



Game Day **Grabbers**

grooves good-to-go

**10 Efficient Stadium Grooves
For the October Drumline**

Matthew Lemieux

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About this Collection

Game Day Grabbers: Grooves Good-to-Go showcases ten stadium grooves that were created by re-imagining existing cadences and lot jams with an eye toward brevity and ease of use. While these arrangements would serve any collegiate drumline and almost any high school drumline—at any time of year—they were conceived with particular regard for the month of October in football season: a time when it might be nice to throw something fresh into the rotation of beats, but when you don't have all the time in the world to rehearse new music.

Here are some grooves that will hit *hard* in the stadium, in the lot, or on the street, allowing for as much or as little repetition as necessary, all while being straightforward to learn and memorize. Even within this framework, however, the pieces vary in complexity, style, and difficulty level. Different pieces will play to the different strengths of different ensembles, and I hope that there is enough here that you will find the perfect beats for *your* drumline. The compositions are presented in an order selected to create a compelling playlist (rather than by tempo or difficulty level), so don't read much into the sequence of the beats in this collection; just listen, look, and imagine what will work with the hands that *you* know.

This book is accompanied by representative recordings of each piece, rendered using the Virtual Drumline (VDL) sound library. The VDL recordings are provided for free download on *FatMattDrums.com*, as is the sheet music for the individual compositions herein and the sheet music for the source material as well.

It is my wish that that this collection serves you and your ensembles well for years to come, and I encourage you to explore the enormous repository of innovative, groovy, educational, fun, and free drumline music available on *FatMattDrums.com* to further make the most of the excellent resources available to you and your students. As always, I wish you the very best in your continued pursuit of excellence.

Cheers!

Matthew Lemieux, Ph.D.
25 September 2021

About the Composer

Matthew Lemieux is a musician, composer, and educator with a background in battery percussion. Originally from Cary, NC, he was first exposed to rudimental drumming on the drumline at Cary High School, under the tutelage of Will Goodyear.

He was a performer with the world-class WGI ensemble *Constitution* in 2008, and as an undergraduate student, he marched with the NC State *Power Sound of the South* marching band, serving as drumline captain for two years. During this time, he worked

closely with instructor John Antonelli to develop and refine the line's exercise program and performance repertoire. Outside of school, he assisted John as a battery instructor for the Athens Drive High School marching band and indoor drumlines from 2009–2011. Matthew received his Bachelor of Science in Chemical Engineering from North Carolina State University in 2011.

After moving to Utah to continue his education, he remained involved in the marching arts, serving as the snare drum instructor for Weber State Indoor Percussion (now *Gold Spike Percussion*) for the 2014 and 2015 seasons, consulting for high school programs in the Carolinas, and curating *FatMattDrums.com*, a massive repository of original drumline cadences, ensemble warm-ups, and rudimental exercises. Matthew earned his Ph.D. in Chemical Engineering from The University of Utah in 2017 and now works as a research & development scientist in the medical device industry, enjoying his free time with his wife, Jessica, and their two amazing children.



Notation Legend

The following notation legend is included as a guide to assist in reading this music. Additionally, reminders of the meanings of most notations are included in parentheses wherever they first appear on a part, so performers can still understand the music independent of this notation legend. Some snare notations are encountered in other parts.

The notation legend is organized into four main sections: Snare, Tenors, Bass Drums, and Cymbals. Each section contains musical notation examples with corresponding labels.

- Snare:** Tap, Half Accent, Accent, Higher Accent, Backstick, Rim Click, Rim Shot, Ping Shot, Stick Click, Stick Shot (Stick on Stick), Crush, Staccato Crush, Buzz Roll.
- Tenors:** Spock Drum, 1, 2, 3, 4, Rim Shot, Mute, Crossover, Buzz Roll.
- Bass Drums:** 1, 2, 3, 4, 5, Unison, Rim Click, Buzz Roll.
- Cymbals:** Crash, Crash Choke, Sizz / Suck, Hi-Hat Chick, Ting, Different Groupings (1, 2).

Groove #1

Barbecue Sauce

M. Lemieux

♩ = 104 BPM

Musical score for Snare, Tenors, Bass Drums, and Cymbals. The score is in 4/4 time and consists of three measures. The Snare part starts with a rest (r) followed by a series of eighth notes with accents. The Tenors part features a sequence of eighth notes with accents. The Bass Drums part uses a pattern of eighth notes with accents, including some notes marked with a double circle. The Cymbals part consists of a series of eighth notes with accents, some marked with '1' and '2' above them. The dynamic marking *f* is present for the Snare, Tenors, and Bass Drums parts. Below the Cymbals part, the text reads: *mf* Split: Two Groups (Sizz/Sucks).

Musical score for Snare, Tenors, Bass Drums, and Cymbals, labeled "Last Time". The score is in 4/4 time and consists of three measures. The Snare part starts with a first ending bracket over the first two measures, followed by a final note in the third measure. The Tenors part features a sequence of eighth notes with accents. The Bass Drums part uses a pattern of eighth notes with accents, including some notes marked with a double circle. The Cymbals part consists of a series of eighth notes with accents, some marked with '1' and '2' above them. The dynamic marking *f* is present for the Snare, Tenors, and Bass Drums parts. The Cymbals part ends with a crash in the third measure, indicated by the text "(Crash)".

Groove #2

Giving the Business

M. Lemieux

♩ = 128 BPM

Snare *f* (Stick Shot) (Pings)

Tenors *f*

Bass Drums *f* *p* *f*

Cymbals *mf* (Hi-Hat Chick) (Sizz/Suck) (Crash) *f*

Last Time

S *ff* (Stick Clicks)

T *ff*

B *ff*

C *ff* (Crash Choke)

Groove #3

Wet Air

M. Lemieux

Disclaimer: This one is probably not “efficient,” as advertised, if you want the snare drummers to do all the stick tricks, but they may be fun to work on and add in over time.

♩ = 96 BPM

(Ping)
R.H. Stick Twirl
L.H. Backsticks
1st sweep inward
2nd sweep outward
L.H. Stick Twirl

Snare
f L.H. Butt
 Then flip to bead
mf

Tenors
ff

Bass Drums
mp
f

Cymbals
(Sizz/Suck) *(Hi-Hat Chick)*
mf

Alternate the Endings with Each Repeat

Toss R. stick to L.H.
Grab L. stick with R.H.
R.H. and L.H. Butt
 Then flip both to bead

S
 1. *Edge to Center...*
pp *f*
 2. *Vocal*
p *f*

T
Vocal

B
Vocal

C
(Crash) *Vocal*
f *(Crash Choke)*

Groove #4

Grooving the Moleposts

M. Lemieux

♩ = 128 BPM

Musical score for Snare, Tenors, Bass Drums, and Cymbals. The score is in 4/4 time and consists of three measures. The Snare part starts with a dynamic marking of *fp* and features a rhythmic pattern of eighth notes. The Tenors part starts with a dynamic marking of *f* and features a rhythmic pattern of eighth notes. The Bass Drums part starts with a dynamic marking of *f* and features a rhythmic pattern of eighth notes. The Cymbals part starts with a dynamic marking of *mf* and features a rhythmic pattern of eighth notes. The Cymbals part also includes a note for "(Hi-Hat Chick)" and "(Ting)".

Last Time

Musical score for Snare, Tenors, Bass Drums, and Cymbals. The score is in 4/4 time and consists of three measures. The Snare part starts with a dynamic marking of *f* and features a rhythmic pattern of eighth notes. The Tenors part starts with a dynamic marking of *f* and features a rhythmic pattern of eighth notes. The Bass Drums part starts with a dynamic marking of *f* and features a rhythmic pattern of eighth notes. The Cymbals part starts with a dynamic marking of *f* and features a rhythmic pattern of eighth notes. The Cymbals part also includes a note for "(Crash)".

Groove #5

Sedgewick Springs

M. Lemieux

♩ = 104 BPM

(Backsticks)

Snare

Tenors

Bass Drums

Cymbals

mf *mp* *f* *p* *mf* *f*

(Sizz/Suck)

5

S

T

B

C

f *mp* *f* *f* *p* *f* *p* *f* *f*

(Crash)

Groove #6

Pick Six

M. Lemieux

♩ = 80 BPM

Solo snare drummer

Unison...

Snare
f
Only on repeat

Tenors
f

Bass Drums
f
p

Cymbals
f (Crash)
mf (Sizz/Suck)

5

S

T

B
f
mp
f

C
f

Groove #7

House Music

M. Lemieux

♩ = 128 BPM

Snare
R L rr ll R L rr ll R L R rr ll r l R L R L R L rr ll R L R L
f

Tenors
R L R R (l) R (l) R (l) R (l) R (l) R (l) R (l) R (l) R (l) R
ff
Top bass: Stay out of unisons here

Bass Drums
R l R l R l R l R l R l R l R l R l R l R l R l
f L.H. Crushes
First time through: cymbals tacet

Cymbals
f (Hi-Hat Chicks)

S
R L rr ll R
ff

T
(l) R (l) R L R L RL R
ff

B
R l R l R l R l R l R l R l R l R l R l R l R l
ff
(Crash)

C
ff

Groove #8

On the Train

M. Lemieux

♩ = 144 BPM

The musical score is divided into two systems. The first system includes parts for Snare, Tenors, Bass Drums, and Cymbals. The second system includes parts for Snare, Tenors, Bass Drums, and Cymbals, with a measure number '5' at the beginning of the Snare part.

System 1:

- Snare:** Features a complex rhythmic pattern with accents. Dynamic marking: *f*.
- Tenors:** Features a rhythmic pattern with accents. Dynamic marking: *ff*. Includes the instruction "LR L" repeated.
- Bass Drums:** Features a rhythmic pattern with accents. Dynamic marking: *mf*.
- Cymbals:** Features a rhythmic pattern with accents. Dynamic marking: *mf*. Includes the instruction "(Hi-Hat Chick)".

System 2:

- Snare:** Features a complex rhythmic pattern with accents. Dynamic markings: *fp*, *fp*, *fp*, *ff*. Includes the instruction "(Ping)".
- Tenors:** Features a rhythmic pattern with accents. Dynamic marking: *f*. Includes the instruction "R I R I R I R R".
- Bass Drums:** Features a rhythmic pattern with accents. Dynamic markings: *f*, *ff*.
- Cymbals:** Features a rhythmic pattern with accents. Dynamic markings: *f*, *mf*, *f*, *ff*. Includes the instruction "(Crash)".

Groove #9

Power Play

M. Lemieux

♩ = 144 BPM

Snare *mf*
 Tenors *mf*
 Bass Drums *mf*
 Cymbals *mf* (Hi-Hat Chick)

5 *f* (Ping)

S *ff*
 T *f*
 B *f*
 C *f* (Crash) (Crash Choke)

The drum score is written in 4/4 time and 144 BPM. It consists of two systems. The first system includes parts for Snare, Tenors, Bass Drums, and Cymbals. The second system includes parts for Snare, Tenors, Bass Drums, and Cymbals. The score includes rhythmic notation, dynamics (mf, f, ff), and specific sound effects like 'Ting', 'Sizz/Suck', 'Ping', 'Crash', and 'Crash Choke'. The first system starts with a snare drum pattern of eighth notes, followed by tenors, bass drums, and cymbals. The second system starts with a snare drum pattern of eighth notes, followed by tenors, bass drums, and cymbals. The score includes dynamics like *mf*, *f*, and *ff*. Specific sound effects are indicated with text like '(Ting)', '(Sizz/Suck)', '(Ping)', '(Crash)', and '(Crash Choke)'. The score is adapted from 'Groovy Grandmas' ©2021 Matthew Lemieux.

Groove #10

Free Expression

M. Lemieux

♩ = 120 BPM

Drum set notation for Snare, Tenors, Bass Drums, and Cymbals. The notation is in 4/4 time and includes dynamic markings such as *f* and *mf*. The Snare part includes a sequence of notes: | I R | r I R | r I R | R R | I R | R. The Tenors part includes notes: R R L R | I R L. The Bass Drums part includes notes: R R L L R | L R L R L. The Cymbals part includes notes: 1 2 | 1 2 | 1. The Cymbals part also includes the instruction (Hi-Hat Chick) and (Sizz/Sucks).

Drum set notation for Soloist's choice and Last Time. The notation is in 4/4 time and includes dynamic markings such as *f*. The Soloist's choice section includes the instruction "Soloist's choice. New soloist each time." and the instruction "Soloist indicate last time". The Last Time section includes the instruction "Soloist indicate last time" and the instruction "(Crash Choke)". The Soloist's choice section includes notes: S L, T R, B R, C. The Last Time section includes notes: S L, T R, B R, C. The Cymbals part includes the instruction *f* and (Crash Choke).