

# Snare Line Technique Outline

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The basis of this technique is very relaxed and not forced at all. There should be no tension from the shoulder to the fingers. NO TENSION equals a consistent, full sound!

### TRADITIONAL GRIP

The right stick is held between the thumb and first finger. (T-Fulcrum) The remaining fingers are wrapped comfortably around the stick with about 2" of stick from the pinky finger to the butt end. No gaps between the fingers. Imagine the stick is water and it shouldn't leak out. When in playing position, the crease between the thumb and first finger should be at a 40degree angle in relationship to the playing surface. The elbow should be SLIGHTLY inside the angle set by the butt end of the stick.

The left stick is held in the "V" or webbing of the hand, between the thumb and palm. Relax the fingers around the stick again with no gaps. The stick should rest on the cuticle of the ring finger. The pad of the thumb rests between the knuckles of the first finger. There should be a triangle formed by the first, middle and ring fingers. The thumb should be in a straight line with the forearm and pointing at the elbow.



The sticks should form a 90degree angle. The beads should be centered and exactly 1" above the playing surface and the fulcrums should be straight across from each other. In playing position, the stick is kept 1 finger width above the rim to take FULL advantage of the natural rebound.

### FULCRUM

When playing a true wrist legato stroke, the fulcrum is all the way in the back of the hand (wrist). As tempo increases, fingers are increasingly utilized and the fulcrum "travels" to the front where the thumb and first finger contact the stick.

The traveling fulcrum concept can be broken down into back, middle and front.

The back fulcrum consists of the hinge being at the wrist. The fingers are used only to keep the stick in place while the wrist initiates and executes the stroke.

The middle fulcrum consists of the hinge being located at the back of the 3<sup>rd</sup> and 4<sup>th</sup> fingers. The fingers are blended with the wrist.

The front fulcrum is between the thumb and first finger allowing total utilization of the fingers.

## STROKE/MOTION

The basic OVERALL stroke is referred to as wrist legato. ALL strokes are initiated from the wrist and are straight up and down. We use three muscle groups to perform all stroke types, which are the fingers, wrist and arm. The wrist is the middle muscle group because it's the basis for ALL movement and acts as a hinge between the fingers and arm.



The two stroke categories

LEGATO-Stick doesn't stop (rebound and upstroke)

MARCATO-Stick is stopped by the fingers, not allowing any rebound

The difference in these strokes takes place AFTER contact with the playing surface.

## FOUR STROKE TYPES

Legato

- Start up
- Throw the bead down to the head
- Allow it to rebound naturally back to its original position
- Same principal as dribbling a ball
- Full volume stroke

Down

- Start up
- Throw the bead down to the head
- DO NOT ALLOW IT to rebound
- Control the energy of the stick concentrating on the ring and pinky finger
- Full volume stroke

Up

- Start down
- Drop the bead to the head
- Lift it to the up position
- Soft Volume stroke

Tap

- Start low
- Return to ready position using the wrist only
- Soft volume stroke

AGAIN, there is no tension when stopping the stick. Use only enough energy to perfectly control the stick. No squeezing involved.

### **DOUBLE STROKES (other techniques based on tempo and height)**

- a. The wrist initiates the first note of the double.
- b. AFTER the initial stroke, the fingers release (staying in contact with the stick at ALL times) allowing the stick to rebound naturally to the original height of the wrist stroke.
- c. The stick is then pulled into the hand by the fingers creating a second stroke of EXACT volume as the wrist stroke.

### **DYNAMICS**

At p (3"), the back fulcrum is used exclusively, which allows the weight of the hand to create a full sound.

This fulcrum is conducive to mf (6") and p (3") at fast tempos. and is used at quicker speeds between mf (6") and f (9"), and fast speeds when the player is playing ff (12") to vertical.

### **GENERAL CONCEPTS**

1. THE INTENSITY OF THE STROKE NEVER CHANGES REGARDLESS OF VOLUME OR TEMPO!!!
2. Volume increase is executed through change in height only.
3. Breathe with the phrases of the music.
4. Quality of sound is number one!!!