

WSUDL NOTATION MAPS

Update 2019v3

(VDL_Template_6.2)

"Ratios" may 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

1

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

4

Drum 1 Drum 2 Drum 3 Drum 4 Drum 5 Drum 6 Drum 7 Unison Mute (underlined) Double Crush Rim Click Rim Shot

cymbals

5

Crash Crash Choke Secco (Dry) Crash Choke Fat Sizzle Suck Vac Suck E Tap Edge H Tap Halfway Tap Choke HiHat Ding Click Zing