 1 tells you how to get to page 2)
   c. Theoretically, all instructions should end in a physical move to the next set (except of course for the last set).
   d. We will try and post up pdfs and .3da files for pyware viewer app.

   e. Drill charts will be posted online as soon as they are finished. Please be patient with the creation and production of these charts. This takes a LONG time to do – writing drill is not quick or easy.
The Moves/Other

4. KSUMB Style
   a. We have started to develop a specific style and look to our drill and movements over the years. This gives us a unique ‘look’ that sets us apart from other bands.
   b. Style is Symmetrical for the most part. There are a few times we may deviate from this – especially when we do a picture/animation show.
   c. This year we will dive into some animation drill that will be asymmetrical and possibly curvilinear. Some maybe more complex than stick figures.
   d. Most of our positions on the field in standard charting will be on 2/4 step grid with very little curvilinear forms.
   e. Movement will be more 8 to 5 lock step (included stack ups, drop offs, and pick ups) than it will be adjusted step (Multi-gate)
   f. Ability to slide, eliminate drifting, good grid spacing, and proper step size are critical in our style.
   g. Different tunes may feature either Classy Cats or Twirlers where they have a spot on the field that is front and center.
   h. High Step form and accuracy must be mastered.

5. Common Terminology
   a. FM – Forward March( 8 to 5 lock step – either forward or slide) Use only the counts needed to make the move and mark time the rest. Ex – 16 counts to travel 8 steps – FM 8 and LMT 8 to complete the move. Same applies to BM
   b. BM – Backward March (8 to 5 lock step backward on the toes, pop together to initiate the move on the prep beat)
   c. MG – Multigate – Adjusted step move from point A to point B using all the counts to get to the point.
   d. HFM – High Forward March
   e. LMT – Low Mark Time
   f. HMT – High Mark Time
   g. FTL – Follow the Leader – usually an 8 to 5 move. We will indicate if we want this to be a slide or face direction of travel
   h. Spread and Flash – Left foot comes out shoulder width, Horn flashes and holds at a high angle.
   i. TTR – To the Rear

6. Final Charting Reminders/Rehearsal
   a. Mark your dot on the charts with highlighter
   b. Mark your music with the chart numbers, moves, holds, etc…
   c. Long Diags can be cleaned with rope
   d. We will avoid use of the attention command – set your right foot ASAP and assume attention when drum major is ready to go – silent and quick. We will also limit the amount of ‘dressing’ we do.
   e. Help each other with the counts when learning drill
   f. Ball of the right foot should always be in set.