

Notation Reference

MuseScore Drumline 0.3.0 (Alpha)



Drum

hit (unison)

A musical staff with a double bar line at the beginning. It contains ten quarter notes on a single line, each with a vertical stem pointing upwards. The last note is followed by a diagonal slash indicating the end of the staff.

rims

rims (unison)

A musical staff with a double bar line at the beginning. It contains ten quarter notes on a single line, each with a vertical stem pointing downwards and a small 'x' mark at the bottom of the stem. The last note is followed by a diagonal slash indicating the end of the staff.

Timing

dot - (unison) hand clap metronome - (accented)

A musical staff with a double bar line at the beginning. It contains five quarter notes on a single line. The first note has a dot above it. The second note has a horizontal line above it. The third note has a horizontal line above it with a vertical tick mark at the end. The fourth note has a horizontal line above it with a vertical tick mark at the end. The fifth note has a horizontal line above it with a vertical tick mark at the end and a vertical line above it.

Articulations

staccato legato portato sforzato marcato hand mute

A musical staff with a double bar line at the beginning. It contains six quarter notes on a single line. The first note has a dot above it. The second note has a horizontal line above it. The third note has a horizontal line above it with a vertical tick mark at the end. The fourth note has a horizontal line above it with a vertical tick mark at the end and a vertical line above it. The fifth note has a horizontal line above it with a vertical tick mark at the end and a vertical line above it. The sixth note has a horizontal line above it with a vertical tick mark at the end and a vertical line above it.

Strokes

flam drag buzz crush

A musical staff with a double bar line at the beginning. It contains four quarter notes on a single line. The first note has a vertical stem pointing upwards and a small 'f' mark at the top. The second note has a vertical stem pointing upwards and a small 'd' mark at the top. The third note has a vertical stem pointing upwards and a small 'b' mark at the top. The fourth note has a vertical stem pointing upwards and a small 'c' mark at the top.

Other

mallet click sticks in

A musical staff with a double bar line at the beginning. It contains two quarter notes on a single line. The first note has a vertical stem pointing upwards and a small 'm' mark at the top. The second note has a vertical stem pointing upwards and a small 's' mark at the top.



All stems are up, beams are fluid

All articulations are above

Except for unison rims (stems down)

Too many notes without enough spacing can make it really hard for a performer to read - same with logical groupings

Start new beams with the beat or logical grouping like tuplets

Show the performer how exactly you want them to play by notating dynamics and phrasing

mp *f* *p*

Adding sticking (left, right, both) gives the performer even greater clarity (normal stroke = lowercase, accented = UPPERCASE)

mp *f* *p*

Sticks & beaters

hard felt

medium felt

puffies

sticks

brushes

rods

Visuals

finger twirl

front flip

back flip