

WSUDL NOTATION MAPS

Update 2015v2

(VDL_Template_6.0b)

"Ratios" may be seen above a staff (9:5:3, 7:3, 12:3, 12:7:5, etc) and generally coincide with dynamic markings/changes. These numbers dictate stick-heights for that section. The first # is the accent/higher, the last # is the tap/lower. The middle # is the "tenuto"/half-accent, described below.

snare/universal/general

Regular Hit, Rim Shot, Ping Shot, Diddle, Buzz Roll Triplet Pulse, Buzz Roll 16th Pulse, Fat Crush, Dry Crush, Rim, Rim Knock, Stick Shot, Cross Over, Shell Click

2

s.c., r/l, Stick Click (R on L) won't always say 's.c.', Ride Cym, Ride Cym Bell, Crash, HiHat, HiHat Tight, HiHat Loose, Dread Lock, Hot Rods, Ghost (no note head), Back Stick, Solo (usually center) Snare, Tenuto is often used when a note should be higher than a tap but lower than an accent.

quads

Drum 1, Drum 2, Drum 3, Drum 4, Drum 5, Cross Over, Rim Click, Rim Shot, Hand Muffle, Muted Tap, Skank, Stick Click, Shell Click

bass drum

Drum 1, Drum 2, Drum 3, Drum 4, Drum 5, Drum 6, Unison, Mute (w/ LH), Double Crush, Rim Click, Rim Shot

cymbals

stems up for unison, down for split

5

P Port Crash, O Orch Crash, F Flat Crash, Crash Choke Secco (Dry), Crash Choke Fat, Sizzle, Suck, E Tap Edge, H Tap Halfway, Tap Choke

6

Crunch Choke, HiHat, Ding, Click, Zing, O Suck, In Suck