## PERCUSSION DISCUSSION

**SCORE** 

Corps Style Percussion Parts by Jay Wanamaker

Music By Bob Foster

DRIVING ROCK TEMPO( d = 140)







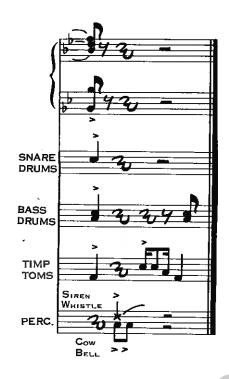












D. C. al Coda

**Oda** 



## PERCUSSION PERFORMANCE GUIDE-

Back Stick- Strike the snare drum with the butt ends of the drum sticks.

Back Stick

- Bass Drum Dips- (B.D.D.) While remaining in a stationary position, bass drummers should bend from the waist down and raise to a standing position while slightly bending backwards. Every other bass drummer should do the same movement on the opposite counts.
- <u>Gross Sticking</u>- (C.S. L) Tim-tom players should cross one forearm R over the other forearm while playing.
- <u>Drop-</u> All percussionists should immediately bow heads with arms dangling at sides in a limp manner.
- <u>Head Dip</u>- (H.D.) Percussionists should execute a down-up movement with their heads by lowering their heads and then raising them to a normal position.
- Head Turn- (H.T.) Percussionists should turn heads to their right hand side and then their left hand side, and then back to normal.
- Kneel- Cymbalists and snare drummers should kneel on the ground, in a uniform manner at the appropriate time.
- Lean\* Percussionists should lean backwards slightly, while bending at the knees.
- Lean\*\*- Snare drummers should place right foot behind left foot, while touching right toe to ground. Place right elbow on the neighboring snare drummer's shoulder. Each snare drummer should look to the drum on their right hand side.
- Lie Down- Cymbalists lie down on the ground (on their backs) while holding cymbals above their heads at the same time that the snare drummers (who are kneeling) play on the cymbals.
- Rim Shot- Snare drummers should strike the drum head three inches from the rim while simultaneously striking the rim.

Rim Shot

Stick Shot- Strike the right stick on the left stick while the left stick is part way on the drum and rim.

Stick Shot

(Percussionists should stand in place when performing "Percussion Discussion.")