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Basic drum kit parts in Sibelius

Two quick ways

Use the Ideas window

- Go to **Window > Ideas**, click on **Library** and search for drum parts using the search field at the top

- See this video for more detail

Use the Add Drum Pattern Plug-in

- Go to **Plug-ins > Composing Tools > Add Drum Pattern** and choose a style from the drop-down menu

- See this video for more detail

## From scratch #1: using the computer keyboard

When creating drum kit patterns you only need to notate one or two bars because you can copy and paste the pattern for the remainder of the score.

Because we'll need to notate two rhythmically independent parts, we need to use two voices on the one stave.

- Voice 1 (blue) has stems pointing up
- Voice 2 (green) stems pointing down

In drum kit notation:

- Use voice 1 use for parts of the kit played with hands (cymbals, snare)
- Use voice 2 for parts played with the feet (bass drum, hi-hat foot pedal)

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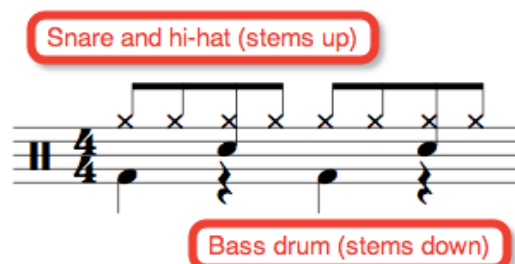
Enter the hi-hat part (voice 1)

- Select bar one (it should have a blue box around it)

- Press **N** (for note entry)

- Enter the rhythm for hi-hat part (quavers in the space on top of the stave)

- Don't worry that the stems are pointing down – they'll move up automatically when we add the bass drum part

- And don't worry about the fact that there was no sound when you entered the notes. In order for the snare drum part to make a sound, we need to change the noteheads to crosses

Changing noteheads

- Press **Escape** twice to make sure you have nothing selected

- Now select the whole bar again

- Go to **Window > Properties** and click on the **Notes** tab

- From the noteheads drop-down menu, select **notehead number 1 (cross)**

- Press **Escape**
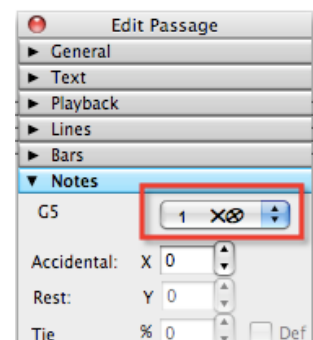
Add the snare part

- Select the 3rd hi-hat quaver and type **Shift+5** to add a note a 5th below for the snare drum part

- While it is still selected, change it back to a normal notehead by selecting notehead 0 from the noteheads drop-down menu (in the Properties window)

- Add a snare drum note to the 7th quaver (beat 4) and change the notehead back to a normal notehead, as you did before

- Press **Escape**

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Bass drum part

- Select bar one again

- Press **N** for note entry

- Switch to voice 2: by pressing **Alt+2** (**Opt+2** on Mac)

- Enter the bass drum rhythm. You'll notice that the stems of the voice 1 part (hi-hat and snare) jump up automatically when the first bass drum note is entered

- Press **Escape**

That's all – the pattern is complete. You can now copy and paste the pattern into the other bars of the drum part using one of the following methods:

- Select the bar and press **R** (for repeat)

- Select the bar and then hold down **Alt** (**Opt**) and click at the beginning of an empty bar

From scratch #2: using the MIDI keyboard

Instead of using your computer keyboard to enter notes on the drum kit stave, you can speed things up by using a MIDI keyboard. It's quicker with a MIDI keyboard because the noteheads are automatically entered in the correct way (ie. snare drum parts will automatically have cross-noteheads).

Set-up

- Go to **File > Preferences** (or **Sibelius > Preferences** on Mac) and select **Note Input** from the menu on the left

- Under **Percussion Staves**, select **The MIDI device's drum map**. This means you'll be using the inbuilt MIDI percussion instruments in your keyboard to enter notes on the drum kit stave
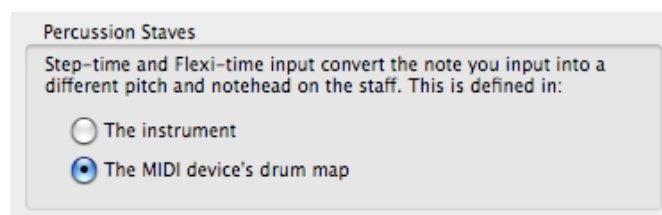
Hi-Hat and Snare parts

- Select bar one

- Press **N** (for note entry)

- Select quaver on the Keypad

- Play the F sharp below the bass clef (F#2) on keyboard to create the hi-hat notes. When you reach beat 2 and 4, F#2 and D2 at the same time to create the hi-hat and snare simultaneously

- Press **Escape** twice to finish

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Bass drum

- Select the bar again

- Press **N** and then press **Alt+2** (**Opt+2**) to enter notes into voice 2

- Enter the bass drum pattern using C2 on your MIDI keyboard

Adding Open and closed signs

Open sign

- To add an open sign (o) to a note, select the note and then choose o from the 4th keypad layout.

Closed sign

- To add an closed sign (+) to a note, select the note and then choose + from the 4th keypad layout.

Using the closed and open signs will be reflected in the playback of your score.

More information

Sibelius Reference manual

See the **Percussion** section. The drum set and drum kit staves in Sibelius use the drum map which is pictured in this section. The drum map tells you which line/space to use on the stave and also which notehead to use for each of the drum set instruments

Basic patterns

There's a useful Groove Essentials notation guide on the Columbus Percussion website here

Sibelius Drum map and GM Percussion map

The book: Sibelius - A Comprehensive Guide to Sibelius Music Notation Software (Rudolph/Leonard) has a companion website: www.sibeliusbook.com which has a useful set of Chapter File/Downloads. The chapter 8 files include a pdf of the Sibelius drum map and also the GM percussion map (for entering notes via MIDI keyboard)

Contact

Contact details (questions and training enquiries)

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- Join the Midnight Music mailing list for tips and news: www.midnightmusic.com.au