

**Finale**

**VDL Template 2010b**

# Contents

1. Important Information	3
License	
Requirements	
2. What's Inside	4
Template Files (Indoor and Outdoor)	
Percussion Libraries	
VDL XML Files For Finale 2010b	
3. Installation	5
4. New Percussion Functionality in Finale 2010	7
VDL Percussion MIDI Maps (XML Files)	
Assigning Maps to Instruments	
Setting up playback for a VDL percussion staff using Kontakt Player	
5. Text Expressions	13
Expression Categories	
6. Notation Keys	23
Snare Lines	
Tenor Lines	
Bass Lines	
Cymbal Lines	
Cymbals, Drums, & Gongs	
Racks, Combos, & Vocals	
7. Appendix	
Using the VDL 2.5 Percussion Layout Library	39
Modifying or Editing Percussion Layouts	

# IMPORTANT INFORMATION

## Finale VDL Template 2010b

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## Requirements

**You must have Finale 2010b (or later)** to use these templates and their accompanying Percussion Maps, Layout Libraries, and Text Expression Libraries. Finale 2010 users may download the updater to version 2010b at [finalemusic.com](http://finalemusic.com).

**It is recommended that you use Virtual Drumline 2.5.2 and Kontakt Player 2.2.4.**

VDL 2.5 users may download 2.5.2 library update from the Tapspace website under the "Support > Downloads/Updates" page. VDL 2 users must upgrade to 2.5 in order to use the files in this template package.

The **Kontakt Player 2.2.4** updater can be downloaded using the **Service Center** under the "Updates" tab.

## What's Inside

### TEMPLATE FILES (INDOOR AND OUTDOOR)

The folders titled **FIN10b\_Outdoor\_Templates** and **FIN10\_Indoor\_Templates** contain the actual Finale template files. These files are specific to Finale 2010b users and utilize the **Linked Parts** capability introduced in Finale 2007 as well as containing VDL customizations for the updated **Expression Tool** introduced in Finale 2009.

Each of the template folders contains two versions of the templates. **Template 1** is formatted with all battery instruments at the top of the score. **Template 2** is formatted with the battery instruments at the bottom of the score. This is the only difference between the two versions. Staves and instruments are identical. Only the score formatting and order is different.

The **outdoor template** still maintains the same format as pre-2009 templates, while adding the new features introduced since Finale 2007.

The **indoor template** includes staves for multiple synthesizers, electric guitar and bass. Also included is a staff line at the top of the score for incorporating visual cues. There are fewer keyboard staves available when using the indoor template. This is done to stay within the 16 MIDI channel parameter. Additional parts may always be added, staying within the limits of Finale's MIDI capabilities.

### VDL XML FILES FOR FINALE 2010b

These XML files are an important new addition to the Finale percussion enhancements. When installed, these files add playback functionality to the Percussion Layout file by indicating which MIDI note is assigned to each sound in VDL. These XML files are specific to the **full version** of Virtual Drumline and should not be confused with the "TapSpace Drumline for Finale" file which is included when you first installed Finale 2010.

### PERCUSSION LIBRARIES

With these files it is now easier than ever to work with scores from arrangers who may not have Virtual Drumline.

In the **Library Files** folders (Mac or Windows), you will find a file called **VDL 2.5.2 FIN10b Percussion Layouts**. This file contains all of the **VDL2.5.2 Percussion Layouts** (previously called Percussion Maps). With the exception of keyboard instruments and timpani, all of Virtual Drumline 2.5.2 instruments have been mapped. You no longer need to create maps from scratch for any of the hundreds of percussion instruments included with Virtual Drumline.

The **Library Files** (for Mac or PC) folder also includes a file called **VDL2.5.2 FIN10b Text Expressions**. This file contains all of the VDL2.5 Text Expressions which were added in the Finale 2009 templates. These Text Expressions provide an easy method for including ModWheel, Keyswitch, and other controller information in your scores without needing to configure them yourself.

Unfortunately, due to a limitation in how Finale 2010 imports Text Expression Libraries, the Expression Categories you see when opening one of the actual VDL Template files (i.e., VDL Snare, VDL Rhythm Sec, VDL Tenor, etc.), will not import. As a result, any customized Text Expressions in this library will default to a duplicate category called "Technique Text." This limitation is worth mentioning.



# Installation

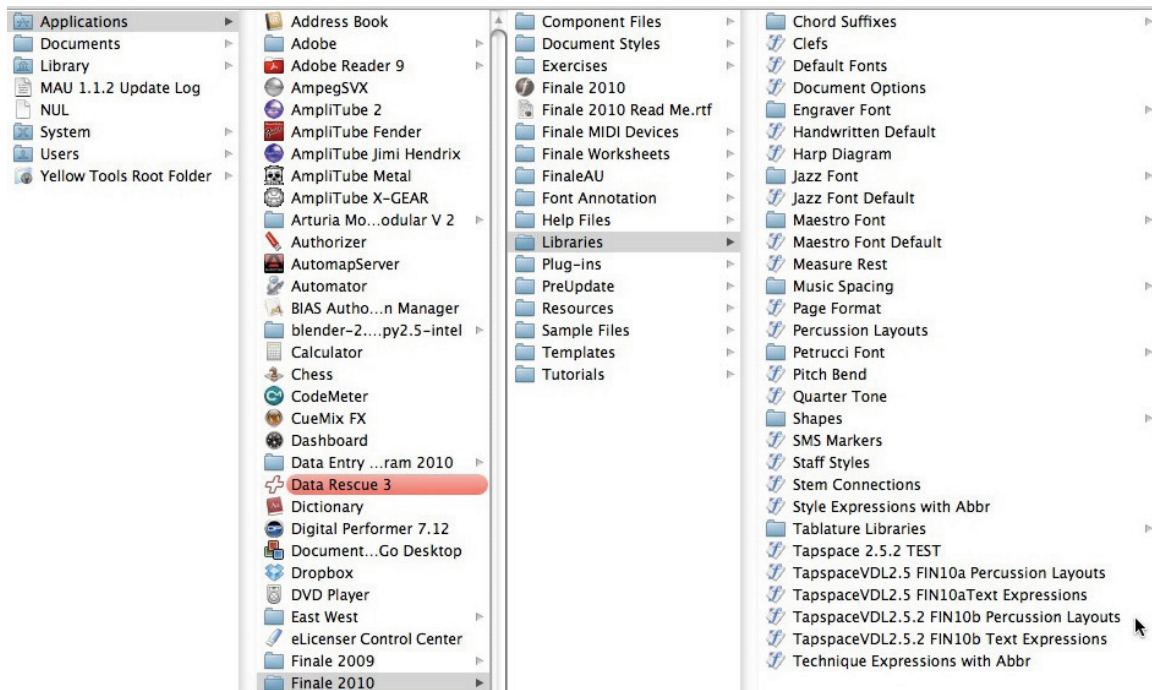
To effectively use the Finale 2010 VDL Template .mus files, you must first copy a few files into locations where Finale can properly access them. When you are ready to install, select the folder which matches your operating system, Windows or Mac. Files found in these folders are exactly the same, with the only difference being the .lib extension used for Windows files.

## 1. Make a backup

For starters, we recommend you make a backup copy of the template package you downloaded from The Write Score. Put it in a location where all files will remain in tact so you'll have quick access to them when you need them again in the future.

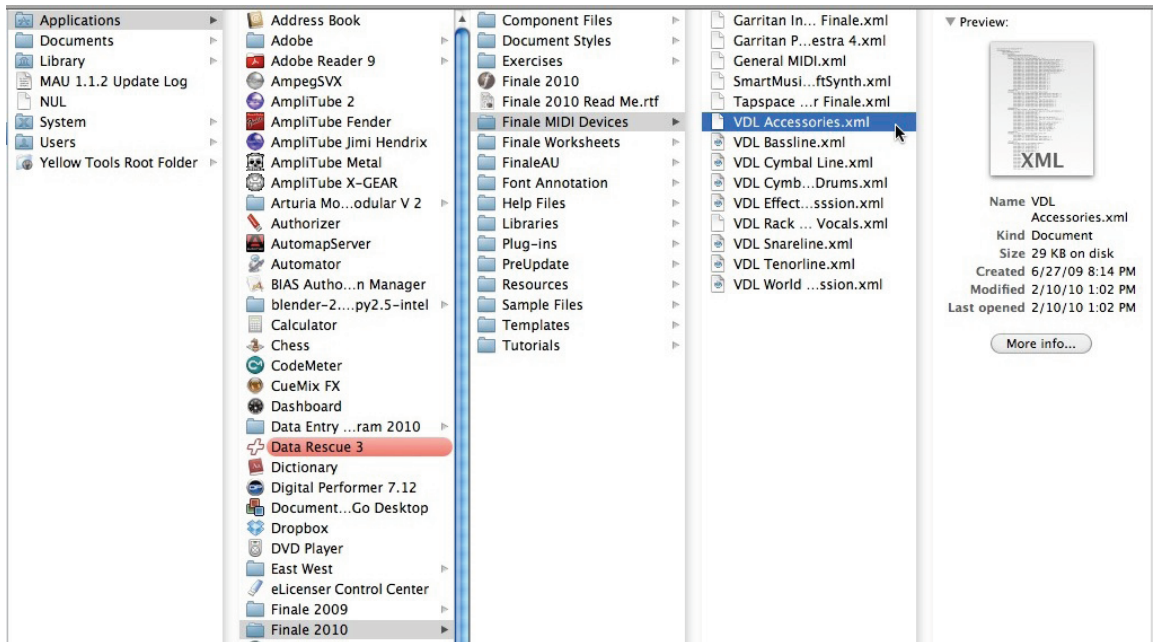
## 2. Install the VDL Percussion Layout and Text Expression Libraries

In the folder you downloaded from The Write Score, locate the files called **VDL2.5.2 FIN10b Percussion Layouts** and **VDL2.5.2 FIN10b Text Expressions**. Copy these files, and paste them into the **Finale 2010 > Libraries** folder.



### 3. Install the VDL XML files

In the folder you downloaded from The Write Score, locate the folder called **VDL 2.5.2 XML Files**. In this folder you'll find nine .xml files. *If you are updating from the VDL FIN10a templates, these files will replace those installed at that time.* Copy all of these files to **Finale2010>Finale MIDI Devices**.

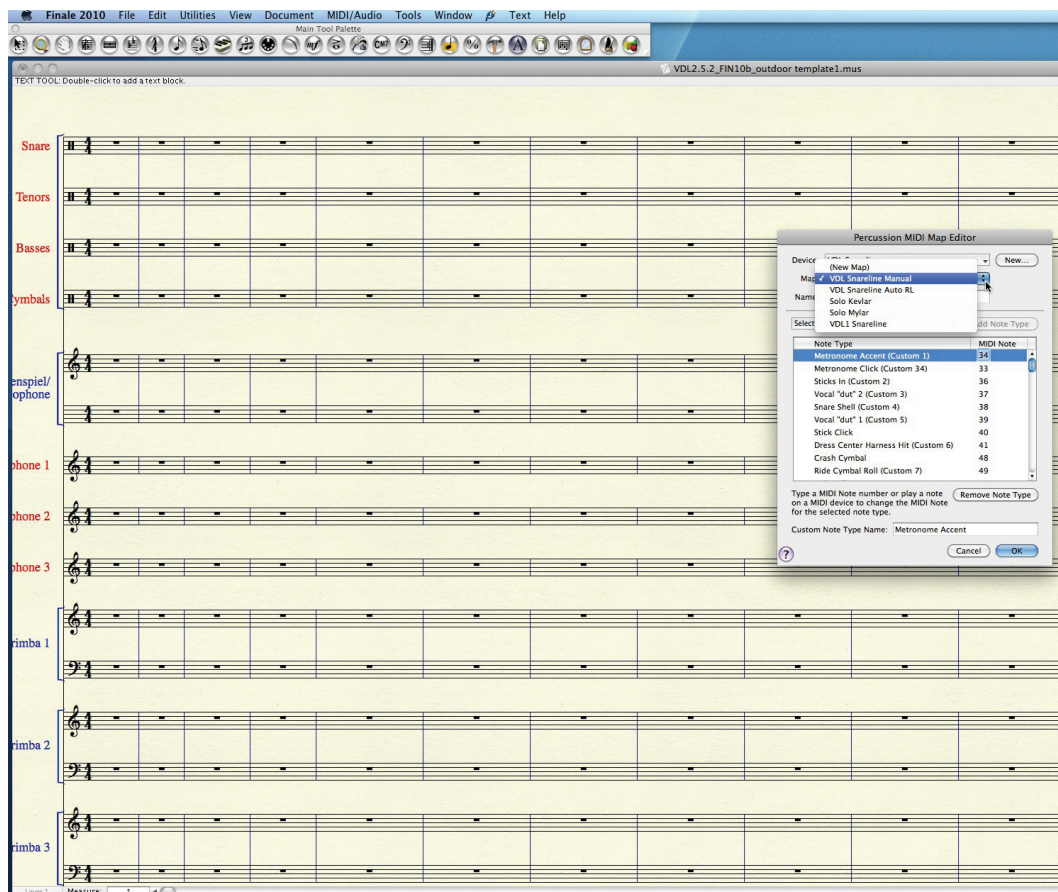


**Note:** These .xml files are specific to the **full** version of Virtual Drumline and should not be confused with the "Tapspace Drumline for Finale" file which is included when you first installed Finale 2010.

## New percussion functionality in Finale 2010

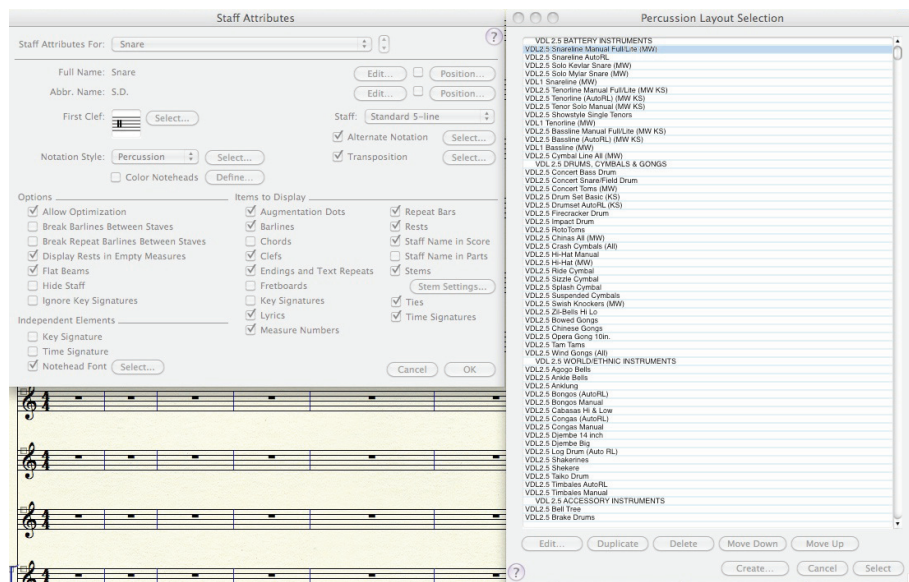
For VDL users, one of the most important change in Finale 2010 is in the area of percussion mapping. Percussion mapping essentially allows Finale to organize information such as MIDI pitch, notehead type, and staff position so that it displays the music in a way that looks conventional to a percussionist, while playing back the variety of instrument sounds (mapped to individual MIDI pitches) to give the audio more natural realism. Since unpitched percussion instruments typically make a number of sounds or articulations (i.e. drum hit, rim click, rim shot, crush, buzz roll, etc.), percussion mapping has always been an important part of using the wide variety of VDL sounds within Finale.

In Finale 2010, mapping percussion instruments is no longer based on using MIDI pitches. Instead, Finale 2010 utilizes **Note Type Names** to identify percussion mapping. The **Percussion Note Type** is an attribute of the note itself. Staff positions and playback are determined by the **Note Type**. Essentially percussion mapping is now set up for playback and layout separately, which is quite a bit different than in previous versions of Finale.





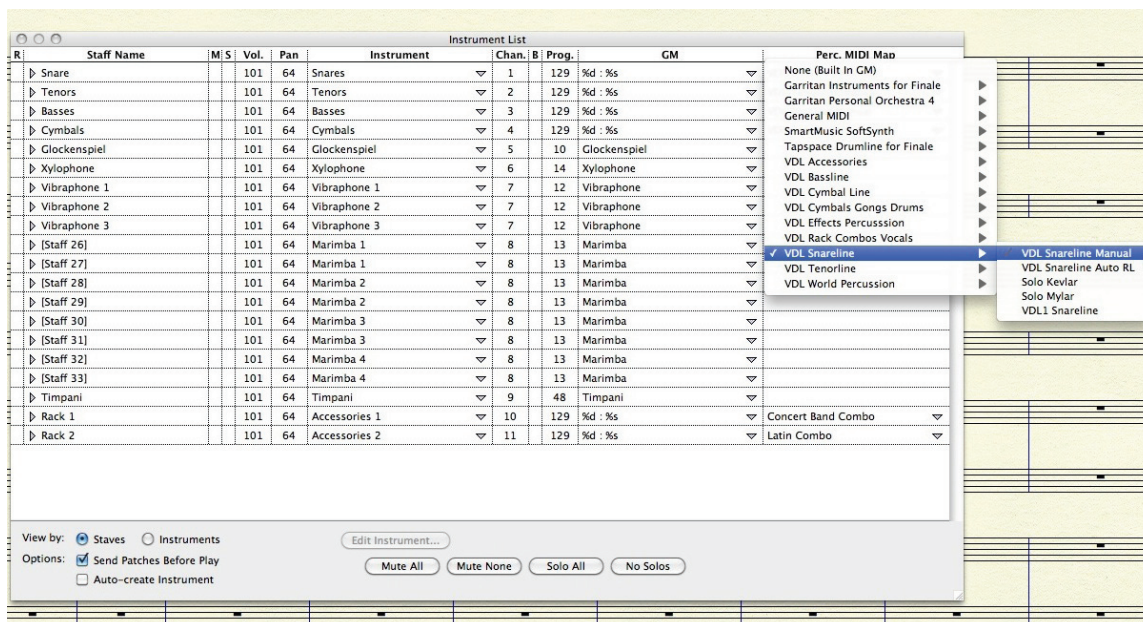
Some aspects of percussion mapping remain from earlier versions of Finale. Users must still assign a percussion map to each staff (now called **Percussion Layouts**) within the **Staff Attributes** window, and instruments loaded into the Kontakt Player must have corresponding MIDI channel assignments in the **Instrument List** window, which has also been enhanced, allowing for the selection of a **Percussion MIDI Map**.



In a nutshell, the **Percussion MIDI Map** is used for playback. The **Percussion Layouts** (selected in the Staff Attributes window) are for layout purposes.

## VDL Percussion MIDI Maps (XML files)

In earlier installation steps, you copied nine **VDL2.5.2 XML files** into **Finale 2010>Finale MIDI Devices**. Each file contains all of the instruments in a specific VDL instrument group. The XML files add playback functionality by indicating which MIDI note is assigned to each sound in any given **Percussion Layout**. With these XML files installed properly, you should see the following **Percussion MIDI Map** groups as options to choose from within Finale's **Instrument List** window.



## Contents of VDL 2.5.2 Percussion MIDI Maps (XML files)

### **VDL Snareline**

Manual, Auto RL, VDL1, Snare Solo-Mylar, Snare Solo-Kevlar

### **VDL Tenorline**

Manual, Auto RL, VDL1, Tenor Solo, Single Tenor-Show Style

### **VDL Bassline**

Manual, Auto RL, VDL1

### **VDL Cymbal Line**

Compatible with all VDL Cymbal Line instruments

### **VDL Accessories**

Bell Tree, Brake Drums, Castanets, Claves, Cowbells, Finger Cymbals, Granite Blocks, Guiro, Jam Blocks, Maracas Rawhide, Metal Guiro, Patio Chimes, Rainsticks, Ratchet, Shakers, Slapsticks, Sleighbells, Orchestral Tambourine, Rock Tambourine, Temple Blocks, Triangles ALL (MW), Vibraslaps, Water Triangles, Wind Chimes, Wood Blocks

### **VDL Pit Cymbals, Drums, and Gongs**

Drum Set (Auto RL), Drum Set (Basic), China Cymbals, Concert Bass Drum, Concert Snare Drum/Field Drum, Concert Toms, Crash Cymbals, Firecraker Drum, Hi-Hat (Manual), Hi-Hat (MW), Impact Drum, Ride Cymbal, Roto-Toms, Sizzle Cymbal, Splash Cymbals, Suspended Cymbals, Swish Knockers, Zil-Bells, Tam-Tams (All), Bowed Gongs, Chinese Gongs, Opera Gongs, Wind Gongs

### **VDL Effects Percussion**

Acme Siren, Air Raid Siren/Cricket, Bell Plates, Audobon/Nightingale Bird Combo, Birds Mienl, Earth Plate, Energy Chimes, Flexatone Bends, Frogs, Garden Weasel, Hand Claps, Marching Machine, Metronomes, Ocean Drum, Police Whistle, Propane Tank, Ribbon Crashers, Slide Whistle, Tang Tangs, Thundersheet, Trash Can, Typewriter (Manual), Vibratones

### **VDL Combos, Racks, and Vocals**

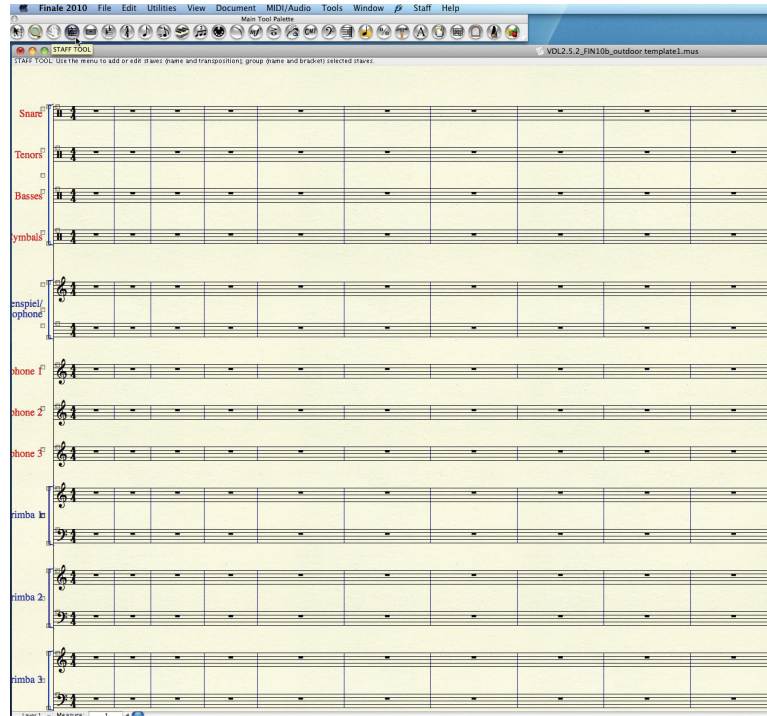
Concert Band Combo, Concert Bass Drum/Tam-Tam Combo, Cymbal Rack Combo, Drum Majors Vocals, Finale Marching Percussion, General MIDI Set, Latin Percussion Rack, Metal Percussion Rack, Percussion Rack Combo A, Percussion Rack Combo B, General Vocals

### **VDL World/Ethnic Percussion**

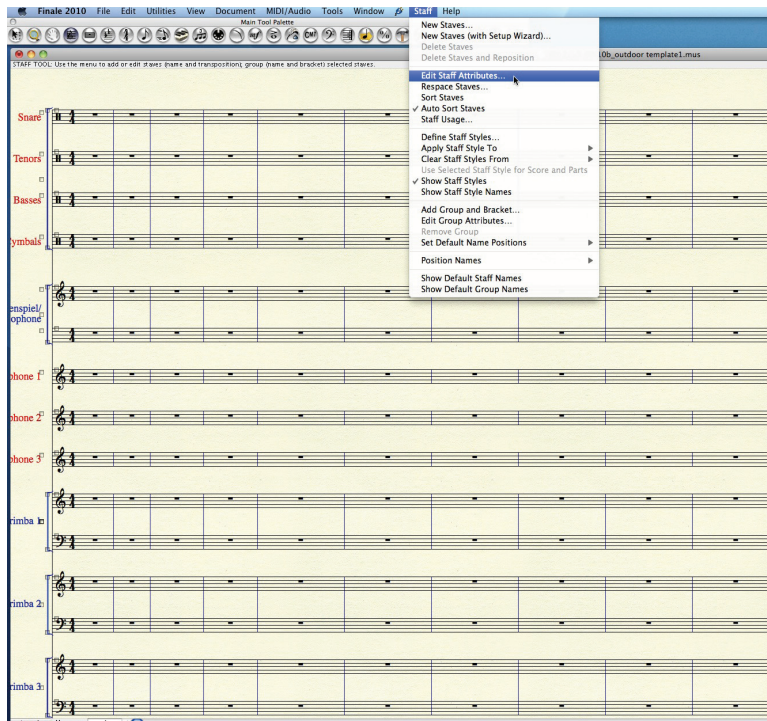
Agogo Bells, Ankle Bells, Anklung, Bongo (Auto RL), Bongo (Manual), Cabasas, Congo (Auto RL), Congo (Manual), Djembe Big, Djembe 14, Log Drums, Shakerines, Shekere, Taiko Drums, Timbales (Auto RL), Timbales (Manual)

# Assigning Maps to Instruments

Assigning percussion maps to instrument staves in Finale 2010 is simple. Similar to previous versions of Finale, percussion maps are assigned by using the **Staff Tool**.

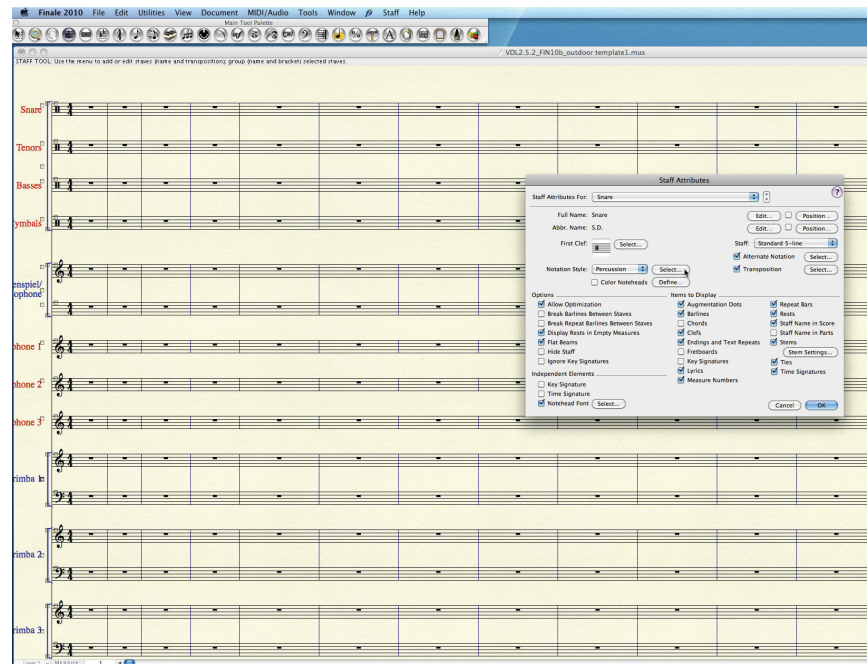


After opening a new template file, select the **Staff Tool** and from the **Staff Menu** select **Edit Staff Attributes**.

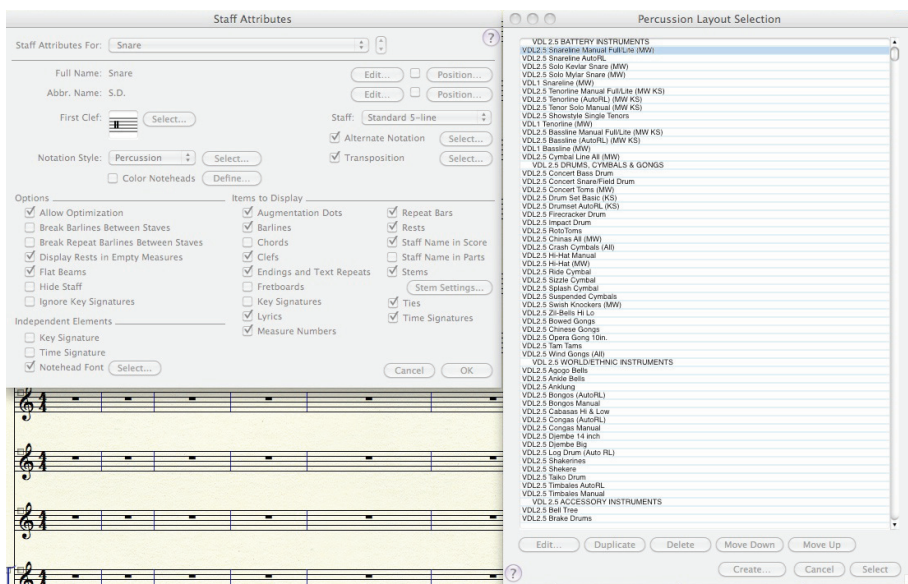




From the Staff Attributes For menu, select the staff to assign a VDL 2.5 Percussion Layout. Next to **Notation Style** click the **Select** button.



The **Percussion Layout Selection** dialog box appears. Choose the desired Percussion Layout, click **Select** and **OK** to return to the score or choose another instrument from the Staff pull down menu.



By default, the **Outdoor** templates are mapped with the Battery instruments already assigned the *Manual (Lite)* instrument maps, Rack 1 is *Rack Combo A*, and Rack 2 uses the *Latin Rack Combo*. You can, of course, choose to change any of these to whatever instrument you intend to use. The **Indoor** templates are set up in a similar fashion. The battery instruments use the *Manual (Lite)* maps, while the Racks use *Rack Combo A* and one of the *Drum Set* maps.

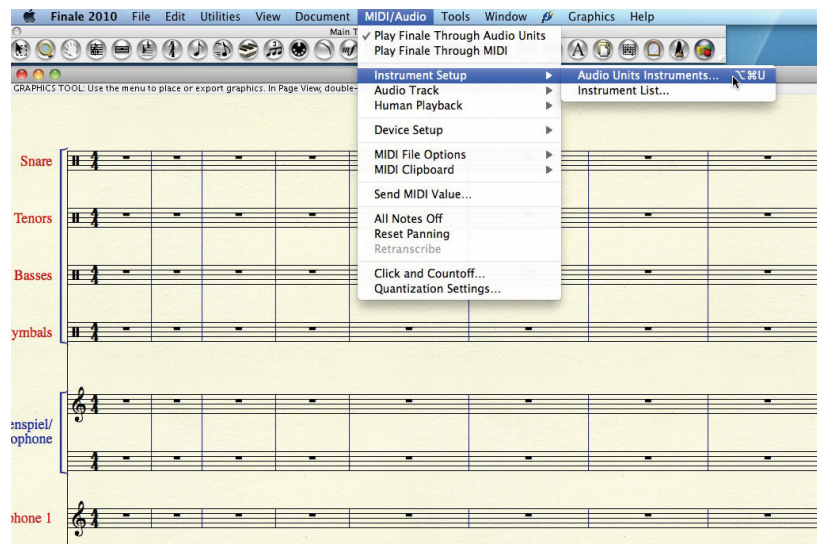
## Setting up playback for a VDL percussion staff using Kontakt Player

*Non-pitched* percussion instruments, such as many found within Virtual Drumline, differ from *pitched* percussion instruments. Each MIDI note can represent a different percussion instrument or type of sound made on only one instrument (i.e. triangle hit, muted triangle, triangle roll). To keep all of the various sounds organized they must be mapped out across the keyboard. These maps are then used for the score layout and note entry. They can also be used in conjunction with an external MIDI device or software instrument when configuring Finale for the playback of music created using VDL 2.5.2 and the templates.

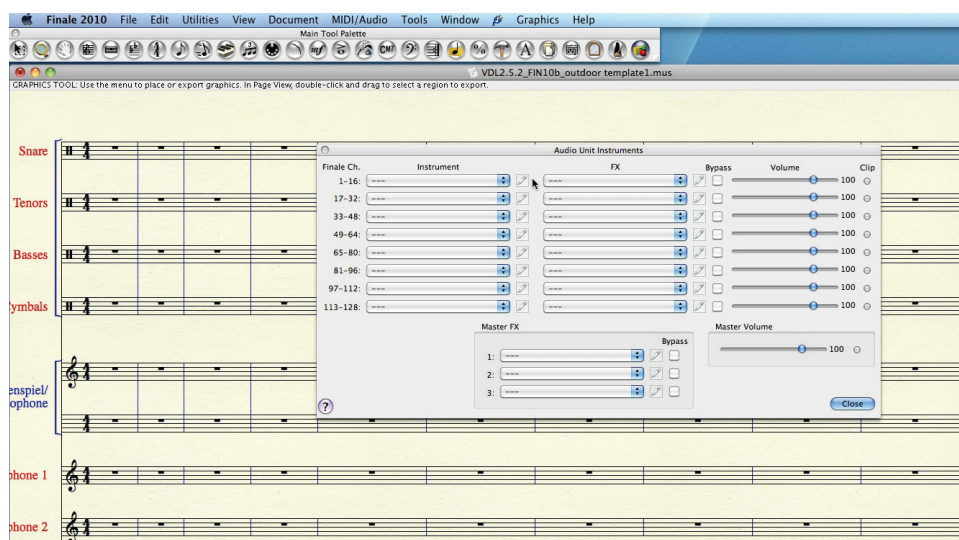
The templates are designed so that any user can begin writing music and hear the work without needing to dive too deeply into the inner workings of Finale. There are, however, some things which every user must set up because everyone has a unique computer system.

**After opening a blank VDL .mus template, do the following to configure percussion playback.**

1. Go to **MIDI/Audio>Instrument Setup> Audio Units Instruments**. (If you are using a Windows OS it will say "VST Instruments".)

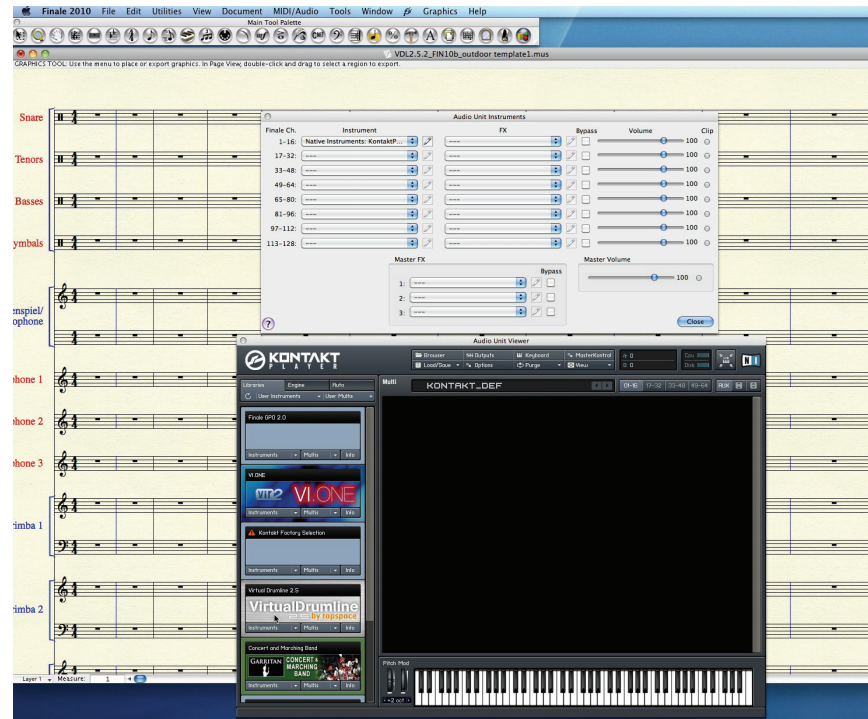


2. The **Audio Units (or VST) Instruments** dialog box will appear. Select **Native Instruments: Kontakt Player 2**, this is the device from which your VDL instruments will play back.

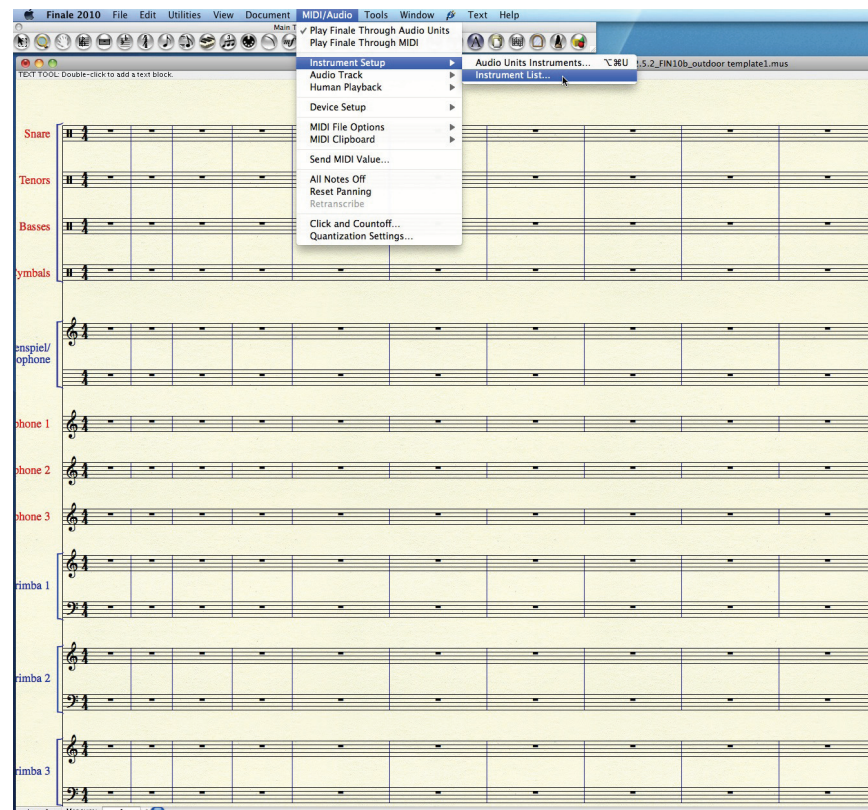




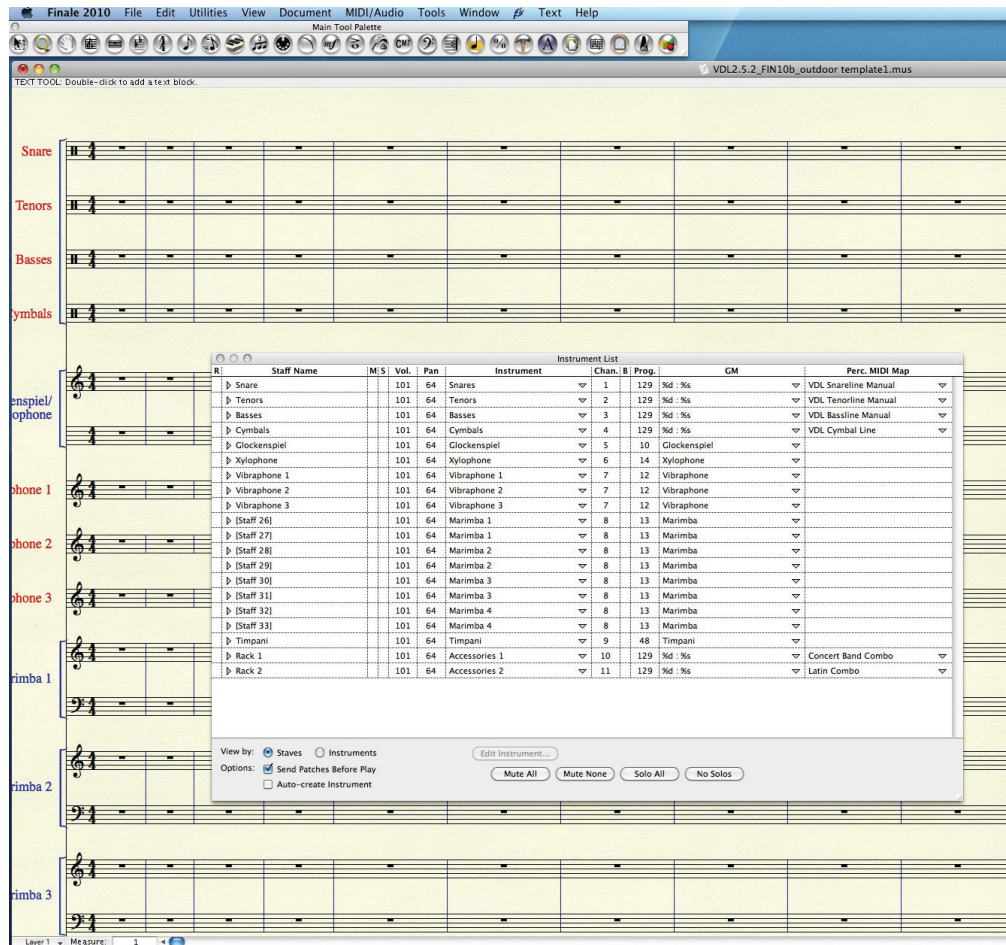
3. Once you've loaded an instance of Kontakt Player 2, click the little pencil icon next to it to bring forth the Kontakt Player interface. Within Kontakt Player, load the VDL instruments you'll use within your score.



Make sure that the MIDI channel assignments in each Kontakt Player instrument match the settings found within **MIDI/Audio>Instrument Setup>Instrument List**.



4. On the far right side of the **Instrument List**, you'll see a **Percussion MIDI Maps** column. These menus have a list of the available percussion maps. The percussion maps here are the same ones found in the **Percussion Layout Selection** window which is accessible via the **Staff Attributes** window. *Make certain you are using corresponding maps/layouts in both places.*

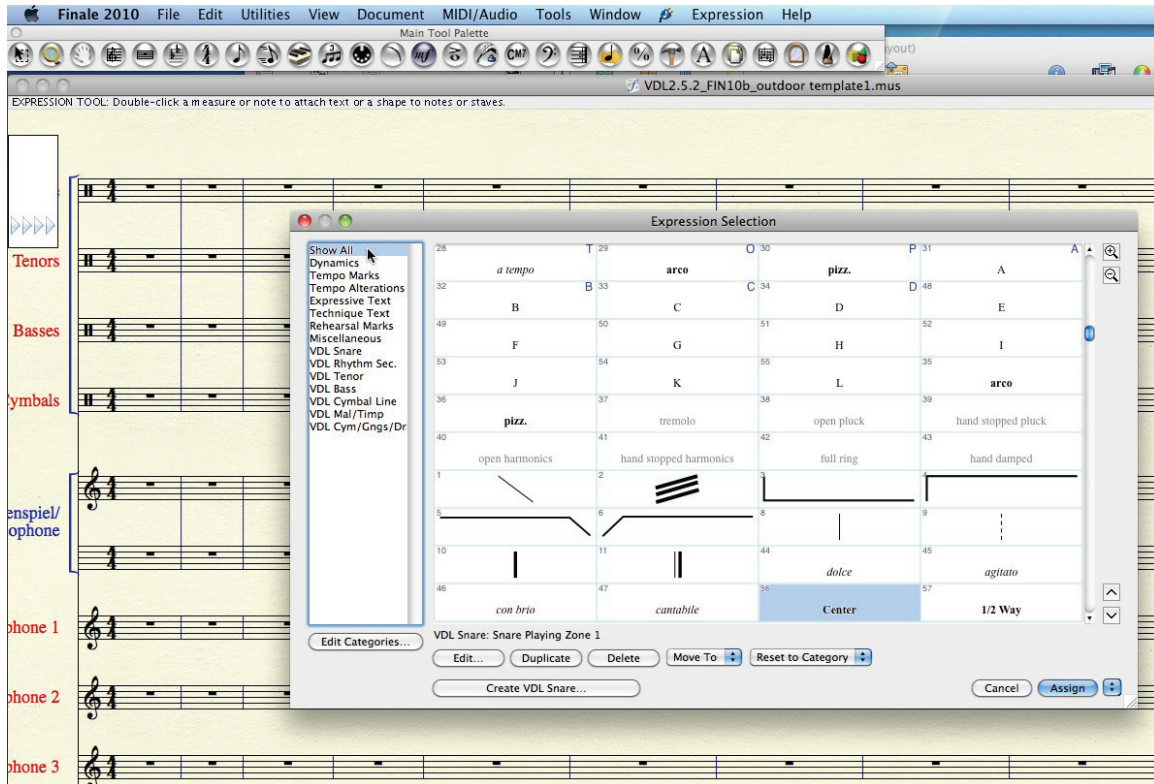


If you wish to use the templates without changing any of the staves, all that is necessary is to load the instruments into Kontakt Player in the same order they are in the score. Loading Kontakt Player instruments in score order will automatically set MIDI channels in consecutive order. The Percussion Layouts and Percussion MIDI Maps are already set up. If you wish to change an instrument, (say you want to use *Rack Combo B* instead of *Rack Combo A*), you will need to change both the **Percussion Layout** (in Staff Attributes) and **Percussion MIDI Map** (in the Instrument List) for that staff.



## Text Expressions

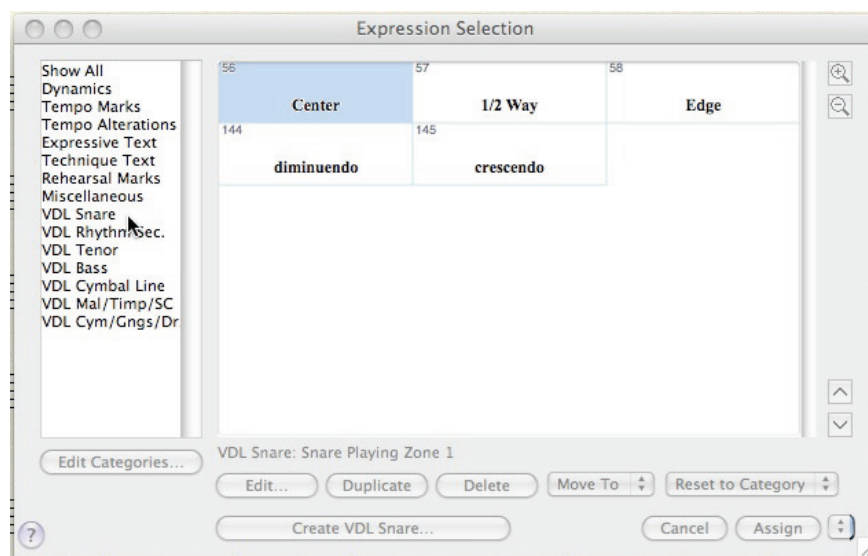
With the release of Finale 2009, the **Expression Tool** changed to make navigation easier. One important change is the use of **Expression Categories**.



The templates include categories for all of the various VDL sounds. The list of VDL specific expression categories include the following: VDL Snares, VDL Tenors, VDL Basses, VDL Cymbal Line, VDL Mallets, Timpani, & Suspended Cymbals, VDL Pit Cymbals, Drums, & Gongs, and VDL Rhythm Section.

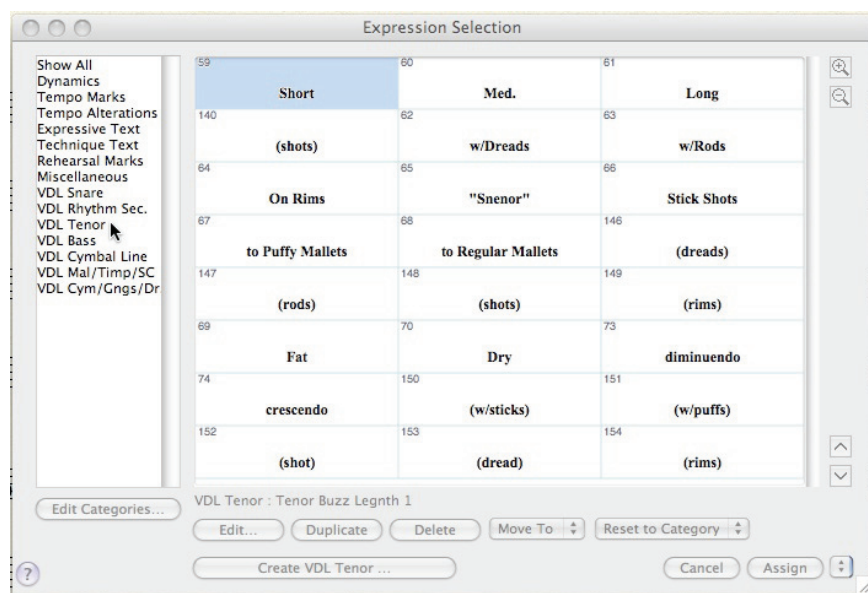
Using **Text Expressions**, you can now fully utilize all of the various Mod Wheel and Key Switch settings. You no longer need to create your own text expressions, MIDI messages, or enter a hidden note to create and customize these playback functions.

## Expression Category - VDL Snares



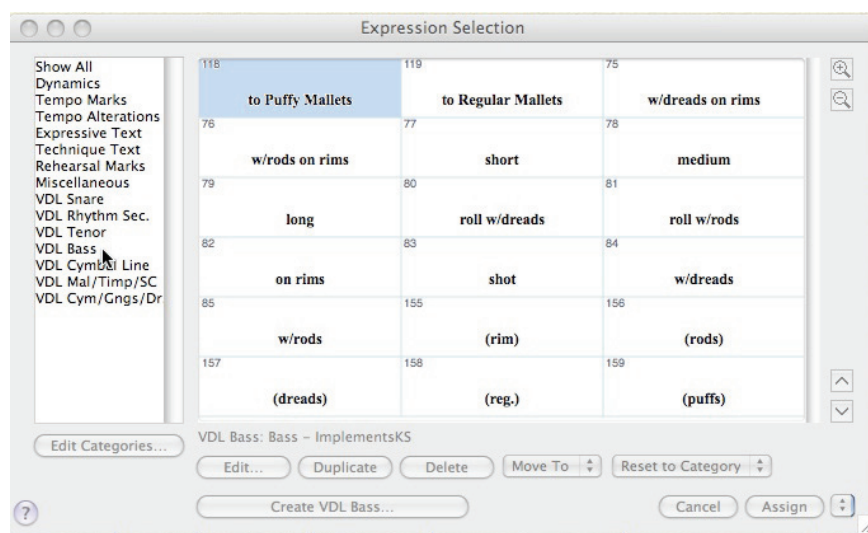
Instrument	Text	Definition	Playback
Snare - VDL 2.5 (ALL)	Center	Playing Zone	Mod Wheel
	1/2 Way	Playing Zone	Mod Wheel
	Edge	Playing Zone	Mod Wheel
Snare - VDL 1	diminuendo	Buzz Roll Dynamics	Mod Wheel
	crescendo	Buzz Roll Dynamics	Mod Wheel

## Expression Category - VDL Tenors



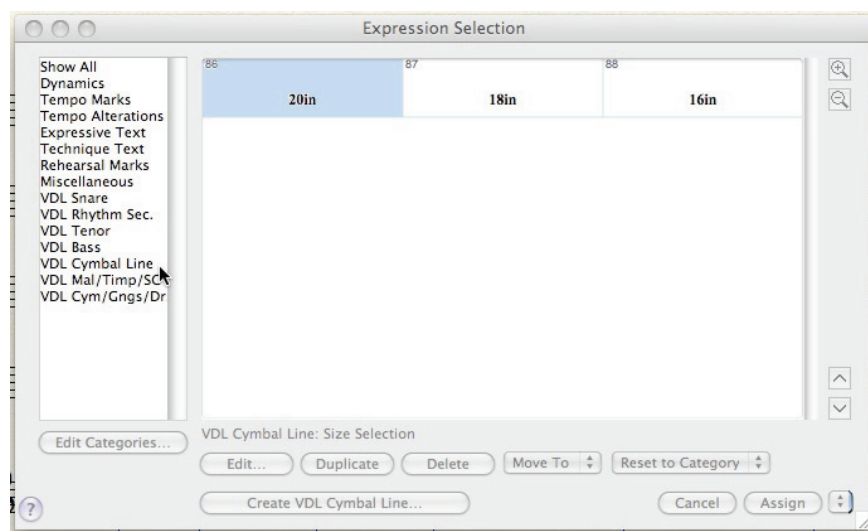
Instrument	Text	Definition	Playback
Tenors - VDL 2.5 (Manual)	Short	Buzz Length 1	Mod Wheel
(note: buzz lengths work with Manual & Auto Tenors)	Med.	Buzz Length 2	Mod Wheel
	Long	Buzz Length 3	Mod Wheel
+ Solo Manual	(shots)	Implements	Mod Wheel
+ Solo Manual	w/Dreads	Implements	Mod Wheel
+ Solo Manual	w/Rods	Implements	Mod Wheel
+ Solo Manual	On Rims	Implements	Mod Wheel
+ Solo Manual	"Snenor"	"Snenor"/Stick Shots	Mod Wheel
+ Solo Manual	Stick Shots	"Snenor"/Stick Shots	Mod Wheel
+ Solo Manual/Auto	to Puffy Mallets	Implements	Keyswitch
+ Solo Manual/Auto	to Regular Mallets	Implements	Keyswitch
Tenors - VDL 2.5 (Auto)	(dreads)	Implements	Mod Wheel
	(rods)	Implements	Mod Wheel
	(shots)	Shots/Rims	Mod Wheel
	(rims)	Shots/Rims	Mod Wheel
Tenor - VDL 2.5 (Solo Manual)	Fat	Crush Length	Mod Wheel
	Dry	Crush Length	Mod Wheel
Tenor - VDL 1	diminuendo	Buzz Roll Dynamics	Mod Wheel
	crescendo	Buzz Roll Dynamics	Mod Wheel
	(w/sticks)	Implements	Mod Wheel
	(w/puffs)	Implements	Mod Wheel
	(shot)	Implements	Mod Wheel
	(dread)	Implements	Mod Wheel
	(rim)	Implements	Mod Wheel

## Expression Category - VDL Basses



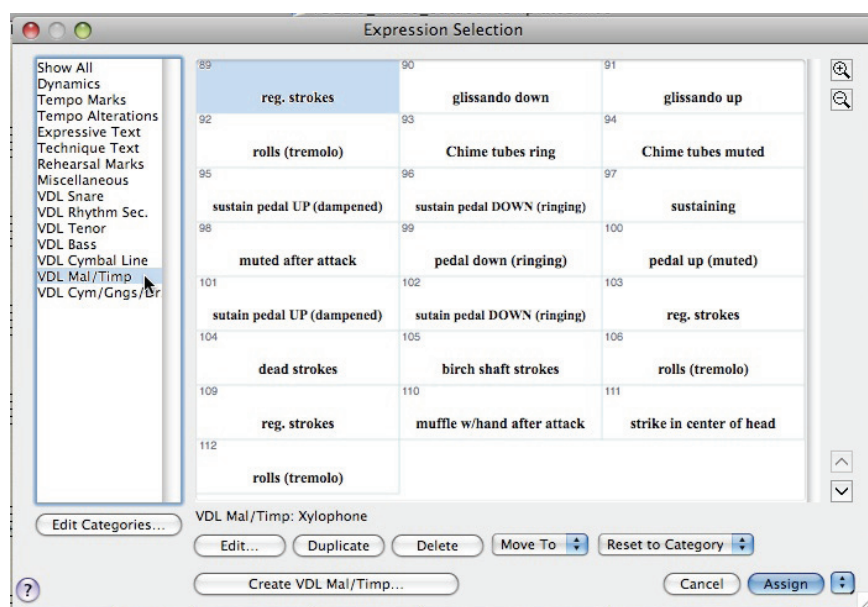
Instrument	Text	Definition	Playback
Bass Drums	to Puffy Mallets	Implements	Keyswitch
	to Regular Mallets	Implements	Keyswitch
	w/dreads on rims	Implements	ModWheel
	w/rods on rims	Implements	ModWheel
	short	Roll Length	ModWheel
	medium	Roll Length	ModWheel
	long	Roll Length	ModWheel
	roll w/dreads	Implements	ModWheel
	roll w/rods	Implements	ModWheel
	on rims	Rims/Shot	ModWheel
	shot	Rims/Shot	ModWheel
	w/dreads	Implements	ModWheel
	w/rods	Implements	ModWheel
VDL2.5 Auto	(rim)	Implements	ModWheel
	(rods)	Implements	ModWheel
	(dreads)	Implements	ModWheel
VDL 1	(reg.)	Implements	ModWheel
	(puffs)	Implements	ModWheel

## Expression Category - VDL Cymbal Line



Instrument	Text	Definition	Playback
Cymbal Line	20in	Instrument	ModWheel
	18in	Instrument	ModWheel
	16in	Instrument	ModWheel

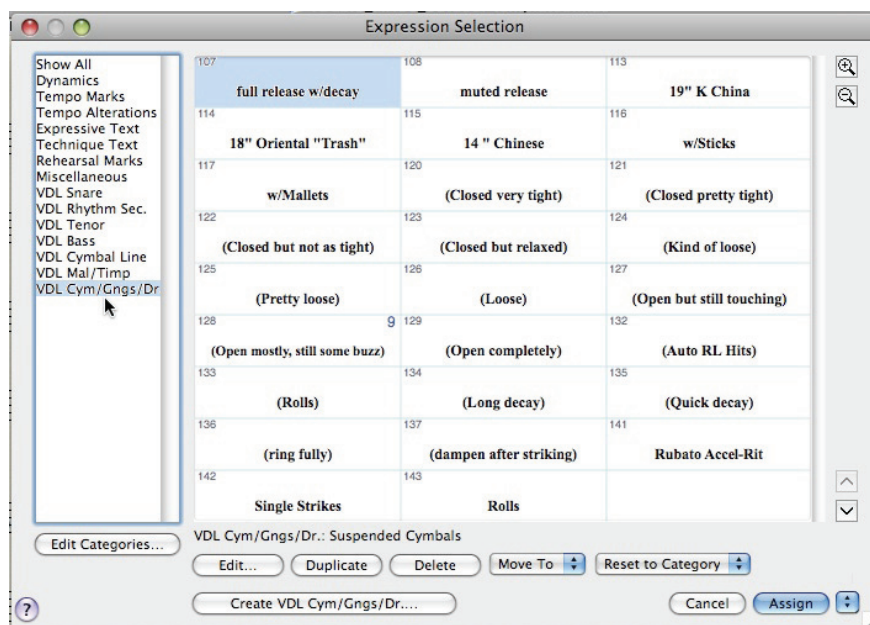
## Expression Category - VDL Mallets and Timpani



Instrument	Text	Definition	Playback
Xylophone	reg. strokes	Technique	ModWheel
	glissando down	Technique	ModWheel
	glissando up	Technique	ModWheel
	rolls (tremolo)	Technique	ModWheel
Chimes	Chime tubes ring	Technique	ModWheel
	Chime tubes muted	Technique	ModWheel
Chimes (PED)	sustained pedal UP (dampened)	Technique	Sustain Pedal (Controller 64)
	sustained pedal DOWN (ringing)	Technique	Sustain Pedal (Controller 64)
Crotales & Glockenspiel	sustaining	Technique	ModWheel
	muted after attack	Technique	ModWheel
Vibraphones (MW)	pedal down (ringing)	Technique	ModWheel
	pedal up (muted)	Technique	ModWheel
Vibraphone (PED)	sustained pedal UP (dampened)	Technique	Sustain Pedal (Controller 64)
	sustained pedal DOWN (ringing)	Technique	Sustain Pedal (Controller 64)
Marimba	reg. strokes	Technique	ModWheel
	dead strokes	Technique	ModWheel
	birch shaft strokes	Technique	ModWheel
	rolls (tremolo)	Technique	ModWheel
Timpani (ALL MW)	reg. strokes	Technique	ModWheel
	muffle w/hand after attack	Technique	ModWheel
	strike in center of head	Technique	ModWheel
	rolls (tremolo)	Technique	ModWheel



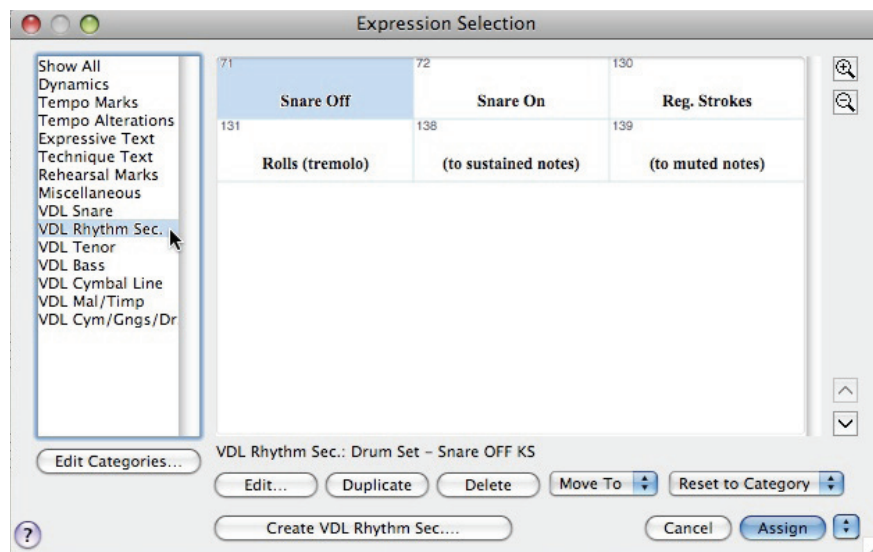
## Expression Category - VDL Cymbals, Gongs & Drums



Instrument	Text	Definition	Playback
Chinas (ALL)	19" K China	Instrument	ModWheel
	18" Oriental "Trash"	Instrument	ModWheel
	14" Chinese	Instrument	ModWheel
Concert Toms	w/Sticks	Implements	ModWheel
	w/Mallets	Implements	ModWheel
Hi Hat (MW)	(Closed very tight)	Technique	ModWheel
	(Closed pretty tight)	Technique	ModWheel
	(Closed but not as tight)	Technique	ModWheel
	(Closed but relaxed)	Technique	ModWheel
	(Kind of loose)	Technique	ModWheel
	(Pretty loose)	Technique	ModWheel
	(Loose)	Technique	ModWheel
	(Open but still touching)	Technique	ModWheel
	(Open mostly, but still some buzz)	Technique	ModWheel
	(Open completely)	Technique	ModWheel

Instrument	Text	Definition	Playback
Granite/Temple Blocks	(Auto RL Hits)	Technique	ModWheel
	(Rolls)	Technique	ModWheel
Swish Knockers	(Long decay)	Technique	ModWheel
	(Quick decay)	Technique	ModWheel
Energy Chimes	(ring fully)	Technique	ModWheel
	(dampen after striking)	Technique	ModWheel
Anklung	Rubato Accel-Rit	Technique	ModWheel
	Single Strikes	Technique	ModWheel
	Rolls	Technique	ModWheel
Sus. Cymbals	full release w/decay	Technique	ModWheel
	mute release	Technique	ModWheel

## Expression Category - VDL Rhythm Section



Instrument	Text	Definition	Playback
Drum Set	Snare Off	Technique	ModWheel
	Snare On	Technique	ModWheel
Steel Drums	Reg. Strokes	Technique	ModWheel
	Rolls (tremolo)	Technique	ModWheel
	(to sustained notes)	Technique	ModWheel
	(to muted notes)	Technique	ModWheel

## Notation Keys

Included here are the Notation Keys for the more commonly used VDL instruments. Additional instruments keys will be included in future updates to the templates. In the mean time, users interested in creating their own notation keys may do so by looking in the **Percussion Layout Designer** dialog box. For more information on using the **Percussion Layout Designer** see **Modifying or Editing Layouts** in the Appendix or consult the Finale Help Guide.

## Snare Lines

### SnareLine Manual (MW)

Sticks In	"Dut" 2	Snare Shell	"Dut" 1	Stick Click	Harness Hit				
Crash Cymbal	Cymbal Roll	Cymbal Bell	HiHat Press	Ride Cymbal	LH Tight HiHats	RH			
LH Med.	RH	LH Loose	RH	Dry Crush Solo	Shot LH	Hit	Shot RH	Hit	Fat Crush
Rods LH	Dreads LH	Rods RH	Dreads RH	w/Tip Cowbell	Mouth	Ribbon Crasher	Stick Shot	LH Rims	
Cross Stick	RH Rims	OTH Shots	Shot LH	Hit	Shot RH	Hit	Ping Shot	LH Backstick	RH
Dry Crush	Fat	FP Roll	Sustain Roll	Decres. Short Rolls	Cresc.	Decres. Med.	Cresc.	Decres. Long	Cresc.
Stick Shot	Throwoff ON	Cross Stick	Throwoff OFF	OTH Shot	Shot LH	Hit	Shot RH	Hit	Ping Shot
Dry Crush	Fat	FP Rolls	Sustained Rolls	Decres. Short Rolls	Cresc.	Decres. Med.	Cresc.	Decres. Long	Cresc.

## SnareLine (Auto RL)

Sticks In "Dut" 2 Snare Shell "Dut" 1 Stick Click Harness Hit Crash Cymbal Cymbal Roll

Cymbal Bell HiHat Roll Ride Cymbal Tight HiHats Med. Loose Hits Shots

Dry Crush Fat Crush Rods Stick Shot Dreads Cross Stick Rims Backsticks

Hits Shots Dry Crush Ping Fat Crush OTH Shot Short Decres.Rolls Med. Long

FP Buzz Sustained Buzz Long Cresc.Rolls Med. Short Throwoff ON Stick Shot

Throwoff OFF Cross Stick Hits Shots Dry Crush Ping Shot Fat Crush OTH Shot

Short Decres.Roll Med. Long FP Roll Sustained Roll Long Cresc.Roll Med. Short

## VDL 1 SnareLine


Sticks In Snare Shell Stick Click Crash Cymbal Bell Ride Cymbal LH Dread RH Dread

Stick Shot LH Rim Rim Knock RH Rim OTH Shot Shot LH Hit Shot RH

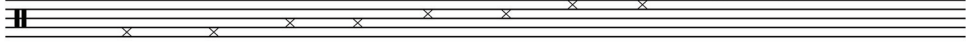
Hit Ping Shot Short Buzzes Dry Crush Med. Buzzes Fat Crush Long Buzzes Sustained Roll

Tenor Lines

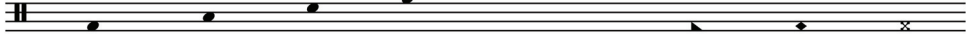
Tenor Line Manual (MW)




Stand Hit   Cowbell   Hand Claps   Low Jamblock   Mallet Click   High Jamblock   DblStops onShells   Drum4 "snenor"/ StickShots   Drum3   Drum2   Drum1   Spock



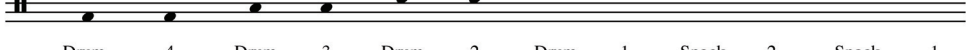
LH Shot/Dread/ Rod/Rim   RH   LH   RH   LH   RH   LH   RH   LH   RH   LH   RH   LH   RH




Drum4 Sustain BuzzRolls   Drum3   Drum2   Drum1   Spock2   Spock1   Muted Taps Drum4   Hand Muffled   "Skank"



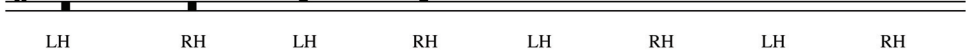
LH Drum Hits   RH 4   LH Drum 3   RH Drum 2   LH Drum 1   RH Spock 2   LH Spock 2   RH Spock 1




Drum Decres Rolls   4 Cres   Drum 3   Drum 2   Drum 1   Spock 2   Spock 1



Dry Crushes Drum   Fat 4   Dry Drum 3   Fat Drum 2   Dry Drum 1   Dry Fat Spock 2   Dry Fat Spock 1



LH Rods Drum   RH on 4   LH Rims Drum 3   RH Drum 2   LH Drum 1


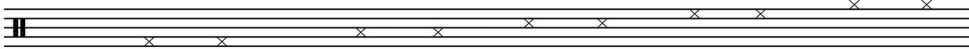

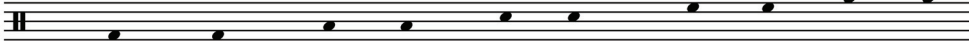
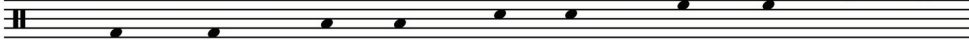



LH Spock   RH 2   LH Spock 1   RH Drum4 Dread Stir   Drum3   Drum2   Drum1

## TenorLine Auto (RL)

Stand Click	Cowbell	Hand Claps	Low Jamblock	Mallet Click	High Jamblock	DblStops onShell	Drum4 Stir	Drum3	Drum2 Drum1
SusBuzz Drum4	Dim	Cres	SusBuzz Drum3	Dim	Cres	SusBuzz Drum2	Dim	Cres	
SusBuzz Drum1	Dim	Cres	SusBuzz Spock2	Dim	Cres	SusBuzz Spock1	Dim	Cres	
Dread/ Rods Drum	Hits 4	Shots/ Rims	Dread/ Rods Drum	Hit 3	Shots/ Rims	Dread/ Rods Drum	Hit 2	Shots/ Rims	
Dread/ Rods Drum	Hit 1	Shots/ Rims	Dread/ Rods Spock	Hit 2	Shots/ Rims	Dread/ Rods Spock	Hit 1	Shots/ Rims	
Hand Muffle	Skank	Muffled Taps	Rod Drum4	Dry Crushes	Wet	Rod Drum3	Dry Crushes	Wet	
Rod Drum2	Dry Crushes	Wet	Rod Drum1	Dry Crushes	Wet	Rod Spock2	Dry Crushes	Wet	
Rod Spock1	Dry Crushes	Wet	Drum4 "Snenor"	Drum3	Drum2	Drum1	Spock		

## VDL 1 TenorLine

									
Drum4 Stick	Drum3 on	Drum2 Stick	Drum1	6"	Drum Shell	Stick Click	Cowbell	Low Woodblock	High
									
LH Drum Shot/Dread/Rims	RH 4	LH Drum	RH 3	LH Drum	RH 2	LH Drum	RH 1	LH 6"	RH Drum
									
Drum4 Sustained	Drum3 Buzz	Drum2 Rolls	Drum1	6"				Mute Drum	"Skank" 4
									
LH Drum Hits	RH 4 Sticks/Puffs	LH Drum	RH 3	LH Drum	RH 2	LH Drum	RH 1	LH 6"	RH Drum
									
Long Drum Decres/Cresc	Med. 4 Buzz	Long Drum Rolls	Med. 3	Long Drum	Med. 2	Long Drum	Med. 1	Long 6"	Med. Drum
									
Crush Drum	Short 4	Crush Drum	Short 3	Crush Drum	Short 2	Crush Drum	Short 1	Crush 6"	Short Drum

## Bass Lines

### BassLine Manual (MW)

Drum6 Sticks In   Drum5   Drum4   Drum3   Drum2   Drum1   Sticks In Unison   Stick Click   LH Dread   RH Dread   LH Drum Rims   RH 6 Shots

LH Drum Dreads   RH 5 Rods   LH Drum   RH 4   LH Drum   RH 3   LH Drum   RH 2   LH Drum   RH 1

Dread on Drum Unison   Rolls on Rim   Sustained Roll   Decres Rolls   Cresc   Crush   Muted w/LH   LH Rims   RH   LH Hits   RH

LH Hits   RH   LH   RH   LH   RH   LH   RH   LH   RH

LH   RH   Decres Drum6 Rolls   Cresc   Decres Drum5   Cresc   Decres Drum4   Cresc   Decres Drum3   Cresc   Decres Drum2   Cresc

Decres Drum1   Cres   Crush   Sust. Roll   Crush   Sust. Roll   Crush   Sust. Roll   Crush   Sust. Roll

Crush   Sust. Roll   Crush   Sust. Roll   Muted w/LH Drum   Roll Dread/Rod 6   Muted w/LH Drum   Roll Dread/Rod 5   Muted w/LH Drum   Roll Dread/Rod 4   Muted w/LH Drum   Roll Dread/Rod 3

Muted w/LH Drum   Roll Dread/Rod 2   Muted w/LH Drum   Roll Dread/Rod 1   Drum6 RIMS w/ Dread/Rod   Drum5   Drum4   Drum3   Drum2   Drum1



## BassLine Auto (RL)

Sticks In Unison      Stick Click      Hits Drum#6      Rims/Rods/Dreads      Hits Drum#5      Rims/Rods/Dreads

Hits Drum#4      Rims/Rods/Dreads      Unison Hits      Hits Drum#3      Rims/Rods/Dreads      Unison Rims

Hits Drum#2      Rims/Rods/Dreads      Hits Drum#1      Rims/Rods/Dreads      Roll Drum#6      Crush

Roll Drum#5      Crush      Roll Drum#4      Crush      Unison Roll      Roll Drum#3      Crush

Unison Crush      Roll Drum#2      Crush      Roll Drum#1      Crush

## VDL 1 Bass Line

Sticks In      LH Dr#5 Dreads      RH      LH Dr#4      RH      LH Dr#3      RH      LH Dr#2      RH      LH Dr#1      RH

Sustained Rolls Unison      Long Decres/Cresc      Med.      Short      Crush      LH Rim      RH      LH Hits      RH

LH Dr#5 Hits      RH      LH Dr#4      RH      LH Dr#3      RH      LH Dr#2      RH      LH Dr#1      RH

Crush Dr#5      Sustain Roll      Crush Dr#4      Sustain Roll      Crush Dr#3      Sustain Roll      Crush Dr#2      Sustain Roll      Crush Dr#1      Sustain Roll

Dr#5 Short      Dr#4 Cresc.      Dr#3      Dr#2      Dr#1

## Cymbal Lines

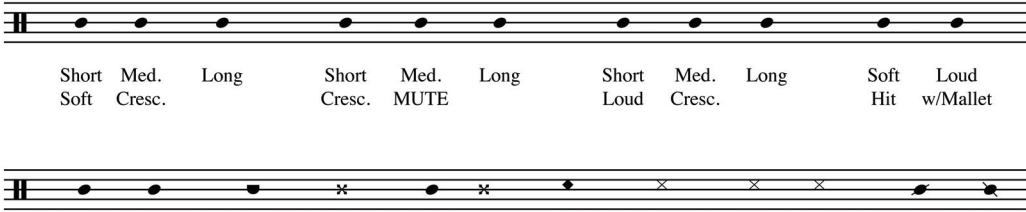
### Cymbal Line Manual

The Cymbal Line Manual displays six rows of musical notation, each representing a different cymbal technique. The notation is written on a five-line staff with a double bar line at the beginning. The techniques are as follows:

- Row 1:** Whale Call, Tremolo, Circular Roll, Flat Roll, Port Crash, Orch. Crash, Crash Choke Secco, Flat Crash, Crash Choke Fat.
- Row 2:** Vacuum Suck, Sizz/Suck A, Sizzle, Sizz/Suck B, Sizz/Suck, Tap Choke, Tap Edge, Tap Halfway.
- Row 3:** Crunch Choke, Ding, HiHat Choke, Click, Slow Zing, Scratch Out, Fast Zing, Scratch In.
- Row 4:** Port Crash, Orch. Crash, Crash Choke Secco, Flat Crash, Crash Choke Fat, Vacuum Suck, Sizz/Suck A, Sizzle, Sizz/Suck B.
- Row 5:** Sizz/Suck, Tap Choke, Tap Edge, Tap Halfway, Crunch Choke, Ding, HiHat Choke, Click.
- Row 6:** Slow Zing, Scratch Out, Fast Zing, Scratch In, Flat Roll, Circular Roll, Tremolo, Whale Call.

## Cymbals, Drums, & Gongs

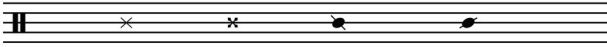
### Suspended Cymbals



Two musical staves showing various cymbal techniques. The first staff contains solid black notes. The second staff contains a mix of solid black notes and 'x' marks.

Short Soft	Med. Cresc.	Long	Short Cresc.	Med. MUTE	Long	Short Loud	Med. Cresc.	Long	Soft Hit	Loud w/Mallet	
Fat Choke	Short w/Mallet	Nat. Sus.Roll	Muted Release	LH Stick	RH Tip	Shoulder onBell	Strike w/Stick	Fat Choke	Short w/Stick	Short Coin	Long Scrape

### Crash Cymbals



A single musical staff showing four techniques: two 'x' marks and two solid black notes.

Crash	Crash Choke	Sizzle Crash	Zing (scrape)
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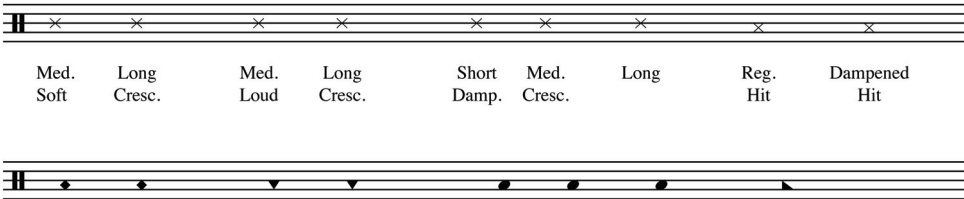
### China Cymbals



A single musical staff showing various techniques represented by 'x' marks and solid black notes.

w/Mallet Crash	Choke	w/Stick Crash	Choke	Cresc. Short	Roll Med.	Long	Muted Short	Cresc. Med.	Long
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### Tam-Tams (All)



Two musical staves showing various techniques. The first staff contains 'x' marks. The second staff contains solid black notes and downward-pointing triangles.

Med. Soft	Long Cresc.	Med. Loud	Long Cresc.	Short Damp.	Med. Cresc.	Long	Reg. Hit	Dampened Hit
LH Wood	RH Stick	LH Triangle	RH Beater	Short	Med. Scrape	Long	Stick Rubato	

### Concert Bass Drum



A single musical staff showing various techniques represented by solid black notes, 'x' marks, and downward-pointing triangles.

w/Warm Open	Mallet Dampened	Muffled	w/Staccato Open	Mallet Dampened	ROLL Sustained	Short1	Short2 Cresc.	Long1 Long2 Rolls
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## Drum Set (Auto)

Drum Set (Auto) notation showing three staves with various drum symbols and their corresponding labels:

- Staff 1:**
  - HiHat w/foot
  - Bass Drum
  - Floor Hit
  - Tom Rim
  - Mid Hit
  - Tom Rim
  - High Hit
  - Tom Rim
- Staff 2:**
  - Snare Drum
  - Rimshot
  - Rim
  - Roll
  - Crush
  - Cross Stick
- Staff 3:**
  - Hi Closed
  - Hat Open
  - Ride w/Tip
  - Cymbal Bell
  - Crash 17"Dark
  - Cymbal 15"Custom
  - 19"K China
  - 8"K Splash

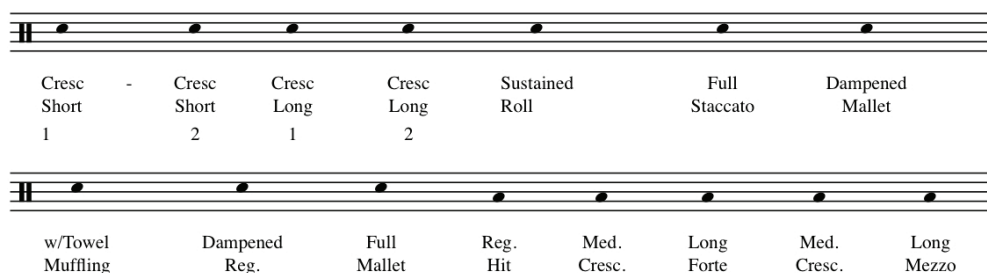
## Drum Set (Basic)

Drum Set (Basic) notation showing five staves with various drum symbols and their corresponding labels:

- Staff 1:**
  - HiHat w/foot
  - Bass #1
  - Drum #2
  - LH Floor
  - RH Tom
  - LH Mid
  - RH Tom
- Staff 2:**
  - LH High
  - RH Tom
  - Cross Stick
  - LH Snare
  - RH Drum
  - LH Rim
  - RH Shots
- Staff 3:**
  - Snare Roll
  - Dry Crush
  - Fat Rolls
  - LH HiHat
  - RH Closed
  - LH HiHat
  - RH Open
- Staff 4:**
  - Ride Tip
  - Cymbal Bell
  - w/Tip Crown
  - Crash 17"K
  - Cymbal 15"A
  - 19"K China
  - 8"K Splash
- Staff 5:**
  - LH Floor on
  - RH Tom Rims
  - LH Mid
  - RH Tom
  - LH High
  - RH Tom
  - LH Snare
  - RH Drum

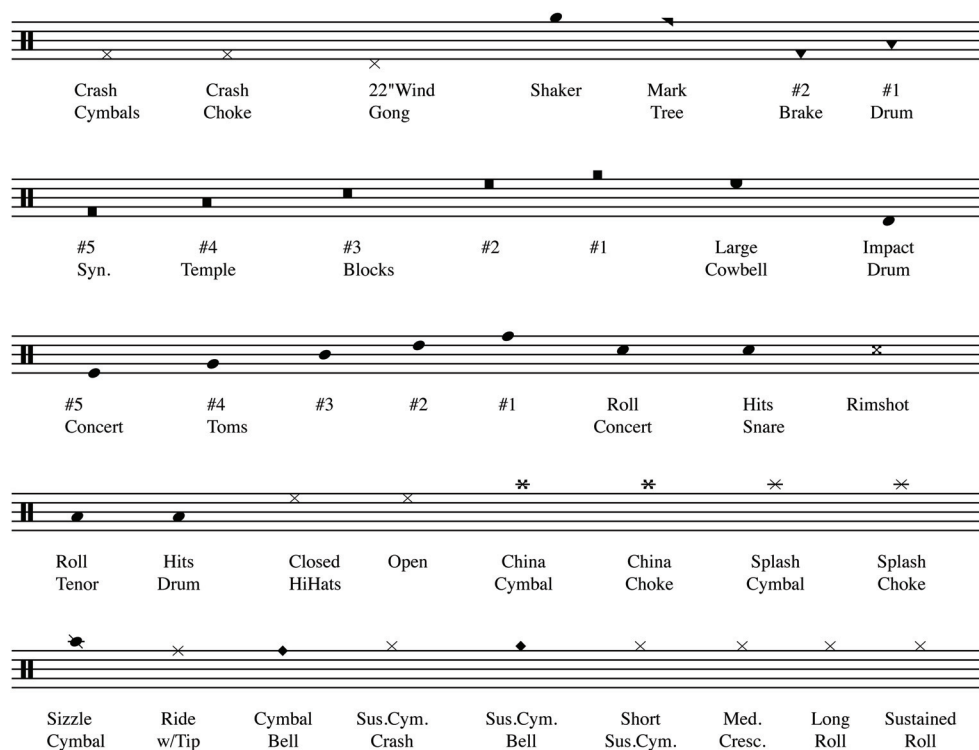
## Racks & Combos

### Concert BD & Tam Tam Combo



Two staves of musical notation. The first staff contains seven notes with the following labels below them: Cresc Short 1, -, Cresc Short 2, Cresc Long 1, Cresc Long 2, Sustained Roll, Full Staccato, and Dampened Mallet. The second staff contains nine notes with the following labels below them: w/Towel Muffling, Dampened Reg., Full Mallet, Reg. Hit, Med. Cresc., Long Forte, Med. Cresc., and Long Mezzo.

### Rack Combo A



Five staves of musical notation. The first staff contains seven notes with labels: Crash Cymbals, Crash Choke, 22" Wind Gong, Shaker, Mark Tree, #2 Brake, and #1 Drum. The second staff contains seven notes with labels: #5 Syn., #4 Temple, #3 Blocks, #2, #1, Large Cowbell, and Impact Drum. The third staff contains eight notes with labels: #5 Concert, #4 Toms, #3, #2, #1, Roll Concert, Hits Snare, and Rimshot. The fourth staff contains eight notes with labels: Roll Tenor, Hits Drum, Closed HiHats, Open, China Cymbal, China Choke, Splash Cymbal, and Splash Choke. The fifth staff contains nine notes with labels: Sizzle Cymbal, Ride w/Tip, Cymbal Bell, Sus.Cym. Crash, Sus.Cym. Bell, Short Sus.Cym., Med. Cresc., Long Roll, and Sustained Roll.

## Rack Combo B

The diagram illustrates the layout of Rack Combo B, organized into six rows. Each row features a five-line staff with various percussion symbols (dots, crosses, triangles, and asterisks) placed on specific lines. Below each staff, the corresponding instrument names are listed.

Row	Instrument 1	Instrument 2	Instrument 3	Instrument 4	Instrument 5	Instrument 6	Instrument 7
1	Crash Cymbals	Concert Bass Drum	TamTam Strike	Shaker	Mark Tree	#2 Brake	#1 Drums
2	Strike Tambourine	Shake	Open Triangle	Closed	Roll	Large Cowbell	Wood Block
3	#5 Concert	#4 Toms	#3	#2	#1	Finger Cymbals	Bell Tree
4	Single Sleigh	Roll Bells	Zil Bel	Closed HiHats	Open	China Cymbal	
5	China Choke	Splash Cymbal	Splash Choke	Sizzle Cymbal	Ride w/Tip	Cymbal Bell	
6	Sus.Cym. Crash	Sus.Cym. Bell	Short Sus.Cym.	Med. Cresc.	Long Rolls	Sustained Roll	

## Latin Combo

The musical score for the Latin Combo consists of seven staves, each with a key signature of one sharp (F#) and a common time signature (C). The notes are placed on various lines and spaces of the staves, with some notes marked with an 'x' or a downward arrow. Below each staff, there are labels for the instruments and techniques used.

Staff	Notes (from left to right)	Instruments/Techniques
1	Quarter note (line 1), Quarter note (line 2), Quarter note (line 3), Quarter note (line 4), Quarter note (line 5), Quarter note (line 6)	Bass Shekere, Comping, Back/Forth, Spin, Taps
2	Quarter note (line 1), Quarter note (line 2), Quarter note (line 3), Quarter note (line 4), Quarter note (line 5), Quarter note (line 6)	Heel/Toe Low, Muted Conga, Open, Open, Muted, Roll
3	Quarter note (line 1), Quarter note (line 2), Quarter note (line 3), Quarter note (line 4), Quarter note (line 5), Quarter note (line 6)	Heel/Toe High, Muted Conga, Open, Open, Muted, Roll
4	Quarter note (line 1), Quarter note (line 2), Quarter note (line 3), Quarter note (line 4), Quarter note (line 5), Quarter note (line 6)	Shell Low Timbales, Hit Drum, Rimshot, Hit High, Rimshot Drum, Shell
5	Quarter note (line 1), Quarter note (line 2), Quarter note (line 3), Quarter note (line 4), Quarter note (line 5), Quarter note (line 6)	Mouth Mambo Cowbells, Tip, Mouth ChaCha, Tip, Tip Cymbal, Bell, Crash
6	Quarter note (line 1), Quarter note (line 2), Quarter note (line 3), Quarter note (line 4), Quarter note (line 5), Quarter note (line 6)	Long Guiro, Short Scrapes, Open Low Bongos, Muted, Slap, Open High, Muted, Slap
7	Quarter note (line 1), Quarter note (line 2), Quarter note (line 3), Quarter note (line 4), Quarter note (line 5), Quarter note (line 6)	Bell Bongo, Muted Cowbell, Tip, Ganza Shaker, Claves

## Metal Rack

Instrument	Instrument	Instrument	Instrument	Instrument	Instrument	Instrument
Bell Plate	w/Triangle Beaters TamTams	Strike	Scrape	Mark Tree	#1 Brake	#2 Drum
Propane Tank	Ribbon Crasher	Open Triangle	Closed	Roll	Large Cowbell	Small
Low Agogo	High	Ankle Bells	Long Metal	Short Guiro	Finger Cymbals	Bell Tree
Single Sleigh	Roll Bells	Zil Bel	Closed HiHat	Open	China Cymbal	China Choke
Splash Cymbal	Splash Choke	Sizzle Cymbal	Ride Cymbal	Ride Bell	Sus.Cym. Crash	Sus.Cym. Bell
Short SusCym	Med. Cresc.	Long Rolls	Sustained	Trash Can	Hit Earth	Scrape Plate
						Thunder Sheet



## Concert Band Combo

**Concert Bass Drum**

Cresc. Short 1	Cresc. Short 2	Cresc. Long 1	Cresc. Long 2	Regular Mallet Hit	Regular Muted	Chamois Mallet Hit	Chamois Muted	Sustained Roll
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**Tam Tam**

Regular Hit	Dampened Hit	Cresc. Short	Muted Cresc. (short)	Cresc. Medium	Muted Cresc. (med.)	Sticks	Triangle Beaters	Scrape (short)	Scrape (long)
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**Concert Toms**      **Military Drum**

Drum 6	Drum 5	Drum 4	Drum 3	Drum 2	Drum 1	Hits	Hits w/snares off	Rolls	Rolls w/snares off	Rims	Rim Shot
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**Hand Cymbals**      **Snare Drum**

Crash	Crash Choke	Sizzle Crash	Scrape (zing)	Hits	Hits w/snares off	Rolls	Rolls w/snares off	Rims	Rim Shot
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**Triangle**      **Suspended Cymbals**

Regular Hit	Dampened after hit	Muted Hit	Roll (quick release)	Roll (ringing)	Hit w/mallet	Choke w/mallet	Hit w/stick	Choke w/stick
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Cresc. (short)	Muted Cresc. (short)	Cresc. (med.)	Muted Cresc. (med.)	Cresc. (long)	Muted Cresc. (long)	Sus. Roll (nat. release)	Sus. Roll (muted release)	Hit w/tip of stick	On Bell w/shoulder
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**Woodblocks**

Coin Scrape (short)	Coin Scrape (long)	Low (stick)	Low (mallet)	Medium (stick)	Medium (mallet)	High (stick)	High (mallet)
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**Temple Blocks**      **Tambourine**

Block 5	Block 4	Block 3	Block 2	Block 1	Fingers on head	Fingers on shell	Fist/Knee	Thumb Roll (short)	Thumb Roll	Thumb Roll (short cresc.)	Roll (shaken)
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## Cymbal Rack Combo

Orch. Hand Cymbals				Zil-Bells					
Crash	Crash/ Choke	Sizzle/ Choke	Zing (scrape)	Low Hit (Auto RL)	Low Choke after hit	Low Roll	High Hit (Auto RL)	High Choke after hit	High Roll
Sizzle Cymbals				Swish Knockers					
Hit	Roll	Low	Low (quick release)	High	High (quick release)				
HiHat (Auto RL)									
Tip (closed)	Shoulder (closed)	Tip (loose)	Shoulder (loose)	Tip (open)	Shoulder (open)	Closed w/foot pedal			
Ride (Auto RL)				Kit Cymbals					
Stick near edge	Stick further in	Stick on bell	Crash w/stick	Splash w/mallet	Splash w/stick	Splash choke w/stick			
Orch. Suspended Cymbals									
Hit w/mallet	Choke w/mallet (short)	Hit w/stick	Choke w/stick (short)	Cresc. (short)	Muted Cresc. (short)	Cresc. (med.)	Muted Cresc. (med.)	Cresc. (long)	
Muted Cresc. (long)	Sus. Roll (nat. release)	Sus. Roll (muted release)	Hit w/tip of stick (Auto RL)	On Bell w/shoulder of stick	Coin Scrape (short)	Coin Scrape (long)	Choke w/mallet (fat)	Choke w/stick (fat)	
Chinas									
Hit w/mallet	Choke w/mallet	Hit w/stick	Choke w/stick	Cresc. (short)	Muted Cresc. (short)	Cresc. (med.)	Muted Cresc. (longer)	Cresc. (long)	

## Appendix

### Using the VDL 2.5.2 Percussion Layout Library

This **Layout Library** contains information about staff placement and notehead selection for the VDL 2.5.2 instruments. To load the VDL 2.5.2 Percussion Layout Library into a new non-template document, follow these steps:

1. Under the **File** menu, choose **Load Library**.
2. Locate and select the **VDL2.5.2 FIN10b** file. This file should have been copied to **Finale 2010>Libraries** when you initially installed the files in this template package.
3. Click **Open**, Finale will load the library into your current document. All of the VDL 2.5 percussion layouts will appear in the **Percussion Layout Selection** dialog box.

***Please note:** You do not need to load this library file when working with the templates. It is already contained in the file automatically. Finale's default "**Finale Percussion Layouts**" library file has been deleted from the templates for space purposes but can be reloaded by the user at any time.*

### Modifying or Editing Percussion Layouts

To modify or edit an existing Percussion Layout Map, begin by following the same steps used to assign a layout to an instrument staff as described above. First, select the **Staff Tool** then go to **Staff>Edit Staff Attributes**. Select a staff from the pulldown list (at the top of the window) and next to **Notation Style** click the **Select** button. Click the Layout Map you wish to edit and click the **Edit** button. This will display the Percussion Layout Designer dialog box, where you can modify the note definitions including the note type, staff position, and notehead shapes. Changes made to a percussion layout apply to all staves which use that particular layout.

Through the Percussion Layout Designer, you may also create new layouts, duplicate an existing layout which can be renamed and edited, delete a layout, and arrange the available layouts in any order with the Move Up or Move Down buttons. **More information on all of these options is available in the printed Finale manual and with on-line Help.**