Wyoming Western Thunder Technique

**Approach**
Proper technique is based on relaxation. Successful playing is based on efficiently using all muscles such as finger, wrist and arm with minimal overall effort. All strokes are initiated by the wrist, with the finger and arm naturally assisting the motion.

*Make sure to mark time and practice with a metronome. Each exercise should be played as slow and fast as possible.*

**Dynamics and Heights**

<table>
<thead>
<tr>
<th></th>
<th>Height</th>
<th>Angle</th>
</tr>
</thead>
<tbody>
<tr>
<td>p</td>
<td>3”</td>
<td>0°</td>
</tr>
<tr>
<td>mp</td>
<td>6”</td>
<td>22.5°</td>
</tr>
<tr>
<td>mf</td>
<td>9”</td>
<td>45°</td>
</tr>
<tr>
<td>f</td>
<td>12”</td>
<td>67.5°</td>
</tr>
<tr>
<td>ff</td>
<td>15”</td>
<td>90°</td>
</tr>
</tbody>
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**Stroke Types**
There are four stroke types that make up every note we play. Mastery of these four strokes creates the most efficient and relaxed playing.

**Full Stroke:**
Accented note
Legato stroke
High to high
Let the stick rebound back to the previous position.

**Down Stroke:**
Accented note
Marcato stroke
High to low
Don’t force the stick down or squeeze. Staying relaxed, stop the stick at the desired height with the weight of your hand. Should sound identical to a Full Stroke.

**Tap Stroke:**
Unaccented note
Legato stroke
Low to low
Should have a full sound, even at 3”

**Up Stroke:**
Unaccented note
Marcato stroke
Low to high
Physically turn your wrist to reach the desired height.
8-8-16
Western Thunder Drumline

Basses: This is your split pattern.
Play unison with snares until split is called.
Use this split for 2's, 3's, and 4's.
Double Triple
Western Thunder Drumline

Snares

Tenors

Basses

Drumline Score

arr. Mike Eubanks

Fred Sanford

Western Thunder Drumline
Paradiddles
Western Thunder Drumline

Drumline Score

Snares

Tenors

Basses

Cymbals

Mike Eubanks
Higga Digga Burr
Western Thunder Drumline

Triplet Rolls
Cymbal Worksheet
Western Thunder Drumline

1. Runs - Down

2. Runs - Up

3. Runs - Split 1

4. Runs - Split 2

5. Sizzle/Choke 1

6. Sizzle/Choke 2