

BATTERY TECHNIQUE

(Cymbals)

1. The following is a list of sounds we will be using in this years battery ensemble. In combination with familiarizing yourself with these sounds, make sure to take care of your physical conditioning. Playing cymbals in a marching unit is quite a physical task and you need to carry the cymbals with ease.
 - **Taps** – tapping the edge of one cymbal with the other
 - **Zings** – scraping outward along the inside of the bow of one cymbal with the edge of the other
 - **Dings** – a tap, but this time against the inside bell
 - **Sucks** – a vacuum effect achieved by placing the cymbals directly against each other vertically (but with one cymbal slightly higher than the other) and then aggressively bringing the cymbals in alignment with one another, causing the vacuum effect to occur
 - **Sizzles** – bringing the cymbals together vertically, but with a gentler force causing a sustained “sizzle” to sound
 - **Sizz-Sucks** – a Sizzle followed by a Suck
 - **Crunches** – slamming the cymbals together from a distance for a forceful hi-hat sound.
2. Also, cymbals are much like our marching bass drum unit and require a solid foundation in timing. You should be prepared to play both in a duple and triple meter.
3. Please check out the following website:
http://join.sevanguard.org/cymbal_requirements.cfm
This is SCV’s cymbal audition page and all of the information I will be giving you will be coming out of Vanguard’s playbook.