

Kansas State University

Marching Percussion Handbook

2016 – 2017



Kansas State University Marching Band

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THE PROGRAM

With regular practice of the following program, you will be sure to improve yourself both as an individual and as a member of your ensemble. Remember, it is *your* responsibility to practice the program concept as outlined on these pages.

Always consider the following points when rehearsing on your own and as an ensemble:

- Practice daily for improvement.
- Play slowly at first, speeding up only after you are sure you are playing correctly.
- Use a metronome!
- Play in front of a mirror, paying particular attention to your style and technique.

TECHNIQUE

A) Posture

- a. Proper posture can only be maintained by:
 - i. Standing straight, poised and confident with the feet correctly positioned
 - ii. Keeping your drumsticks and mallets straight while at attention
 - iii. Holding your head up with both eyes focused straight ahead at all times
 - iv. Projecting a facial expression of both confidence and aggression
 - v. Exhibiting absolutely no movement at all while standing at attention

B) Establishing & Maintaining Proper Grip

- a. The hands are relaxed — no tension!
- b. The fingers do not come off the sticks
- c. The sticks act as a natural extension of the forearm
- d. The sticks are held at a comfortable elevation above the drum surface
- e. The sticks travel in a straight up and down motion
- f. *The beads are confined in the center of the drum head*
- g. Match Grip
 - i. Start by grasping the stick between the fleshy part of the thumb and the first joint of the index finger about 4 inches from the butt end of the stick. This point of contact is called the “fulcrum” and acts as a pivot point for the stick.
 - ii. Lightly wrap the remaining three fingers around the stick. Getting a relaxed feel from the back three fingers is very important!
 - iii. Avoid squeezing the stick unnecessarily
 - iv. The stroke is generated mostly by flexing the wrist and aided by fingers and forearm when needed.
 - v. This grip is used for the Tenors and is modified slightly for the Basses

vi. Tenors

1. When in the playing position, the stick should be angled slightly downwards towards the head, helping to avoid accidental contact with the rim of the drum.

vii. Bass Drums

1. There should be no extra mallet sticking out the bottom of the hand. This is to help get as much velocity behind the stroke as possible.
2. The forearm should be parallel to the ground and the mallets should be at a bout a 45-degree angle from the ground.
3. The stroke is generated from a rotation of the forearm with a slight wrist break.

h. Traditional Grip

i. Right hand

1. The right hand will hold the stick with the match grip described above

ii. Left hand

1. Start by grasping the stick in the webbing between your thumb and index finger on your left hand about 4 inches from the butt end of the stick. Similar to match grip, this is called the “fulcrum” and acts as a pivot point for the stick.
2. Wrap the ring finger and pinky underneath the stick.
 - a. The stick should rest on the cuticle of the ring finger
3. Lightly close the index finger and middle finger over the top of the stick.
 - a. The fleshy part of the thumb should meet the first joint of the index finger
4. The stroke is generated through a rotation of the left forearm, not from lifting the arm.
5. This grip is used for the Snares only.

C) Fingers

- a. The fingers will be developed and strengthened through various exercises. This will help to improve quality of sound, speed and endurance and will be accomplished by isolating each hand and turning the wrist as far as possible.

D) The Strokes

a. Legato Stroke

- i. A relaxed stroke
- ii. A smooth, ‘pendulum’-like motion
- iii. The bounce off the drum surface is very important
- iv. The fingers are relaxed, but remain on the stick

- b. Staccato Stroke
 - i. A strong stroke
 - ii. An aggressive motion, but with no tension.
 - iii. Beads pass each other close to the drumhead
 - iv. Involves playing ‘into’ the drum head
 - v. Fingers are applied to the stick with pressure

E) Using the Strokes

- a. Accent
 - i. Staccato
 - ii. Use various heights
 - iii. Legato
 - iv. Usually a solid three (3) inches
- b. Grace Note
 - i. Legato
 - ii. usually three (3) inches, depending on surrounding tap height
 - iii. Drops straight down (no raising the stick)

F) Cymbals

- a. Being the most visible section in the Drumline, it is important that every member of the cymbal line approaches everything the same way. Everything needs to look the same, from the visuals that we execute, to the crashes that we play.
- b. The finer aspects of the cymbal technique will be taught during summer camps and band camp. Please use this as a brief introduction to the cymbal technique.
- c. The Following positions have corresponding pictures that can be found in the back of the handbook.
- d. Set Position
 - i. Our Set Position is the most common position. We are in this position after being called to attention. See Figure I and Figure II
 - ii. It is important to stand with good posture, with the shoulders slightly back.
- e. Parade Rest
 - i. The most relaxed, yet still defined, position we have is known as Parade Rest. This position will be called out at various times. The position is a slightly more relaxed version of the Set Position. See Figure III
- f. Crash Position
 - i. The Crash Position our “playing position.” We will be in this position unless the music calls for something else. See Figure IV.
 - ii. Notice the cymbals are at a slight angle to the performers left side.
 - iii. We want to keep the cymbals as close together as possible. Figure V is an example of a bad crash position
- g. Hi-Hats
 - i. Another common position that we use is our Hi-Hat position. Our cymbals

are placed horizontally in front of our bodies. The cymbals should be parallel to the ground. See Figures VI and VII.

MUSICAL STANDARDS

- A) An understanding of the full dynamic range of levels:
 - a. *pp* · 1 1/2 inches
 - b. *p* · 3 inches
 - c. *mp* · 4 1/2 inches
 - d. *mf* · 6 inches
 - e. *f* · 9 inches
 - f. *ff* · 12 inches
 - g. *fff* · 15 inches
- B) Quality of Sound
 - a. Achieved thorough:
 - i. Listening
 - ii. Balancing
 - iii. Committing to the high system mentioned above
 - iv. Playing a lot!
- C) Reading Skills
 - a. Because we learn a lot of music through out the year, and we often do not have a lot of time to learn the music before we perform it, it is important that you understand how to read music.
 - b. Double and triple timing patterns
 - c. Duple and triple roll sequencing
 - d. Rudiments
- D) Learning Music
 - a. Not having music prepared is unacceptable. It is your responsibility to learn the music on your own and come to rehearsal prepared. Coming to rehearsal unprepared will result in not marching either halftime, pregame or both.

Appendix I – Cymbals Technique

Set Position



Parade Rest



Crash Position



Hi-Hat



EXERCISES

The following exercises serve many purposes for us. Some of these exercises serve as warm-ups, some of them help develop technique, and many of them do both. Regular practice of these exercises will not only make you a better player, but it will help you understand the mechanics behind playing the instrument.

Always consider the following points when practicing these exercises on your own:

- Practice daily for improvement
- Practice all of these exercises at varying tempos
- Practice all of these exercises at varying heights
- Use a metronome!
- Practice in front of a mirror or record yourself while playing.

Legatos

Snare Drum

Marching Tenor Drums

Marching Bass Drum (1-6)

Marching Bass Drum (7-12)

Marching Cymbals

R L R

4

S. D.

T. D.

B. D.

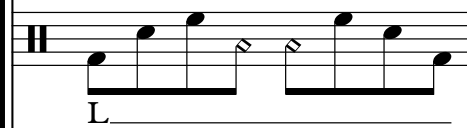
B. D.

Cym.

L R L R

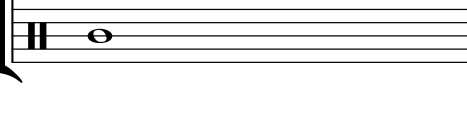
8

S. D. 
L

T. D. 
L

B. D. 
R

B. D. 
R

Cym. 
R

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

Stick Control

Snare Drum

Marching Tenor Drums

Marching Bass Drum

2

S. D.

T. D.

B. D.

4

S. D.

T. D.

B. D.

6

S. D.

T. D.

B. D.

8

S. D.
R R L R L L R L R R L R L L R L R L R L

T. D.
R R L R L L R L R R L R L L R L R L R L

B. D.
R R L R L L R L R R L R L L R L R L R L

10

S. D.

T. D.

B. D.

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

R L R L

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

R L R L

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

R L R L

12

S. D. H $\text{R L L L R L L L R L L L R L L L}$ R L R L $\frac{3}{4}$

T. D. H $\text{R L L L R L L L R L L L R L L L}$ R L R L $\frac{3}{4}$

B. D. H $\text{R L L L R L L L R L L L R L L L}$ R L R L $\frac{3}{4}$

14

S. D. 
R R R L L L R R R L L L R R R L L L R

T. D. 
R R R L L L R R R L L L R R R L L L R

B. D. 
R R R L L L R R R L L L R R R L L L R

Tap Pyramid

Snare Drum

Marching Tenor Drums

Marching Bass Drum

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

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

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

2

S. D.

T. D.

B. D.

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

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

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

4

S. D.

T. D.

B. D.

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

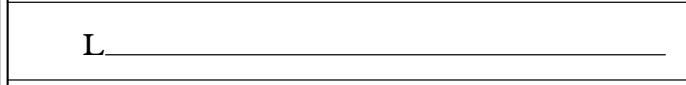
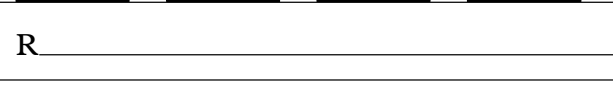
R L R L R L R L R L R L R L R L R L R L

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

6

S. D.  

T. D.  

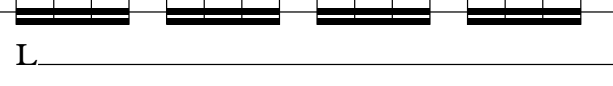
B. D.  

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

8

S. D.  

T. D.  

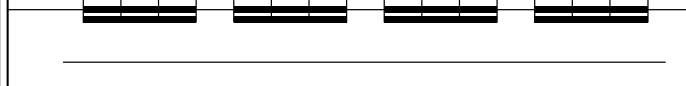
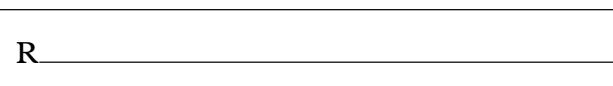
B. D.  

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

10

S. D.  

T. D.  

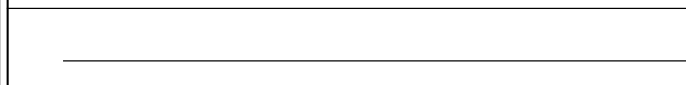
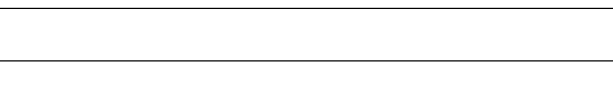
B. D.  

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

12

S. D.  

T. D.  

B. D.  

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

14

S. D.  

T. D.  

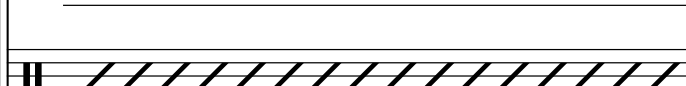
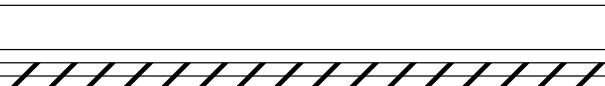
B. D.  

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

16

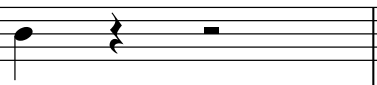
S. D.  

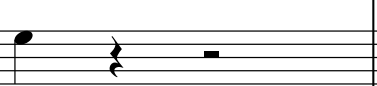
T. D.  

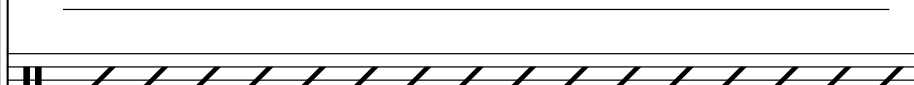
B. D.  

R L R

18

S. D.  

T. D.  

B. D.  

L R

Bucks

Snare Drum

Marching Tenor Drums

Marching Bass Drum

Marching Cymbals

choke

Detailed description: The score is written for four percussion parts. The Snare Drum, Marching Tenor Drums, and Marching Bass Drum all play a continuous eighth-note pattern throughout the four measures. The Marching Tenor Drums play a pattern of eighth and sixteenth notes. The Marching Cymbals play a pattern of eighth notes, with a final choke in the fourth measure.

5

S. D.

T. D.

B. D.

Cym.

Detailed description: This section continues the percussion pattern from measure 5. The Snare Drum, Marching Tenor Drums, and Marching Bass Drum continue their respective patterns. The Marching Cymbals play a pattern of eighth notes, with a final choke in the second measure.

7

S. D.

T. D.

B. D.

Cym.

L

R

choke

The musical score is for four percussion parts: Snare Drum (S. D.), Tom Drum (T. D.), Bass Drum (B. D.), and Cymbal (Cym.). The score is in 3/4 time and consists of three measures. The first two measures are marked with a bracket and the number 7. The Snare Drum, Tom Drum, and Bass Drum parts play a continuous eighth-note pattern. The Cymbal part plays a pattern of eighth notes with 'x' marks above them, indicating cymbal crashes. The third measure shows a change in the pattern, with the Cymbal part playing a single eighth note followed by a quarter rest, marked with 'choke'.

Snyder Dubs

♩ = 160

Snare Drum

Marching Tenor Drums

Marching Bass Drum

Marching Cymbals

1

2

3

4

3

S. D.

T. D.

B. D.

Cym.

5

6

7

8

5

S. D.

T. D.

B. D.

Cym.

9

10

11

12

Cym.

Cym.

Cym.

Sanford Double Beat

Snare Drum

Marching Tenor Drums

Marching Bass Drum

Marching Cymbals

This musical score block contains the first two measures of the 'Sanford Double Beat' for four percussion instruments. The Snare Drum part features a rhythmic pattern of eighth notes, with a 'R' (Right) label under the first measure and an 'L' (Left) label under the second. The Marching Tenor Drums and Marching Bass Drum parts follow a similar eighth-note pattern, also labeled 'R' and 'L' respectively. The Marching Cymbals part uses 'x' marks to denote cymbal hits, with a 'z' (Z) mark under the second measure. The notation is presented on four staves, each with a double bar line at the beginning and a repeat sign at the end of each measure.

3

S. D.

T. D.

B. D.

Cym.

This musical score block contains the third and fourth measures of the 'Sanford Double Beat' for four percussion instruments. The Snare Drum (S. D.) part continues the eighth-note pattern, with a '3' above the first measure and an 'R' (Right) label under the first measure. The Marching Tenor Drums (T. D.) and Marching Bass Drum (B. D.) parts also continue the eighth-note pattern, labeled 'R' and 'L' respectively. The Marching Cymbals (Cym.) part uses 'x' marks to denote cymbal hits, with a 'z' (Z) mark under the second measure. The notation is presented on four staves, each with a double bar line at the beginning and a repeat sign at the end of each measure.

5

S. D.

T. D.

B. D.

Cym.

L

R

7

S. D.

T. D.

B. D.

Cym.

L

R

Triple Beat

Snare Drum

Marching Tenor Drums

Marching Bass Drum

Marching Cymbals

This system contains measures 1 through 4 of the march. The Snare Drum, Marching Tenor Drums, and Marching Bass Drum all play a rhythmic pattern of three eighth notes followed by two more eighth notes, with the first three notes being accented. The Marching Cymbals play a pattern of eighth notes with a 'z' (cymbal crash) on the fourth measure. The notation includes 'R' for right and 'L' for left, indicating the side of the drum being played.

3

S. D.

T. D.

B. D.

Cym.

This system contains measures 5 through 8 of the march. The Snare Drum, Marching Tenor Drums, and Marching Bass Drum all play a rhythmic pattern of three eighth notes followed by two more eighth notes, with the first three notes being accented. The Marching Cymbals play a pattern of eighth notes with a 'z' (cymbal crash) on the eighth measure. The notation includes 'R' for right and 'L' for left, indicating the side of the drum being played.

5

S. D.

T. D.

B. D.

Cym.

This system contains measures 9 through 12 of the march. The Snare Drum, Marching Tenor Drums, and Marching Bass Drum all play a rhythmic pattern of three eighth notes followed by two more eighth notes, with the first three notes being accented. The Marching Cymbals play a pattern of eighth notes with a 'z' (cymbal crash) on the twelfth measure. The notation includes 'R' for right and 'L' for left, indicating the side of the drum being played.

7

S. D.

T. D.

B. D.

Cym.

L L L

L L L

L L L

L L L

L L

L L

L L

R

R

R

R

Choo Choo



5



9



13



Triplet Rolls

Snare

Tenor

Marching
Bass Drum

Bass

$\frac{12}{8}$

This musical score is for a drum ensemble in 12/8 time. It consists of four staves: Snare, Tenor, Marching Bass Drum, and Bass. The Snare and Tenor parts feature triplet rolls, while the Marching Bass Drum and Bass parts feature triplet eighth notes. The Snare and Tenor parts have a key signature of one sharp (F#). The Marching Bass Drum and Bass parts have a key signature of one flat (Bb).

3

S. D.

T. D.

B. D.

B. D.

This musical score is for a drum ensemble in 3/4 time. It consists of four staves: Snare Drum (S. D.), Tenor Drum (T. D.), and two Bass Drums (B. D.). The Snare and Tenor parts feature triplet rolls, while the Bass Drums feature triplet eighth notes. The Snare and Tenor parts have a key signature of one sharp (F#). The Bass Drums have a key signature of one flat (Bb).

6

S. D.

T. D.

B. D.

B. D.

This musical score is for a drum ensemble in 6/8 time. It consists of four staves: Snare Drum (S. D.), Tenor Drum (T. D.), and two Bass Drums (B. D.). The Snare and Tenor parts feature triplet rolls, while the Bass Drums feature triplet eighth notes. The Snare and Tenor parts have a key signature of one sharp (F#). The Bass Drums have a key signature of one flat (Bb).

8

S. D.

T. D.

B. D.

B. D.

8

10

S. D.

T. D.

B. D.

B. D.

10

13

S. D.

T. D.

B. D.

B. D.

13

16

S. D.

T. D.

B. D.

B. D.

The musical score consists of four staves, each representing a different voice part: Soprano (S. D.), Tenor (T. D.), Bass (B. D.), and Bass (B. D.). The score begins at measure 16. The Soprano and Tenor parts have a melodic line with eighth notes and accents, followed by a rest. The Bass parts have a more complex rhythmic pattern with eighth notes and accents, followed by a rest. The score is written on four staves with a common time signature.

16th Timing



4



7



10



13



16



20



23



Triplet Timing



Funk Flams

Big and Groovy

H. Sprong & J. Donovan

$\text{♩} = 98$

Snare Drum

Marching Tenor Drums

Marching Bass Drum

Marching Bass Drum

Marching Cymbals

3

S. D.

T. D.

B. D.

B. D.

Cym.

stick click

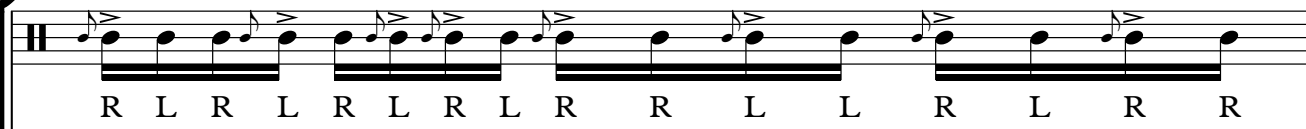
solo

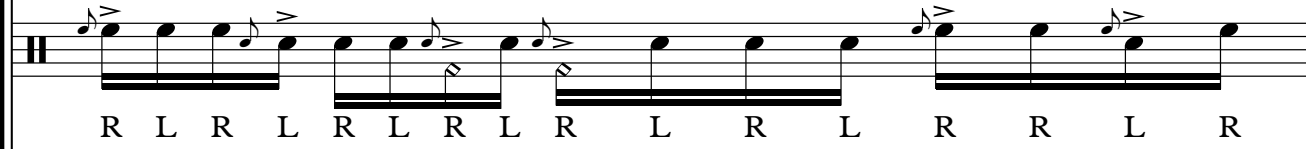
3 6 *tutti*

2

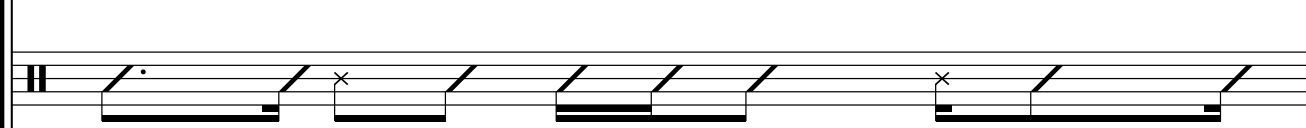
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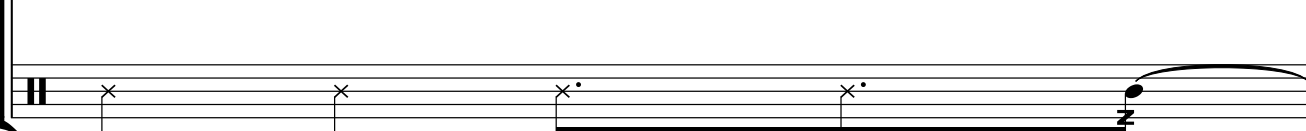
A

S. D. 
R L R L R L R L R R L L R L R R

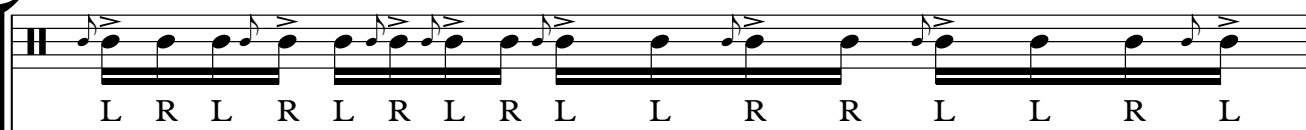
T. D. 
R L R L R L R L R L R L R R L R

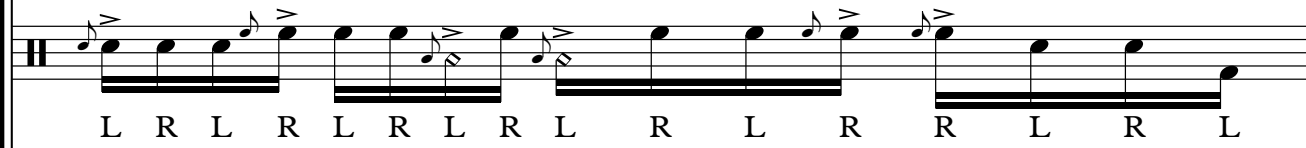
B. D. 

B. D. 

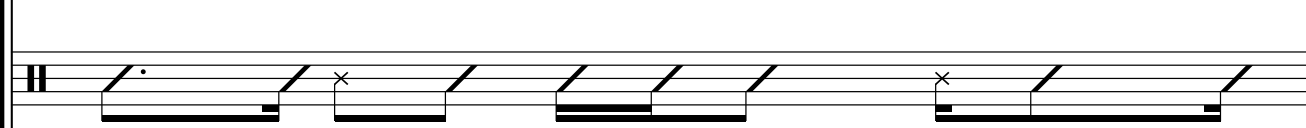
Cym. 

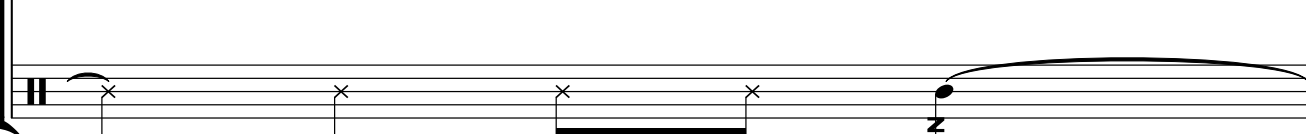
6

S. D. 
L R L R L R L R L L R R L L R L

T. D. 
L R L R L R L R L R L R R L R L

B. D. 

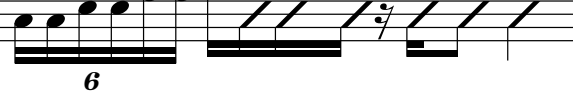
B. D. 

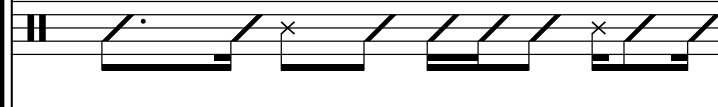
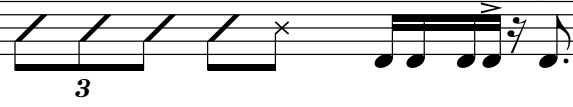
Cym. 

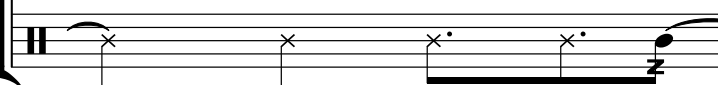
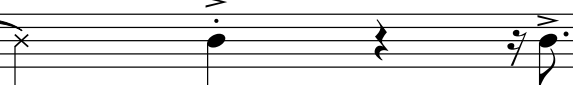
7

S. D.  RLR L RL RLR L RLRLRL  RLRRLRLRL RLR L RL

T. D.  RLR L RL RLR L RLRLRL  RRLRLRLRL RLR L RL

B. D.   6

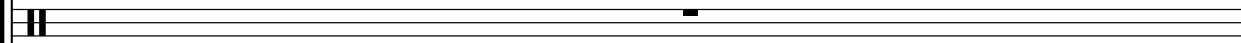
B. D.   3

Cym.  

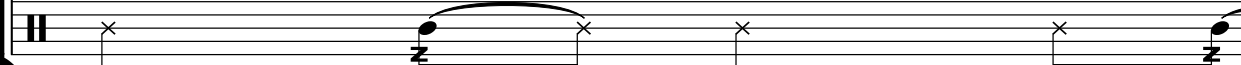
9 **B**

S. D.  R L R L R L R L R L R L

T. D.  R L R L R L R L R L R L

B. D. 

B. D. 

Cym. 

10

S. D. L R L R L R L R L R L L R L R L

T. D. R L R L R L R L R L R L

B. D.

B. D.

Cym.

11

S. D. R L R L R L R L R L L R L R L R

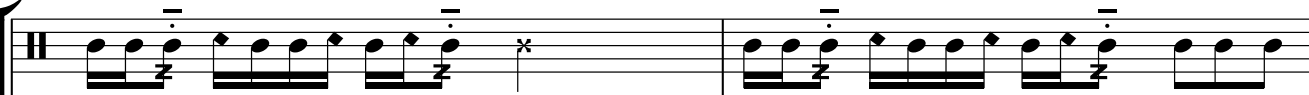
T. D. R L R L R L R L R L R L R L R L

B. D.

B. D.

Cym.

15

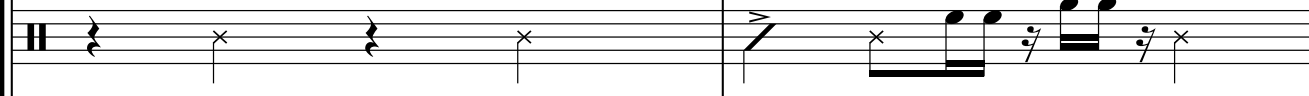
S. D. 

r r R L r r L r L R R r r R L r r L r L R R R L

T. D. 

R l r R l r R l R l R L R L R R l r R l r R l R l R L R

B. D. 

B. D. 

Cym. 

17

S. D. 

R L R L R L R L R L R L r r R L r r L r L R L L

T. D. 

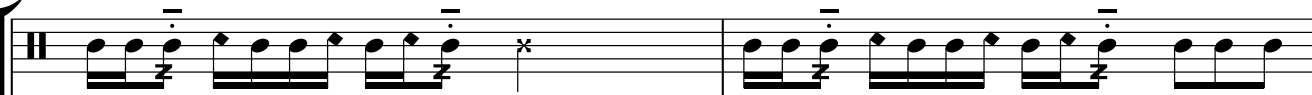
R L R L R L R L R L R L R l r R l r R l R l R L R

B. D. 

B. D. 

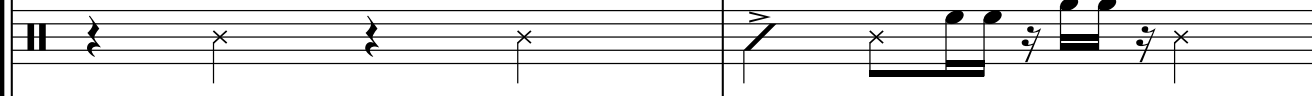
Cym. 

19

S. D. 
 r r R L r r L r L R R

T. D. 
 R l r R l r R l R l R L R L R

B. D. 

B. D. 

Cym. 

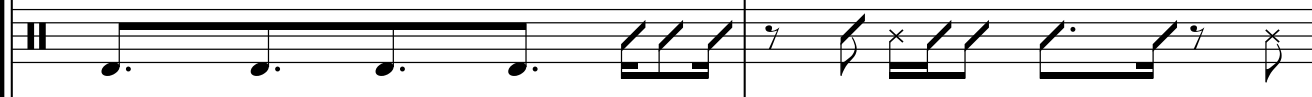
21

D

S. D. 
 R L R L R L R L R L R L

T. D. 
 R L R L R L R L R L R L

B. D. 

B. D. 

Cym. 

23

S. D.

T. D.

B. D.

B. D.

Cym.

25

E

S. D.

T. D.

B. D.

B. D.

Cym.

RLR LRL RL RR LL RL RR

RLR LRL RL RL RR LR

27

S. D.

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

T. D.

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

B. D.

B. D.

Cym.

Detailed description: This block contains the musical notation for measures 27 through 30. The score is written for five parts: Snare Drum (S.D.), Tom-tom Drum (T.D.), Bass Drum (B.D.), another Bass Drum (B.D.), and Cymbal (Cym.). Measures 27 and 28 show a complex rhythmic pattern with many beamed eighth notes. Measures 29 and 30 show a simpler pattern with quarter notes. The Cymbal part has a long sustain line across measures 29 and 30.

28

S. D.

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

T. D.

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

B. D.

B. D.

Cym.

Detailed description: This block contains the musical notation for measures 31 through 34. The score is written for five parts: Snare Drum (S.D.), Tom-tom Drum (T.D.), Bass Drum (B.D.), another Bass Drum (B.D.), and Cymbal (Cym.). Measures 31 and 32 show a complex rhythmic pattern with many beamed eighth notes. Measures 33 and 34 show a simpler pattern with quarter notes. The Cymbal part has a long sustain line across measures 33 and 34.

29

S. D.

R L R⁶ R L L R L L R L R L R B

T. D.

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

B. D.

3

B. D.

3

Cym.

Measure 29: S. D. plays eighth notes with accents and a '6' marking. T. D. plays eighth notes with accents and a '6' marking. B. D. plays triplet patterns with a '3' marking. Cym. has a cymbal crash followed by a sustained note. Measure 30: S. D. and T. D. play single notes. B. D. plays a single note. Cym. plays a single note.