

## Howard High School Dynamics System

- The Howard High School Drumline uses a dynamics system that includes specific heights (This makes it easier to understand visually, while helping to create uniformity)
- We strive to have a consistent approach to the drum regardless of heights/dynamics
- In general, consistency of heights dictate volume, however the music is the ultimate factor in defining volume (There will be situations in which players are asked to play a phrase **stronger** or **lighter** than normal for musical expression)
- Additional arm is added above 15"
- The sticks will never travel past vertical but will be higher in the air because of the arm extension additions for any height above 15"

### Heights

- **pp** 1 ½ " (grace notes)
- **p** 3" (played at edge or with lighter touch)
- **mp** 3" (common inner beat height)
- **mf** 6"
- **f** 9"
- **ff** 12"
- **fff** 15" (vertical)
- **ffff** 18" (anything above 15" will be specifically defined for visual effect)

