

Scoring Percussion and Drum Set Parts in Sibelius

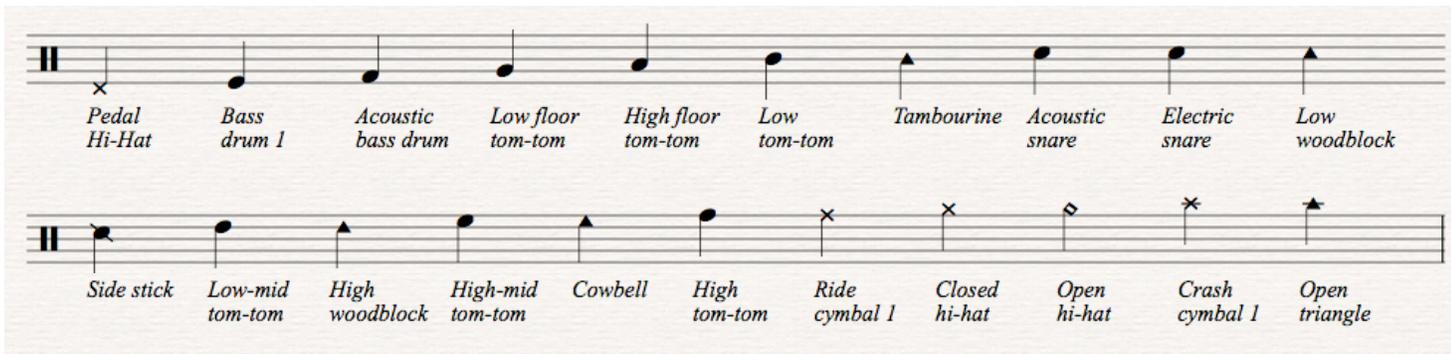
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The PAS Standard

Sibelius uses the Percussive Arts Society (PAS) standard for drum set notation. There are three basic rules for this style of notation:



About Drum Maps

- Sibelius uses percussion maps or drum maps that assign sounds and percussion notation to specific lines and spaces.
- There are many different drum maps in Sibelius and the sounds and noteheads are frequently assigned differently in each map.
- Sibelius gives you two options when entering into percussion staves with a MIDI keyboard. You can play the MIDI drum pitch or play the staff notes to which the percussion sound is assigned. I find playing the MIDI note on a MIDI keyboard to be the most efficient entry method and it usually requires the least amount of editing.

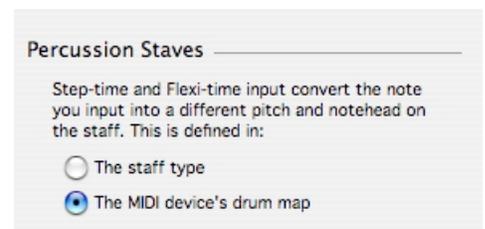
First, you must tell Sibelius which entry method you are going to use.

1. Select Preferences:

- a. Mac: Select Sibelius > Preferences > Note Input.
- b. Win: Select File > Preferences > Note Input.

2. Under Percussion staves, check “The MIDI Device’s drum map.”

3. Click OK to close the Preferences window



Below is a partial list of the standard General MIDI percussion map note assignments. You can download the complete file from www.sibeliusbook.com in the Downloads page:

General MIDI (GM) Percussion Note Assignments

GM Percussion sounds: Assign to MIDI channel 10
Notes below E1 and above D#6 are not assigned. When played, no percussion sound will be heard.

Octave # (MIDI #)	E1(28)	F1(29)	F1(29)	G1(31)	G#1(32)	A1(33)	A#1(34)	
GM Sound:	Slap	Scratch Push	Scratch Pull	Stick Click	Square Click	Metronome Click	Metronome Bell	
Octave # (MIDI #)	B1(35)	C2(36)	C#2(37)	D2(38)	D#2(39)	E2(40)	F2(41)	F#2(42)
GM Sound:	Acoustic Bass Drum	Bass Dr. 1	Side Stick	Acoustic Snare	Hand Clap	Electric Snare	Low Floor Tom	Closed Hi-Hat
Octave # (MIDI #)	G#2(43)	G#2(44)	A2(45)	A#2(46)	B2(47)	C3(48)	C#3(49)	D3(50)
GM Sound:	High Floor Tom	Pedal (closed) Hi-Hat	Mid Tom	Open Hi-Hat	Low Mid Tom	Hi Mid Tom	Crash Cym. 1	High Tom
Octave # (MIDI #)	D#3(51)	E3(52)	F3(53)	F#3(54)	G3(55)	G#3(56)	A3(57)	A#3(58)
GM Sound:	Ride Cym. 1	Chinese Cymbal	Ride Cym Bell	Tambourine	Splash Cymbal	Cowbell	Crash Cym 2	Vibraslap

1. Open the sample file: DrumNotation.sib.
2. Select the percussion staff.
3. Press Esc to clear the selection.
4. Play the notes on your MIDI keyboard. You should hear the corresponding drum sound as the notes are played.

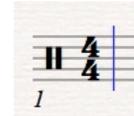
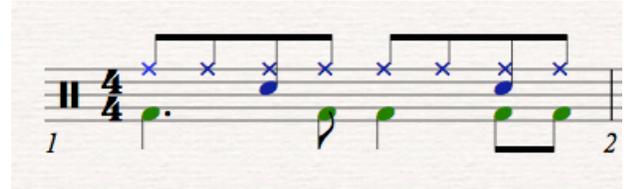
So, when you play:

Sibelius will display:

Entering Drum Set Parts with a MIDI Keyboard

Enter the ride cymbal and snare in Voice 1 (stems up). The part could be entered in step-time or real-time. Step-time is usually more accurate

1. Select bar 1 in the drum staff so it is outlined by a blue box.
2. Press the letter N. Voice 1 will be selected by default. The entry carat will be blue.



3. Select the eighth-note value from the Keypad.
4. On the MIDI Keyboard play D#3, twice to enter the first two eighth notes. If the preferences are set to MIDI device, an X notehead will appear on the top line.



One of the main advantages to playing in percussion parts with the MIDI keyboard in this manner is that you hear the correct sound when it is played and Sibelius then translates it to the correct notehead and line or space as programmed in the drum map.

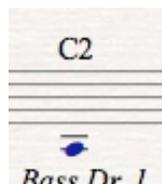
5. To enter the Ride Cymbal and Snare on beat 2, play D#3 (ride cymbal) and D2 (Acoustic Snare) at the same time.
6. You can repeat the above steps to enter the cymbal and snare on beats 3 and 4.



Don't worry about the stem direction. Stems will flip automatically when the bass drum part is entered.

Next, enter the bass drum part in bar 1 in Voice 2.

7. Press Esc.
8. Select the first bar that has the cymbals and snare entered in Voice 1.
9. Press the letter N or select "Input Notes" from the Notes menu. (Don't skip this step! If you do, you will most likely change the Voice 1 notation already entered into Voice 2.)
10. Select Voice 2 from the Keypad or select it via the shortcut Alt+2 (Win) or Option+2 (Mac). The cursor will turn Green.
11. Select a quarter note and the dot on the Keypad.
12. Play C2 to enter the bass drum on the bottom space. Finish the bar by entering the eighth note, quarter and two eighth notes.
13. Press Esc



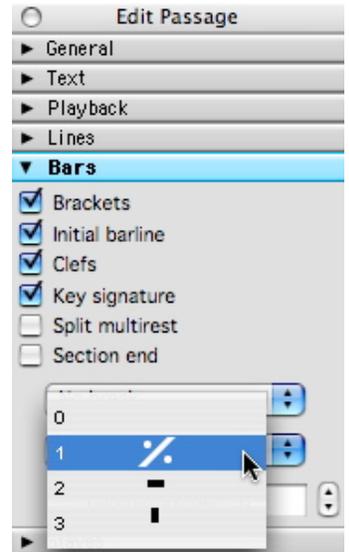
14. Select the first bar
15. Press the letter R three times to repeat the selection in bars 2, 3, and 4 (you can also select Repeat from the Edit menu.)

Entering Repeat Bars

There are two options for entering repeat bars. Well, actually, there are three options. The third option would be not to enter repeat bars at all and just use copy and paste to copy the bars. However, in drum parts, it may save a lot of space to use repeat bars.

Option 1 is to leave the bars blank and then change the bar formatting to display repeat bars. This is the best option if playback is not important. This can be applied quickly to multiple bars and is the fastest option for sure.

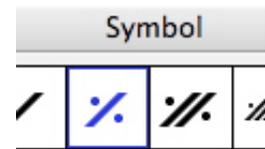
1. Select the blank bars—in this example, bars 5 and 6.
2. From the Properties window, open the Staves tab.
3. Select the Repeat Bar from the pull down menu.



The repeat bars from the Properties menu will only work with blank bars.

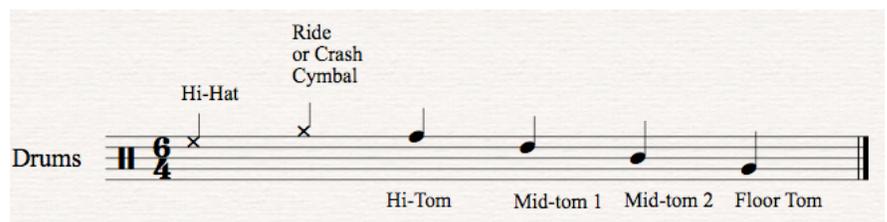
Option 2 is when you want the part to play back properly but display repeat bars.

1. Copy the pattern into the bars where you want the repeat bar displayed. For example, select bar 4 and then press R to copy it in bar 5.
2. Select the bar(s).
3. Hide them using the shortcut Shift+CTRL+H (Win) or Shift+⌘+H (Mac) or choose Edit > Hide or Show > Hide.
4. Open the Symbols menu by pressing the letter Z or choose it from the Create menu.
5. Select the Repeat symbol and drag it to the middle of the bar.
6. Select the bar and use the R key to repeat it as needed. You will also most likely need to force the repeat bars onto one line. Select the bars and then choose Layout > Format > Make into system.



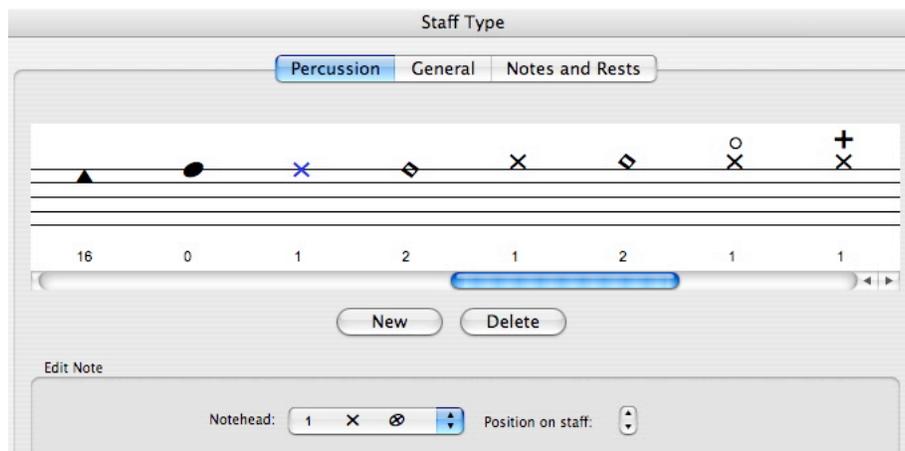
Editing Drum Maps

The default Sibelius drum maps can be edited to display noteheads as needed. For example, let's move the hi-hat and cymbal



to the 4th and 5th space of the staff respectively, as is taught in the Berklee Arranging class.

1. Click inside one of the bars of the staff to select it.
2. Choose House Style > Edit Instruments. The drum set should be selected since you highlighted it in step 5.
3. In the “Edit Instruments” window, click the “Edit Instrument...” button at the bottom left of the window.
4. Click YES to the warning about affecting the score.
5. In the “Edit Instrument” window, click the “Edit Staff Type” button.
6. Select a sound (such as the G open high-hat) and click the position on staff to move it to a new staff location, the E space.



Saving Custom Drum Maps

You can save drum maps for later use. Go to House Styles > Export House Styles and name and save the custom drum map. Now when you open a new document this house style will be available and you can import it into any document using House Styles > Import House Styles.

Entering Drum Parts without a MIDI Keyboard or using the Staff Type of Note Entry

Here's why playing in the MIDI Device's drum map is faster than the staff type: If you select Staff Type as the method of note input from the Sibelius Preferences, or use the letter names to enter the notation, when you input an F on the top line of the treble staff, a normal notehead is displayed with a playback sound of a tom-tom. To get the ride cymbal, you have to select the entered note, open the Properties window, and change the notehead to an X. This will also change the playback sound to a ride cymbal. Playing with the MIDI keyboard eliminates this step and you hear the correct sound as it is being entered.

If you find yourself without a MIDI keyboard, follow these steps:

1. From the Preferences menu, select Note Input and under Percussion Staves, change it to “Staff Type.”
2. To enter notes, click them in with the mouse or type the letter name of the note on the computer keyboard.

You will run into problems when you enter notes that have multiple noteheads on the same line or space. For example, if you want to enter a closed hi-hat on the 4th line. When you enter the note using the Staff type the note will be entered as a normal notehead and playback the sound assigned to it.

3. Enter E on the fourth space. This is the space we re-assigned the hi-hat to. A normal notehead will appear.
4. Open the Properties Window and open the Notes tab, select the bar and then change it to an X notehead, number 1 for a closed hi-hat and number 5 for an open hi-hat. This will have to be done for all entry lines and spaces that have multiple noteheads.

Creating Percussion Parts

Always use the Instruments Window to select drum staves (shortcut the letter I or select Instruments from the Create menu). Select “Percussion and Drums” from the Family window and select the appropriate drum sounds. Always use Drum set for the standard locations of drum sounds for a set. Many of the options will display on one line and the percussion sound is on the B line of the treble clef.

TIP: Download the Sibelius 5.1 update as it fixes some bugs with drum maps. Choose Help > Check for Updates (requires an Internet connection).

Drum Plug-ins:

1. To add a drum set part to a piece, select the bars or the entire piece and choose Plug-ins > Composing Tools > Add Drum Pattern.
2. To number repeated bars choose Plug-ins > Text > Number bars

Sibelius Learning Resources:

For Drum maps:

1. Use the built-in Reference from the Help menu:
 - a. Section 2.21 Percussion
 - b. Page 551 – editing drum maps
2. Book: *Sibelius a Comprehensive Guide* by Rudolph and Leonard – Chapter 6 covers drum maps.

For general knowledge in Sibelius:

3. Watch the Sibelius Tutorial Videos available in Sibelius via the Help menu.
4. Download Robin Hodson’s quickstart:
<http://www.sibelius.com/helpcenter/hintsandtips/index.html>
5. Book: *Sibelius a Comprehensive Guide* by Rudolph and Leonard
6. Summer courses on Sibelius at TI:ME locations (www.ti-me.org/summer)
7. 12-week Sibelius online course: www.berkleemusic.com (Tom Rudolph, author)