

# 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.