# Introduction to Pipe Band Drum Score Reading 

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## Basics:

- Pipe band drumming only consists of one line.
- Any note (dot) on top of the line is played on the right hand.
- Any note below the line is played on the left hand.

- The vertical lines are used to divide the line up into bars.
- There are always 4 bars in a line of music.

- The thick lines shown above show us where a part of music starts and finishes.
- When we see a long and short thick line only, we play that section once.
- When we see the long and short line accompanied with 2 dots as shown below, we repeat that piece of music again.

- When we have completed each part of music the correct number of times, we move on to the next part.


## Sheet Layout:

Time Signature/
Tune Type
Title
Author(s)/Year/Band


Lines of Music


## Singles \& Note Values



- In this exercise, each bar has three beats (represented above by the letter 'B').
- Each bar after bar one, starts with beat 1 and beat 3 of last bar. They are the same beat. See below.

$$
123,123,1
$$



| Note | Name | Description |
| :---: | :---: | :---: |
| $\begin{array}{r} B \\ \hline 0 \\ \hline 1 \end{array}$ | 1/4 Note | Next note is a full beat after. |
| $\begin{array}{ll} 3 & 2 \\ 1 & 2 \\ \hline & i \end{array}$ | 1/8 Note | Next note is halfway between first note and next beat. |
|  | 1/16 <br> Note | 4 notes between beats. First note on first beat. |
|  | $\begin{aligned} & \hline 1 / 32 \\ & \text { Note } \end{aligned}$ | 8 notes between beats. First note on first beat. |
|  | Whole Note | Whole bar between notes. Typically used to write opening rolls. |

## Mama Dada's (Doubles):



- Even volume on each tap. This avoids a "pulse" sound at speed.
- Use wrist and arm movement along with bounce of pad/drum to get into a rhythm when playing at speed.


## Exercise; Reading Test

- Read the exercise below and attempt to play through it using what you learned on the previous page.



## Symbols:

| Symbol | Name |
| :---: | :---: |
| $\begin{gathered} i \\ 1 \\ 1 \\ i \end{gathered}$ | Accent singles |
|  | Flams |
|  | Double stroked rolls |
|  | Triple stroked rolls |
|  | Triplet |
| 中 | Roll single stroke (buzz) |


| Symbol | Name |
| :---: | :---: |
|  | Accented roll |
| Fi | Chips/Fortes/Ins n' Outs (Can also be highlighted) |
|  | Crescendo |
| $\overline{\overline{\operatorname{lin} i}}$ | D-Crescendo |
|  | Drags |
|  | Swiss Ruffs |

## Basic Rudiments/Exercises:

Flams:


Triplets with Accents:


Paradiddles; Accent on 1


Flam Taps:


Fives:


Triplets; with flams:


Flamadiddles:


Flam Tap Paradiddles:


Drag TapTaps:


Flam Tap Triplets:


Ratamacues/Sevens:


## Rolls:

## Roll Values:

- Rolls are made up of buzzes and taps.
- When we execute Mama Dada's (doubles) at a high tempo we get a roll.
- Therefore, a buzz in theory, is considered as two taps.
- A tap is considered one.

So if we want to play a $\mathbf{7}$ stroke roll; we play buzz (2), buzz(2), buzz(2), tap(1). 2+2+2+1=7


5 stroke would be buzz (2), buzz(2), tap(1). 2+2+1=5


The numbers given are the rolls value.

Key Roll Values:

| Roll Value: | As Written | Description |
| :---: | :---: | :---: |
| 5 Stroke | F | Buzz, buzz, tap. |
| 7 Stroke |  | Buzz, Buzz, Buzz tap. |
| 11 Stoke |  | Buzz, Buzz, Buzz, Buzz, Buzz, tap. |
| $13$ <br> Stroke |  |  |

## Accented Rolls:

- Accent rolls begin with a tap/accent.
- The beginning of the roll would have an accent symbol above it.
- Because the rolls start with a tap, they have different values but are very similar to standard rolls.

The 7 stroke roll becomes 6 when it is accented.
Tap (1), Buzz(2), Buzz(2), Tap(1). 1+2+2+1=6


The 5 stroke becomes 4 .
Tap(1), Buzz(2), Tap(1).


- When practicing accented rolls, make sure you are getting a clean tap into the rolls! This can be an awfully bad habit!!

Key Accent Rolls:

| Roll Value | As Written | Description |
| :--- | :--- | :--- |
| 4 Stroke | Tap, Buzz, Tap |  |
| 6 Stroke | Tap, Buzz, Buzz, Tap |  |
| 10 Stroke | Tap, Buzz, Buzz, Buzz, Buzz, <br> Tap. |  |

Roll Reading Exercise:


Triplet Rolls/Trizlets (Advanced):

- Very advanced roll phrase.
- 4 stroke accented roll played within a triplet.
- Tap, Buzz, tap, tap.
- All taps on the same hand.


4
4

## 'THE TRIPLET ROL THINGY'



 lid $+2 i d+3 i d+4 \ldots$

 lidtid 2 tid 3id+4...



## Dots \& Cuts:

- Dots and cuts add groove to the music.
- They remove the straightness in the music and add a bouncy feel.
- When learning to reading dots and cuts it's best to speak out the phrase.
- Dotted notes are read as "dum".
- Cut notes are read as "da".



## Dot Cuts in Rolls:

## 5 stroke Dot Cut roll:

- Typically starts on the right hand and is
followed by a left tap.


4 stroke Dot Cut rolls:

- Uses same groove we used at the start of dots and cuts.





## 4/4 Breakdown of Phrases:



## Tap 5/Flam 5 Movement:

- In this movement we play a flam, or a tap immediately followed by a 5 .

- If there is a note after a cut note, we treat that next note as if its dotted.
- We phrase it with the same "Da Dum" expression as if it were cut dot.

- This is also the case for dotted notes. If the note after does not have a cut, treat it like it does.

4/4 Phrase:



Breakdown of Phrases 3/4:




## 






* "Terzibus"

2
(
\&
.8



| 40 |
| :--- |
| 0 |

就
 3 4 MARくH 4

10, - -



Cimposeo For Youcunc Pipe Dand 2020

## Strathpeys:

- Marches, reels and hornpipes typically have an average Beats Per Minute (BPM) of between about 70-85BPM.
- Strathspeys can be anything from 100-120BPM.
- The BPMs given here are just examples. Every band has its own comfort/musical zone.
- Strathspeys have 4 beats per bar.


## Idiom:

- A tunes idiom refers to the style, phrase and feel of the tune.
- Different tune types require different idiomatic phrasing.
- Strathspeys are among the most difficult idioms to execute.
- The idiom of a strathspey is Strong, Light, Medium, Light. A different emphasis for each beat in the bar.

Sample Strathspey Phrase:


The letters above represent the Strong, Light, Medium, Light idiom needed for strathspey. They also show where the beat is.

Strathspey Movements/Rudiments:

| Movement | Description |
| :---: | :---: |
| $\begin{array}{r} \text { Five } \\ 3 \\ 0 \\ 0 \\ \hline 0 \\ 4 H^{0} \\ H \end{array}$ | In a strathspey, a 5 is written with a triplet. It is tap, triplet, tap. This is because of the difference in rhythm and the different interval between notes due to the quicker tempo. <br> However, it is essentially played the same, only slight differences. |
| Drag Tap Flam | A common movement in strathspeys. Played with the sound of a triplet. Evenly spaced apart. |
|  | Because of the tempo/idiom difference of strathspey. This roll is played as a 9 -stroke roll. |
| Flam tap triplet movement | Common strathspey movement. Played quick. |
| 5 stroke roll-five movement | $\begin{array}{ccc} 0^{3} & 3^{3} & 0 \\ \text { 中 }_{0}^{\prime} & \square & \square \end{array}$ |

## Jigs:

- Jigs are played around the same tempo as strathspeys.
- However, jigs are played straighter and don'† have such a complex idiom.
- The idiom for Jigs is Strong, Light, Strong, light.
- Different Jig time signatures have different beats per bar.

| $\mathbf{6 / 8}$ | $\mathbf{9 / 8}$ | $\mathbf{1 2 / 8}$ |
| :---: | :---: | :---: |
| 2 beats per bar | 3 beats per bar. | 4 beats per bar |

- Jigs have no Dots \& Cuts.

Jig Rolls:

| As Written | Roll Value |
| :--- | :--- |
| 5 Stroke. |  |
| Double stroked roll. |  |
|  | I Stroke. <br> Triple stroked roll with $1 / 8$ note <br> finish. |

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Extra Reading Exercises

## "Reading Phrases"



