

INTRODUCTION

This book is divided into six parts, as follows:

- Part I Back-Sticking Exercises
- Part II Cadences Utilizing Back-Sticking
- Part III Exercises for Timp-Toms
- Part IV Cadences Utilizing Timp-Toms
- Part V Cadences Featuring Back-Sticking and Timp-Toms
- Part VI Rock and Soul Cadences

Following are abbreviations, symbols, and illustrations for information and instruction purposes:

- S. D. = Snare Drum
- T.D. = Tenor Drum
- T.T. = Timp-Toms
- Cym. = Cymbals
- B. D. = Bass Drum

♯ denotes a note that is to be back-sticked. Back-sticking is accomplished by turning the stick, while playing, so that its butt end, rather than its bead end, strikes the drum head.

Striking the Drum With the Right Hand



Striking the Drum With the Left Hand



In executing a back-stick, the butt end of the stick is rapidly flipped under (in the case of the right hand) or over (in the case of the left hand) as shown below.

Right Hand Under:



Left Hand Over:



For use in actual marching situations, tempi at which any of these patterns will be taken will be those customarily used by the group on such occasions. For special drills, or when they are used as exercises, however, each of these patterns may be performed at a wide range of speed, depending on the director's or instructor's desires. This will be especially true while they are being learned by the individual players or the group as a whole.

While all of these patterns will prove to be equally exciting and effective at or around the standard marching cadence of 120 beats per minute, it will be found that some of them lend themselves more readily than others to significantly slower or faster tempi, especially for special presentations or routines.

The author hopes that these 58 new cadences and exercises, specifically designed to show off the modern marching percussion at its most brilliant and effective level of performance, will fill the needs of all percussion players and instructors, as well as directors of all units employing such groupings of instruments.