

- Now, let's add a hi-hat. Click the pitch F#2, which is the MIDI note for the hi-hat. Name it "Hi-Hat." To make it display X-noteheads, click each "Select" button, to the right of the Open and Closed fields, and choose the X notehead.

Now, when we enter our notation, these noteheads and staff positions will be assigned to the MIDI notes that we want. The key is the MIDI notes. Everything is tied to them. These are all ways of notating what the MIDI drum note will play back.

You don't have to assign every single possible note. Just assign the ones you'll use. For drum set, I'd usually only assign bass drum, snare, hi-hat (open, closed, foot), ride, crash, and maybe a couple toms. If I decide I need something else, I can always edit my map later on.

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## Playback



Let's configure Finale to play back your drum sounds correctly. If you like, you can try playing back your score now, just to see what it does by default: it chooses a piano sound, rather than drums. Interesting, but not what we want.

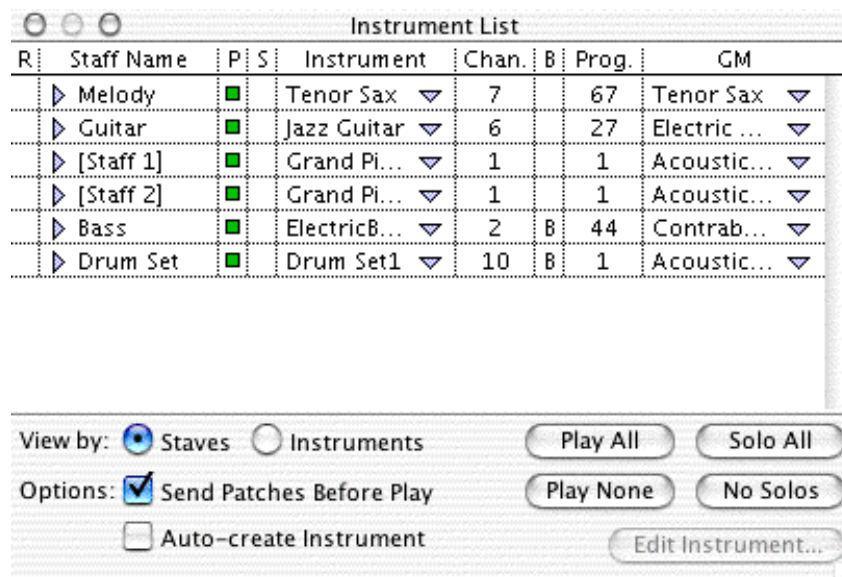
The trick is, in MIDI, programs like Finale transmit different sounds via different MIDI "channels." (Yes, I'm oversimplifying. Take [MIDI Sequencing Basics](#), if you want to learn the whole truth about this.)

A MIDI channel is sort of like a channel on your television. There are a couple differences. First, in MIDI, you can choose your own programs. Second, this television can play several channels simultaneously.

To generalize, each channel plays an instrument. The convention is that channel 10 is reserved for percussion. It's like certain cities have a channel reserved for PBS. No commercials! PBS is similar to the other channels, but has some different kinds of programming. Likewise, in MIDI, channel 10 is all drums, all the time. Unless you get fancy, which is a story for another time.

So, we need to set Finale's drum staff to broadcast on channel 10. Here's how.

1. Choose Window-Instrument List. Notice that there is a line here for each of your staves. You can assign all instruments in your score unique playback instruments.



R	Staff Name	P	S	Instrument	Chan.	B	Prog.	GM
	Melody	■		Tenor Sax	7		67	Tenor Sax
	Guitar	■		Jazz Guitar	6		27	Electric ...
	[Staff 1]	■		Grand Pi...	1		1	Acoustic...
	[Staff 2]	■		Grand Pi...	1		1	Acoustic...
	Bass	■		ElectricB...	2	B	44	Contrab...
	Drum Set	■		Drum Set1	10	B	1	Acoustic...

View by:  Staves  Instruments

Options:  Send Patches Before Play  Auto-create Instrument

Buttons: Play All, Solo All, Play None, No Solos, Edit Instrument...

2. In the Drum Set staff, in the Instrument column, choose "New Instrument." This brings up the Instrument Definition Window.
3. Enter "10" in the Channel field.
4. Then choose channel 10 for your MIDI gear, and a drum-set program. These will vary based on your personal MIDI setup. Forget the rest of it, for now; this is enough to get you started. Play it back, and enjoy your drum sounds!

### Instrument Definition

Instrument Name:

Channel:

Patch:

Bank Select 0	Bank Select 32	Program Change
<input type="text" value="80"/>	<input type="text" value="0"/>	<input type="text" value="1"/>

General MIDI:

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## Special Notation



Drumbeats often repeat, and drummers (and other rhythm-section musicians) generally prefer to just read a repeating beat once, and then read repeat signs. This frees them to pay more attention to their bandmates than to their score.

Here's how "Sweet" looks, using the repeat symbols.

# "SWEET"

FROM THE BERKLEE PRACTICE METHOD: TEACHER'S GUIDE      MATT MARUOLIO

The musical score is presented in a system with five staves. The top staff is labeled 'Melody' and uses a treble clef with a key signature of one sharp (F#) and a 4/4 time signature. The second staff is labeled 'Guitar' and uses a treble clef. The third staff is labeled 'Keyboard' and uses a grand staff (treble and bass clefs). The fourth staff is labeled 'Bass' and uses a bass clef. The fifth staff is labeled 'Drum Set' and uses a drum set clef. The first measure of each staff contains musical notation, while the following three measures contain a repeat sign (a slash with a dot above and below) to indicate that the first measure's pattern repeats.

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## Special Notation



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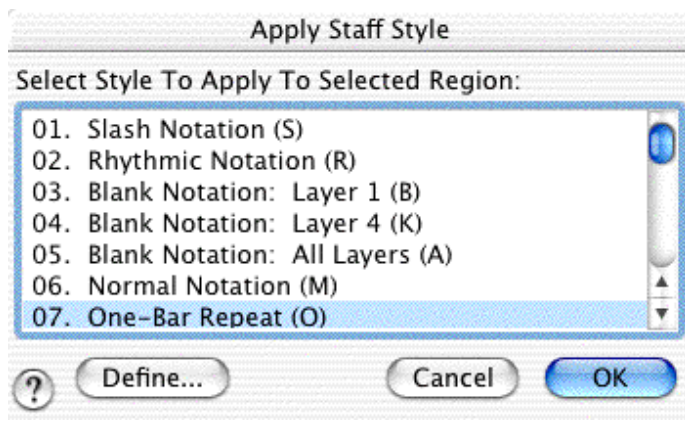
To add these symbols, we use a Finale feature called "Staff Styles." Here's how it works.

1. Create a score with your notated beats in every measure. (Use Mass Edit to clone a measure by dragging your original to the target measures.) This is just like our original score, from topic 2.

**"SWEET"**

FROM THE BERKLEE PRACTICE METHOD: TEACHER'S GUIDE      MATT MARUOLIO

2. Choose the Staff tool, and select the measures that you want to use the repeat symbols. We'll choose the repeated measures for the whole rhythm section.
3. Choose Staff-Apply Staff Styles, and choose "One-Bar Repeats."



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**Tip**

Here's a shortcut. After you choose your measures, just type "o." You can avoid the menus!

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## Special Notation



Here's how the score looks. I respaced the music (Mass Edit–Music Spacing–Apply Beat Spacing) to give the melody notes some more room, which is another good reason for using the repeats in this dense rhythm-section part.

# "SWEET"

FROM THE BERKLEE PRACTICE METHOD: TEACHER'S GUIDE      MATT MARVUOLIO

The score is arranged in five systems. The first system is the Melody line in treble clef, 4/4 time, with a key signature of one sharp (F#). The second system is the Guitar part in treble clef, 4/4 time, with a key signature of one sharp. The third system is the Keyboard part, split into treble and bass clefs, 4/4 time, with a key signature of one sharp. The fourth system is the Bass part in bass clef, 4/4 time, with a key signature of one sharp. The fifth system is the Drum Set part in a drum clef, 4/4 time, with a key signature of one sharp. The rhythm section (Guitar, Keyboard, Bass, and Drum Set) includes repeat signs (slashes with dots) in the second, third, and fourth measures of each system. The drum set part uses rhythm notation (x's on the staff) for the first two measures of the first system.

Staff styles can be used for other types of notation, as well, and these are often of use to drummers. For example, here we choose Rhythm Notation for a few bars, rather than "One-Bar Repeats." This type of notation is used when you want them to just "hit something." Try some of the other staff styles, and see how they work.

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**Finale Drum Notation Quiz**

Answer the following seven True/False questions based on the content of this lesson.

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Thanks very much for taking this Berklee Shares course, which is in the same style as my Finale courses. I hope that these materials have helped you to write for drum set."

To learn more about writing for drum set, check out the arranging courses here, which very closely model the Berklee arranging courses. In [Arranging I](#), you'll learn to include drum-set notation in your scores, and so much more.

To learn more about Finale, check out my own Finale courses on [Berkleemusic.com](#). [Finale Basics](#) teaches the essential elements of the software. [Finale for Composers and Arrangers](#) is for people with a strong working knowledge of Finale, but who want to make more efficient use of their time, and explore some of the more advanced functions in greater depth.

And while I have your ear, I'd like to recommend two books to you that I co-authored. [Essential Songwriter](#) is a concise, finely honed, tiny-but-mighty resource of chord progressions, technical songwriting ideas, and suggestions for the songwriting process. I also wrote the teacher's guide to *The Berklee Practice Method* series, which I served as the series editor. These books teach how to play in a band. Beyond the basics of instrumental technique, they show how to listen to your bandmates, improvise, interpret lead sheets, and many, many other techniques that rarely get taught in more traditional methods. My *Teacher's Guide* shows how to develop a "band" instruction program using the other books in this series.

I've also edited a number of books about playing drums:

[Beyond the Backbeat](#), by Larry Finn

[Instant Drum Set](#), by Ron Savage

[The Berklee Practice Method: Drums](#), by Ron Savage and Casey Scheuerell

And Berklee Media has a number of other drum-related products, which you can review on our [Web site](#).

Again, thanks for reading. I hope you found this lesson useful.

Jonathan Feist  
Senior Writer/Editor of Berklee Press  
Berklee College of Music

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