

MCBA Design & Development Clinic Part 3 - 3-20-22

Finalizing music choices
Communicating with Design Team
Recruitment and Retention

Finalizing music choices

Steve - proper staging of instrumentation. How and where they are placed can affect your sound and here's why. Include percussion and pit placement

Opening impact of the show is CRUCIAL --
Staging depends on what SOUND you are trying to create.... Brighter sound trumpets up front, weaker sections that don't project could also be up front to the sidelines, Tubas should be BEHIND the ensemble between the brass and drums.

Watch out on Masking the sound... too tight of a form and you will lose some sound, too spread of a form and you will hear holes in the sound... so I like a 2 to 3 step interval side to side or front to back.

Battery – behind the brass, you can stack or have tenors/snare integrated or side by side, just make sure basses are behind the snares/tenors

FE – I am a purist and really like the FE in the center between the 35's, it's an easier listening environment

Transference of time from front to back.... Make sure you leave space between FE and Battery entrance so we set up everyone successfully for timing.

Explain by less than 32 brass, 32-48, 48-64 +

32—12 count impact with a breath on count 12; then another 8 counts
48—16 count impact with a breath on count 16; then another 8-12 counts
64 + -- 16-20 count impact, no breath then another 12-16 counts WITH STAGGER BREATHING POINTS

Stagger breathing – odd drill numbers take a breath on count 3 of odd measures; Even breath on count 2; no one breathes on count 1 or 4

Go through the score if you purchase a stock show and make sure you put in those breath marks and stagger breathing moments and DO THIS IN THE BEGINNING OF THE SEASON!!! Spend the time on it and reinforce it from the start of band.

ONCE AGAIN REMINDER WHEN ADDING BODY MAKE SURE YOU TEACH THIS DURING BAND CAMP.

Explain Low brass dark sounds vs brighter sounds; Ledger F or Eb; Mello C or Bb... doubling is good.

If you march both trombone/baritone --- a) if you want a more blended sound, then have both play LB 1 and 2 parts, if you definitely want an unblended sound, then trombones on part 1 and Euphs on part 2

Overtone scoring –

Tuba octave Bb's

LB in a 1st inversion

Horn on C

Trp G, C, E (G). OR if your trumpet section is stronger... C,E,G (C)

Ww – FI D/F

Clarinet double Trp

Alto – horn

Tenor – double LB OR if they are strong and the octaves work... double Alto

Bari/BCL – double Tuba

Synth support –

Crown usually doubles with string/choir patch and/or Organ

Other groups use Note Performer 3 to double brass \$129

Tricks

If using a stock score – don't be afraid to delete music and or alter doubling

Gone are the days of bands playing a lot of harmonic function... FE and synths do more of that now. Use winds for EFFECTIVENESS

FLAVORS AND FEATURES.... Try to dot all your I's and cross T's in part 1; part 2 (ballad) use your all state soloists and small ensembles and save full band for ballad impact; part 3 – less technical features so the drill writer won't get caught in a trap, but you can still use these sections as melodic content while they march and play.

In a 7 min show... try to limit FULL ensemble playing to 3:45 – 4 min.. everything else should be solo, small ensembles, section features, perc

Small bands/medium bands – know your states minimum time.... Go over that just a hair. Larger bands... do 7 min. It's ok to have a show designed in MORE than 3 parts... tic tok generation... do 5 parts or 4 parts... create a different style/moment in part 1 to change the feel

Tempo – be smart... too fast is too hard... too slow is too hard... don't go under 72-76 bpm, and it's ok for the maximum tempo to be around 156-160... if you are an advanced group then go a little faster. It's totally ok to have an opener of around 144-148 then the last 20-25 seconds juice tempo to 160 to give the ILLUSION that you are going faster than you actually are.

Q and A ---

Lindsey - color guard staging/placement. What's integrated, what's incorporated etc... how to make small guards look bigger