BMB Drumline Notation Guide

Dynamics correspond to the following stroke heights:

<table>
<thead>
<tr>
<th>Dynamic</th>
<th>Stroke Height</th>
</tr>
</thead>
<tbody>
<tr>
<td>Piano</td>
<td>3 inches from the playing surface (tap height)</td>
</tr>
<tr>
<td>Mezzo-piano</td>
<td>6 inches from the playing surface</td>
</tr>
<tr>
<td>Mezzo-forte</td>
<td>9 inches from the playing surface</td>
</tr>
<tr>
<td>Forte</td>
<td>12 inches from the playing surface</td>
</tr>
<tr>
<td>Fortissimo</td>
<td>15 inches from the playing surface (full extension)</td>
</tr>
<tr>
<td>Fortississimo</td>
<td>15 inches plus inclusion of arm in the stroke</td>
</tr>
</tbody>
</table>

*Adherence to the defined stroke heights is essential for our drumline to play together with proper dynamic shapes and balance. Be sure to pay close attention to your stroke heights when practicing.*

- The written dynamic always corresponds to the height of accented notes. All unaccented notes should be played at 3" (piano) unless otherwise marked.

- A note marked with a marcato accent (^) is to be played one dynamic level louder than the written dynamic.

- A note marked with a tenuto (-) is to be played one dynamic level louder than the tap height. In most cases this will be 6" (mp), but may vary in specific musical passages. Sometimes this articulation is also used to illustrate the natural decay involved in the rebound of the stroke that occurs in rudiments like flam taps and swiss triplets.

Section Specific Notes

Snare drum:
- An “X” notehead with a circle around it is a rimshot. All rimshots should be played 1" from the head of the stick.
- An “X” notehead placed on the top line of the staff is a stick click.
- Markings of “E”, “C”, and “1/2” designate playing zones of edge, center and ½ way between the edge and center of the drumhead.

Tenors:
- An “X” notehead with a circle around it is a rimshot.
- An “X” notehead placed on the top line of the staff is a stick click.
- The numbers 1 and 2 above notes correspond to the two 6" spock drums. 1 is the right drum and 2 is the left.
- A “+” notehead denotes a crossover.
- An accent mark with a staccato denotes a rim shot that should be immediately followed by muffling the drumhead. This is commonly known as a skank.
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Bass Drums:

• An “X” notehead on the center staff line is a unison rim-click. All rim-clicks are to be played at a mf (9') dynamic level.
• A staccato mark over a note means the note is to be played with one hand while the other hand muffles the center of the opposite drumhead.

Cymbals:

• Assume all notes are standard crashes unless otherwise marked.
• Notes written on the middle staff line are unisons to be played by all players.
• A “+” sign above a note denotes a crunch.
• A triangle shaped notehead denotes a tap.
• A notehead with a diagonal line through it denotes a zing.
• A marking of (HH) denotes a high-hat.
• A note followed by a wavy line denotes a sizzle. Sizzle for the written duration. Sizzles are usually followed by a “suck”, meaning the action of bringing the cymbals back together to stop the sizzle.
• An “X” notehead in parentheses is a crash choke. This will also typically be marked with an accent and staccato mark. This sound should be as short as possible.
The Bearkat Bounce (7 Bass)
The Bearkat Bounce

Chase Bronstein

$\frac{\text{Cymbals}}{j=114}$

\[
\begin{array}{c}
\text{f} \\
(\text{HH}) \\
\text{mf} \\
3 \\
7 \\
11 \\
15 \\
19 \\
23 \\
(BMB Drumline 2012)
\end{array}
\]