



DrumlineMusic.net

Royal Cottage

2010 Royal HS Drumline Warm-up

By Geoff Middleton

Royal Cottage

2

D

15

S 
R R R R sim... L R sim...

T 
r r l l r r l l r r sim... r l l r r l l r r L sim...

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

C 

E

19

S 
r r l l r r l l r r l l R l l R l l l R R

T 
r r l l r r l l r r l l sim... r l l R l l l l R

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

C 

F

23

S 
r r l l r r l l r l l r r l l r r l l r L r k k R l l r r l l r r l r r r r l l r r l l R l l r r l l R l

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

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

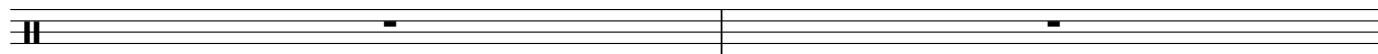
C 

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♩ = 100



A

3

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

B

7

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

C

11

R L R L

D

15

r r l l r r l l r r sim... r l l r r l l r r L sim...

E

19

r r l l r r l l r r l l sim... r l l R l l l l R

F

23

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

G

27

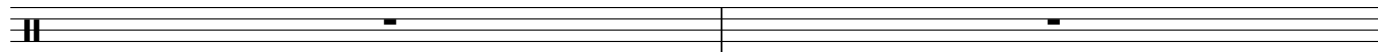
R R R(l) R l r L

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♩ = 100



A

3

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

B

7

R _____ r L L r R L R L r L r R L R r R L R r L

C

11

R _____ L _____

D

15

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

E

19

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

F

23

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

G

27

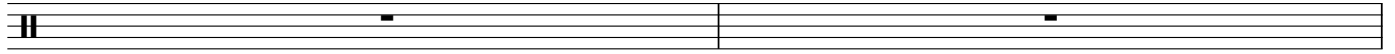
R R R R R R R R l R L R L L L L L R l l R l l r L R L

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20010 Royal HS Drumline Warm-up

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♩ = 100



A



B



C



D



E



F



G



Standard Notation

For a detailed description on how to execute techniques within our Standard Notation visit:
<http://drumlinemusic.net/education/notation/>

Universal

Rolls

Normal Stroke Diddle (Dbl Stroke) Double Stroke Open Roll Buzz Roll Dry Crush Wet Crush Flam Double Stop

Snare

Shots Clicks & Knocks Cymbal Hits

Rim Shot Ping Arm Shot Stick Shot Stick Click Rim Knock Rim Click Shell Click Crash Cymbal Ride Cymbal Bell of Ride Cymbal Back Stick

Tenors

Can be placed on any line

Spock (Drum 5) Drum 1 Drum 2 Drum 3 Drum 4 Stick Click Shell Click Skank (Usually 4th Drum) Cross-Over Rim Shot

Bass Drums

Unison

Drum 1 Drum 2 Drum 3 Drum 4 Drum 5 Unison Hit Unison Rim Click Muted Hit

Cymbals

Crashes

Orchestra Crash Flat Crash Port Crash Crash-Choke Hi-Hat Crunch Sizzle Suck Tap Tap-Choke Zing

Dynamics Articulations and other Expressions

In general, when an accent (>) is given, it is the desire of the author that the note be played at one dynamic level higher than given. If a note is given a marcato (^) marking, these should be played two dynamic levels above the given level. However, there are exceptions to these guidelines. Sometimes you may see markings like this: *f/mp*. Some prefer to call these Fractional Dynamics or Two Heights. In any case, the accents in such passages, are to be played at the first dynamic marking *f*, while the taps (non accented notes) are to be played at the second dynamic marking *mp*.

Stickings

Most stickings are self explanatory: R or r = Right, L or l = Left. If the note is accented the sticking is capitalized, if it is not accented the sticking is lowercase. If no stickings are present it is standard to use alternating sticking. As a rule of thumb, rights should be played on the beat, and the & of the beat, while the left strokes should be on the E and the Ah of a 16th note passage. This rule applies whether or not there are rests or some 8th notes in the 16th note passage. 8th note passages should alternate stickings, right stroke on the beat, left stroke on the off beat.