

## **Additional information on reading the percussion charts:**

### **Keyboard Part Assignments:**

All keyboard parts are assigned left to right. This would generally be the order of difficulty from most difficult to least difficult:

World Class (Grade 4/5) - Marimba 3, 2, 1, 4, Xylophone, Vibe 3, 2, 1, 4, Glockenspiel

Open Class (Grade 3/4) - Marimba 2, 1, 3, Glock/Xylo, Vibe 2,1,3

A Class (Grade 2/3) - Marimba 1, 2, Glock/Xylo, Vibe 1, 2

All keyboards should have a suspended cymbal mounted. Some marimba parts have splash cymbals assigned. The world class xylophone parts will usually require a set of crotales.

### **Front Ensemble Set Up:**

All front ensemble music is written with the idea that the marimbas will be together in a line in the center. The vibes should either be split on either end of the marimbas or evenly spread around/behind the marimbas. The glockenspiel and xylophone should be in the second row and close to the center. Any variations in the set up may jeopardize the integrity of the arrangement.

### **Staccato Marks:**

Staccato marks on a keyboard note will specify "dead strokes".

A staccato mark on a cymbal, drum, or other percussion instrument will specify a dampened or choked sound.

A staccato mark on a keyboard, guitar, or bass part indicates half the value of the note.

### **Tenuto (Stress) marks:**

A tenuto mark on a percussion instrument will indicate that the note should have slightly more weight and volume than the unmarked notes.

A tenuto mark on a keyboard, guitar, or bass part reinforces that the note is to be played at full value.

### **Caesura:**

A caesura indicates that a sound is to be dampened on the specific count under the marking.

## **Marching Cymbals:**

All parts written on the middle line indicate unison parts.

All parts written on the space below middle line indicate split parts. When the part is labeled "Split A/B", the music should be split half and half amongst the section. Other times the music may call for individual note splits.

Here is the short hand for the cymbal techniques:

VO - vertical open crash (standard crash technique)

CC - crash choke

Hoz - horizontal crash

HCC - horizontal crash choke

Orch - orchestral style crash

HH - hi hat

Siz - sizzle

Suc - suction of cymbals together (quick and short)

Siz-up (or siz-suc) - sizzle followed by a suction

Tap - tap tip of cymbal (may be designated in a specific zone)

P - punch (aggressive tap choke)

Bell - bottom of one cymbal strikes inside bell of other

Z - Zing (Zieschen)

Slam - large motion crash from high in the air

## **Dynamics/Heights:**

For the battery music, the dynamic/stick height correlation is as follows:

fff - 15" or higher

ff - 12"

f - 9"

mf" - 6"

mp - 3" (tap height)

P - 1.5"

pp - 0.5"

## **Notated Releases:**

For all notes valued at a half note or longer, the release will be notated with an eighth note.