

**Finale**

**VDL Template 2011**

# Contents

Important Information	3
What's Inside	4
Template Files	
Percussion Libraries	
VDL XML Files for Finale 2011	
Installation	5
New Percussion Functionality in Finale 2011	10
Staff Styles	
Working with Templates	
Reordering Staves	
Percussion Functionality in Finale 2010	14
VDL Percussion MIDI Maps (XML Files)	16
Assigning Maps to Instruments	
Setting up playback for a VDL percussion staff using Kontakt Player	
Text Expressions	22
Expression Categories	
Notation Keys	30
Snare Lines	30
Tenor Lines	32
Bass Lines	35
Cymbal Line	37
Cymbals, Drums, & Gongs	38
Racks & Combos	40
Appendix	46
Using the VDL 2.5.2 Percussion Layout Library	
Modifying or Editing Percussion Layouts	

# IMPORTANT INFORMATION

## Finale VDL Template 2011

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## Requirements

**You must have Finale 2011 (or later)** to use these templates and their accompanying Percussion Maps, Layout Libraries, and Text Expression Libraries. Finale 2011 users may download the updated versions 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

The folder titled **FIN11\_Templates** contains the actual Finale template files. These files are specific to Finale 2011 users and utilize all of the increased functions from previous releases of Finale.

The Template folder includes three Finale template files. 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. A new addition to the VDL/Finale templates is the inclusion of a **battery only template**. The **battery only template** may be used as a starter score, allowing arrangers and composers to meet the needs of any writing assignment.

Previous versions of the templates included multiple versions of both the outdoor and indoor templates. That was done to provide the user with score order options, either battery at the top or bottom of the score. Finale 2011 improves the process for reordering a score, thus removing the need to provide multiple templates in this manner.

## VDL XML FILES FOR FINALE 2011

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 2011.



## 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 three files. The **VDL 2.5.2 FIN11 Percussion Layouts**, **VDL 2.5.2 FIN11 Text Expressions**, and **VDL 2.5.2 FIN11 Staff Styles**.

The **VDL 2.5.2 Percussion Layouts** was previously named 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 **VDL 2.5.2 FIN11a Text Expressions** contains all of the VDL2.5 Text Expressions. These were initially added in the Finale 2009 templates. Text Expressions provide an easy method for including ModWheel, Keyswitch, and other controller information to your scores without the need to configure them yourself.

**VDL 2.5.2 FIN11 Staff Styles** is a new addition to the library files included with the templates. Staff styles are a convenient way to use the power of Finale's percussion layouts when you need to switch from a pitched percussion instrument to a non-pitched instrument. By applying the appropriate staff style, your scores will have a cleaner look and playback of scores will be accurate.

Unfortunately, due to a limitation in how Finale 2011 imports Libraries, Expression Categories and Instrument Layout groups you see when opening one of the VDL Template files 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.

# Installing the VDL Library Files

To effectively use the Finale 2011 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 Finale 2011, managing the various folders has changed to allow for multiple users on a single computer. It is important to take a moment to review the location where these VDL support files are kept.

When first installed, Finale places all customizable files (files individual users may wish to edit) in a “common” folder. It is referred to as a “common” folder because most items found here are available to all users of the computer. On the Mac it is easily seen when opening the hard drive and on Windows when opening My Computer.

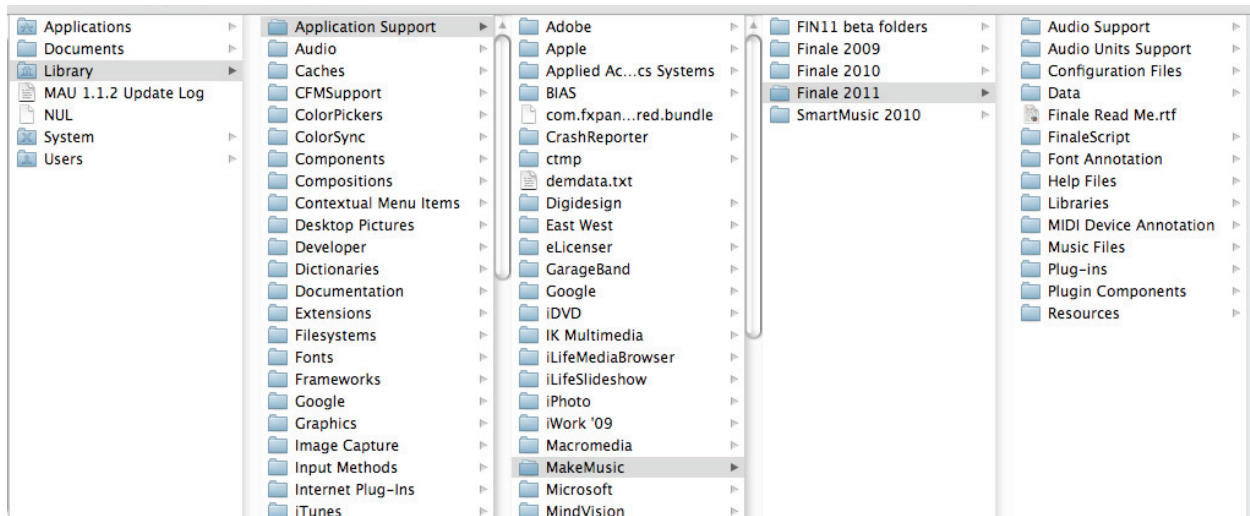
The specific file locations are:

Mac: /Library/Application Support/MakeMusic/Finale 2011

XP: /Documents and Settings/All Users/Application Data/MakeMusic/Finale 2011

Vista/Windows 7: C:\ProgramData\MakeMusic\Finale 2011

Please read the Finale On-Line Help guide (Finale Installation Details) or consult the Finale Knowledge Base prior to installing these items.



## 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 needed in the future.

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

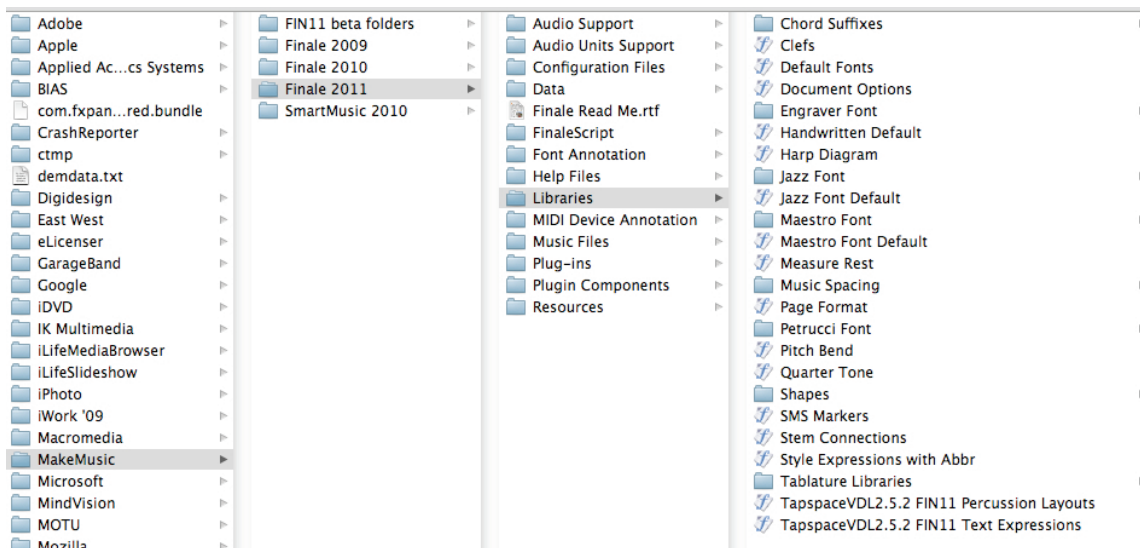
In the folder downloaded from The Write Score, locate the files named **VDL2.5.2 FIN11 Percussion Layouts**, **VDL2.5.2 FIN11 Text Expressions**, and **VDL2.5.2 FIN11 Staff Styles**. These files are found in the Library Files folder. There are Mac and Windows versions available.

Copy and paste these files in the “common” **Libraries** folder (**“common”/MakeMusic/Finale 2011/Libraries**).

Mac: /Library/Application Support/MakeMusic/Finale 2011/Libraries

XP: /Documents and Settings/All Users/Application Data/MakeMusic/Finale 2011/Libraries

Vista/Windows 7: C:\ProgramData\MakeMusic\Finale 2011\Libraries



### 3. Install the VDL XML files

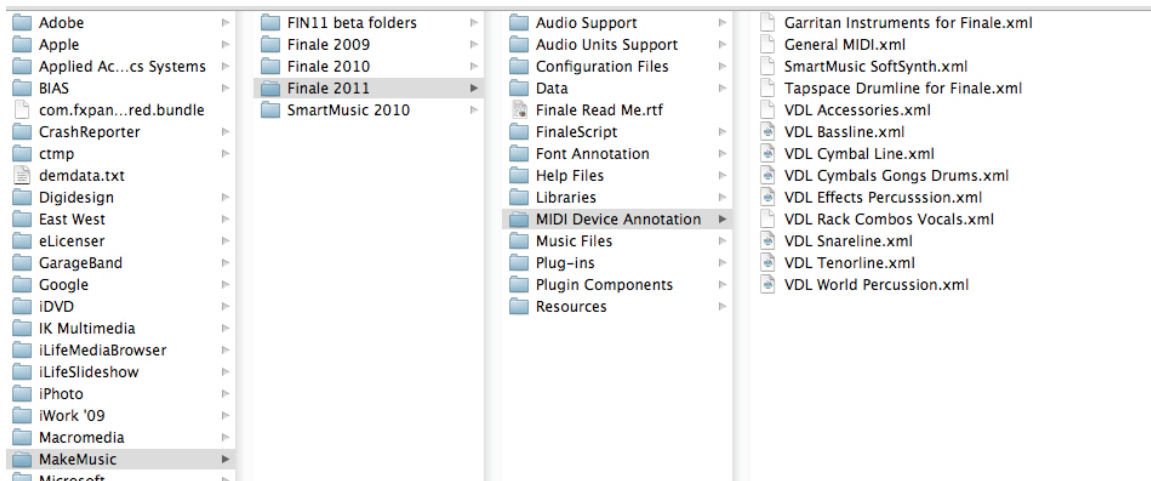
In the folder downloaded from The Write Score, locate the folder called **VDL 2.5.2 XML Files**. In this folder you'll find nine .xml files. If you are updating from the VDL FIN10a templates, these files will replace those installed at that time.

Copy and paste all of these files in the "common" **MIDI Device Annotation** folder (**"common"/MakeMusic/Finale 2011/MIDI Device Annotation**).

Mac: /Library/Application Support/MakeMusic/Finale 2011/MIDI Device Annotation

XP: /Documents and Settings/All Users/Application Data/MakeMusic/Finale 2011/MIDI Device Annotation

Vista/Windows 7: C:\ProgramData\MakeMusic\Finale 2011\MIDI Device Annotation



## 4. Installing the Templates

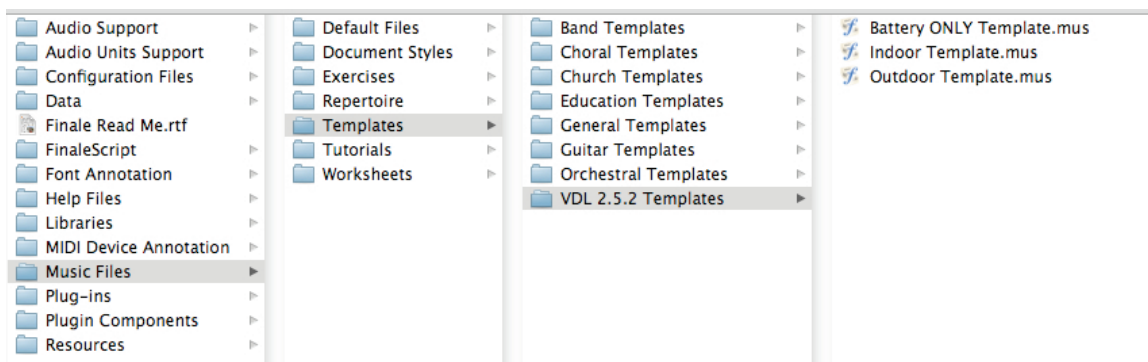
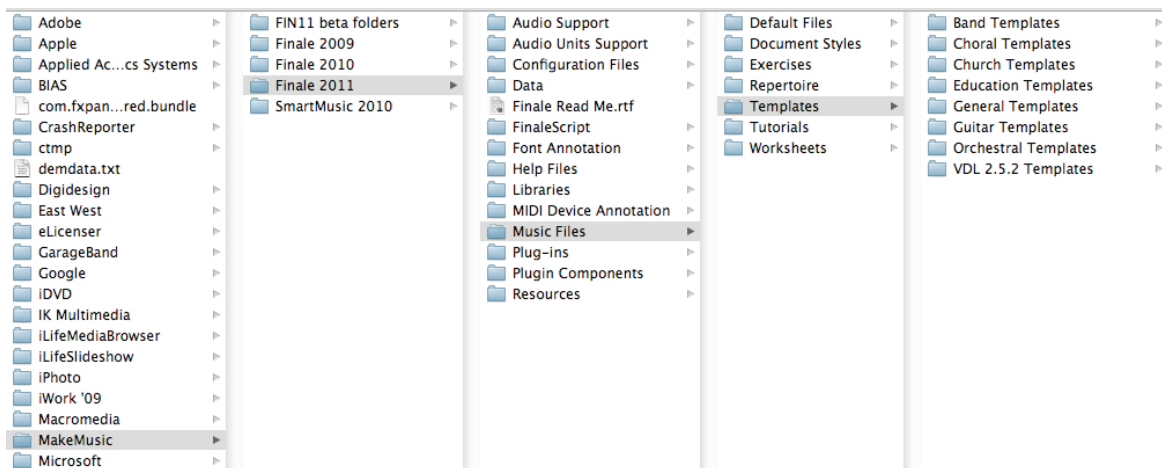
In the folder downloaded from The Write Score, locate the folder called **VDL Templates**. This folder contains the three VDL/Finale template files.

Copy and paste this **folder** in the “common” **Templates** folder (**“common”/MakeMusic/Finale 2011/Music Files/Templates**).

Mac: /Library/Application Support/MakeMusic/Finale 2011/Music Files/Templates

XP: /Documents and Settings/All Users/Application Data/MakeMusic/Finale 2011/Music Files/Templates

Vista/Windows 7: C:\ProgramData\MakeMusic\Finale 2011\Music Files\Templates

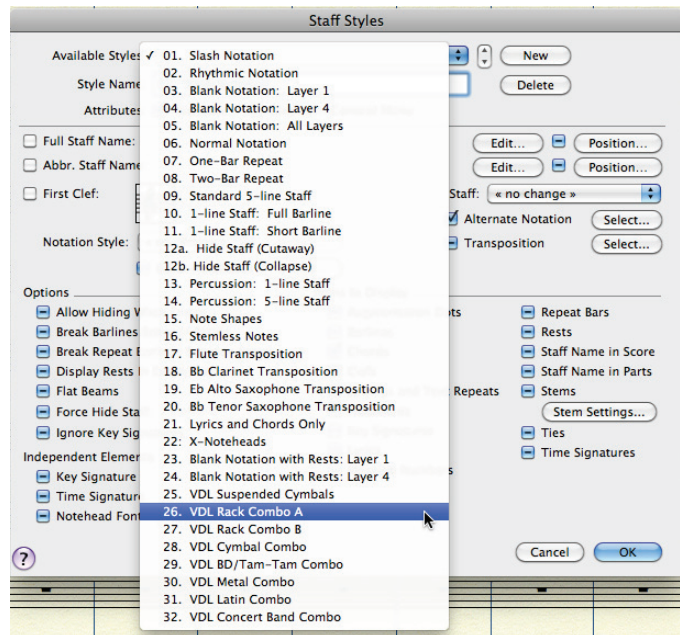


# New Percussion Functionality in Finale 2011

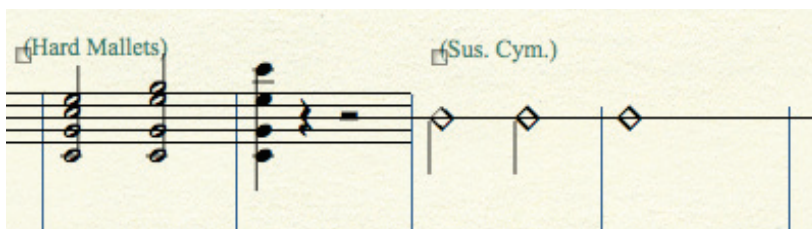
## Using Staff Styles with VDL

Staff Styles are sets of staff attributes that can be applied to a region of your Finale file. Everywhere a staff style is applied, the same staff attributes apply. Staff styles can be used to create transpositions, change the number of staff lines, or the notation style for the selected region.

VDL specific Staff Styles have been created for use with the Finale 2011 templates. These VDL Staff Styles now allow the user to switch from a pitched percussion instrument to a non-pitched instrument and keep all of the writing on one staff. The staff style would change the look of the staff (number of lines for example), noteheads, and the percussion layout used for the non-pitched percussion instrument.



The example below shows how a keyboard staff would look when the VDL Suspended Cymbal Staff Style is applied to a section of the music.



## Applying a VDL Staff Style - Notation

The following steps demonstrate how to apply a VDL Staff Style for notation.

1. Open the VDL Outdoor Template.
2. Enter notes in the Vibraphone 1 staff for measures 1 through 4.
3. Click the **Staff Tool**.
4. Click on the first empty measure ( measure 5) of the Vibraphone 1 staff, then shift-click measure 7 so that you have selected three measures.
5. From the **Staff Tool menu**, choose **Apply Staff Style To > Score and Parts**. The **Apply Staff Style** dialog box appears with a selection of pre-defined Staff Styles.
6. Scroll through the list of over 100 Staff Styles, including more than 80 for use with the templates. Locate the VDL Tambourine (Orchestral) style, it's number 47 so you won't have to scroll to far.
7. Double-click on the style name.
8. Notice that your score now has colored bar above the measures with a percussion clef prior to measure 5 and a treble clef at the end of measure 7. The bar above the staff is non-printing and indicates that a staff style has been applied to this section.

These steps take care of the notation aspects of Staff Styles. For some VDL/Finale users a clearly notated score may be enough. However, for users who wish to listen to scores as they work there are additional steps to creating an accurate playback. Please read the next section to learn how to add instruments to a single staff and use text expressions to facilitate instrument changes.

# Finale Staff Styles - Accurate Playback

## Adding and Assigning a New Instrument to a staff Using Layers

1. Open the VDL Outdoor Template.
2. From the **MIDI/Audio** menu select **Instrument Setup > Instrument List**. Here you will see all of the staff names, instruments, MIDI channel assignments, and Percussion MIDI Maps for non-pitched percussion.
3. Click on the blue triangle to the left of the Vibraphone 1 Staff Name. The Staff Name list for this instrument has expanded to show information for Layers 1-4. Finale allows each staff to have 4 independent layers for note entry.
4. Look down the Instrument column until you are at Layer 2 for the Vibraphone 1 staff. Currently it says Vibraphone. To change this to a different instrument we will need to create a 'New Instrument'.
5. To create a New Instrument for this layer, click on the blue triangle to the left and select 'New Instrument'. An Instrument Definition dialog box appears.

For **Instrument Name:** type the name of the instrument you wish to add. For this example, type Tambourine (orchestral)

**Channel:** indicates to which MIDI channel the new instrument will be assigned. It is best to select the next open MIDI channel so type in 11. Remember that you may use up to 16 channels for each instance of Kontakt Player and VDL used in the score.

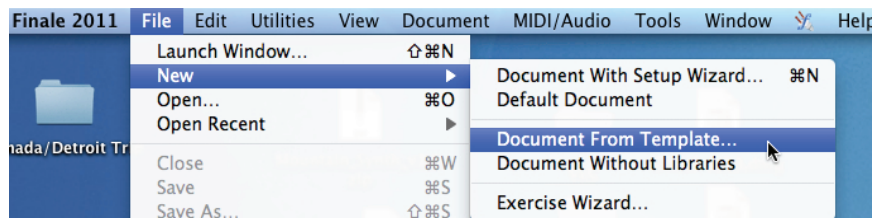
6. Because you will be switching from a pitched percussion to a non-pitched percussion instrument, you must assign a Percussion MIDI Map to this instrument. Click on the menu and select the VDL Percussion MIDI Map for this instrument. Find VDL Accessories and select Orchestral Tambourine.
7. Click OK
8. In the lower left corner of the Instrument List dialog box, switch **View by** from Staves to Instruments. This is the Instrument List organized by individual instruments rather than staves.
9. Move down the **Percussion MIDI Map** column until you are at the tambourine which was just added.
10. Click on the blue triangle and again select VDL Accessories > Orchestral Tambourine.
11. Close the **Instrument List**.
12. From the **MIDI/Audio** menu select **Instrument Setup > Audio Units/VST Instruments**. Add the new instrument to the Kontakt Player. These steps can be found at **Setting up playback for a VDL percussion staff using the Kontakt Player**.



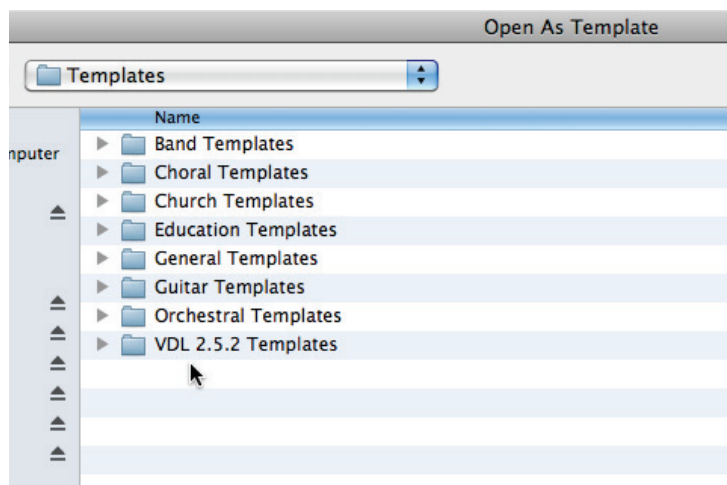
## Working with Finale Template Files

While template files are not new to Finale 2011, using templates to their best advantage may be helpful to many Virtual Drum Line users, especially users new to the world of notation software and Finale.

Early in the installation process, you copied the VDL Templates folder to the common Finale Templates folder. This does several things to help you when using Finale and these templates. First, it saves the files in a single standard place. Users will not need to remember where the blank template files are located every time they wish to begin a new work. Second, by saving them in this Finale location, Finale treats the templates as though they are pages in a note pad. Every time you begin a new file, Finale will 'tear off' a blank score for you to use. Leaving the original template file untouched, ready for use on another day.

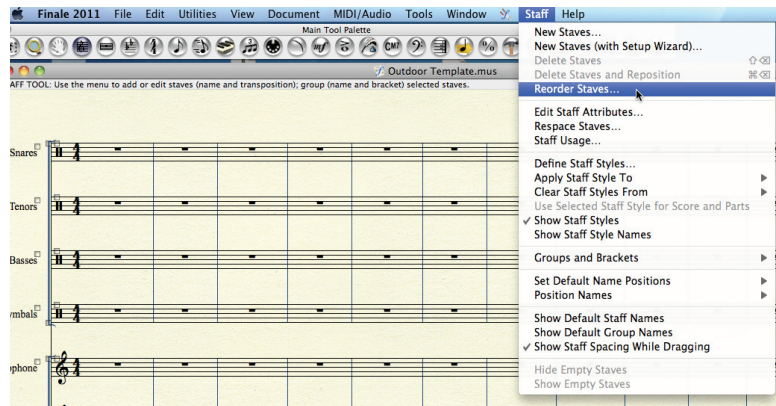


To begin a new file with the templates go to the File menu and select Document from Template. Finale displays an Open dialog box where you can select the template you want to use. Once an untitled copy of that template is open, you are prompted to customize the Score Information and Score Settings from the Setup Wizard.

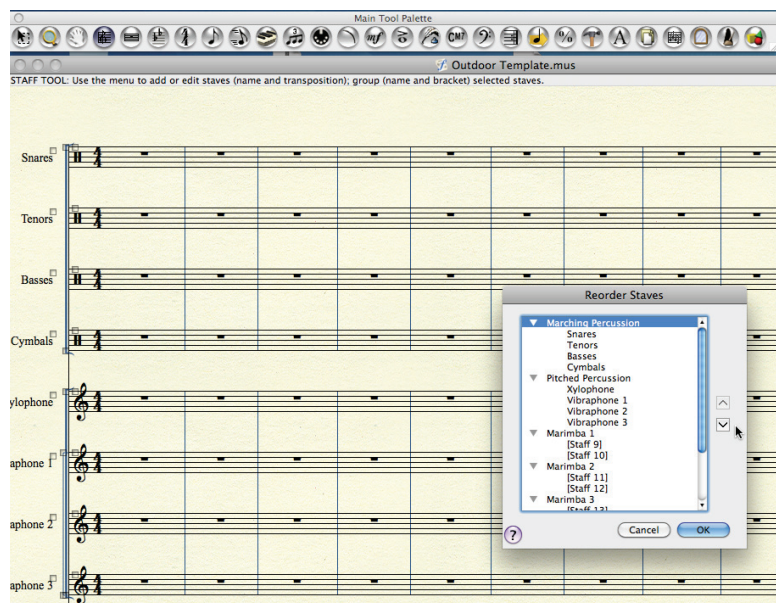


## Reordering Staves in Finale

As was mentioned earlier, the Virtual Drum Line Templates for Finale 2011 no longer include differing score orders for similar files. This is because the process for reordering staves has been greatly simplified. It is now a simple two-step process. Begin by opening the template you wish to reorder. Select the Staff Tool and from this menu select Reorder Staves.



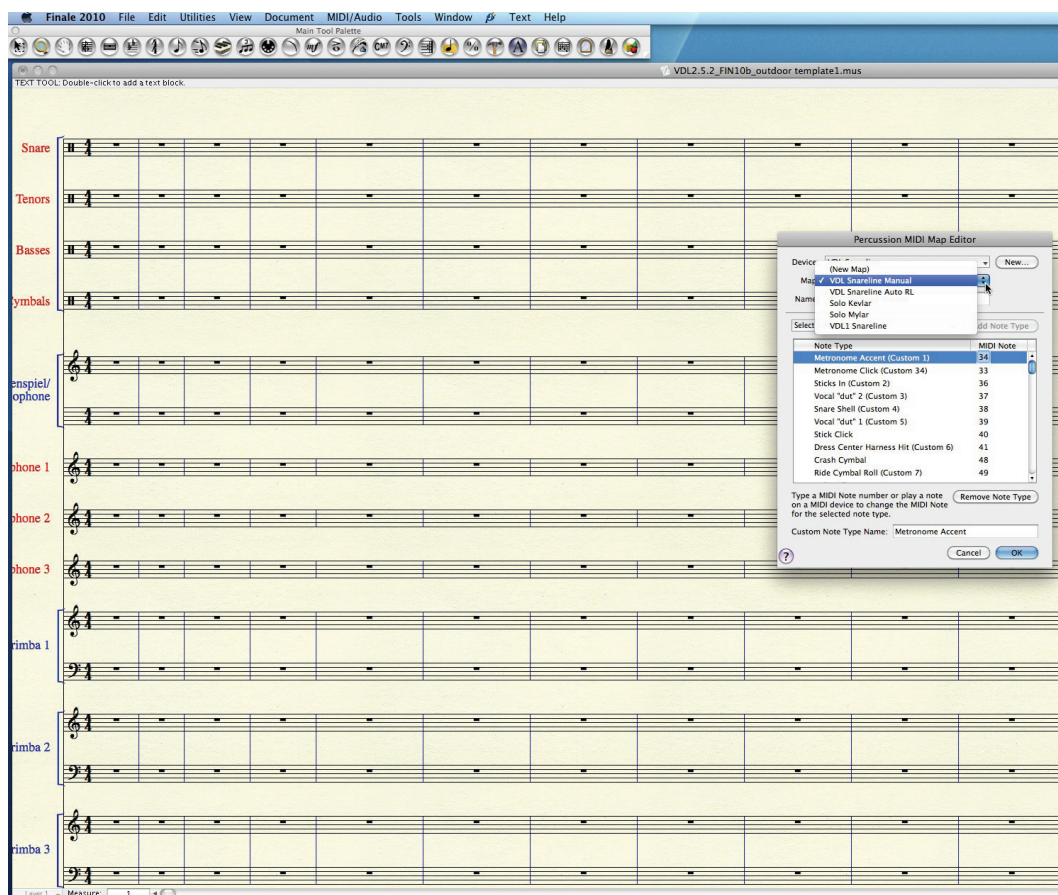
The Reorder Staves dialog box appears. Select the individual staff or staff group and use the arrows on the right to change the order. Once your score order is set, click OK and it's complete.



# 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.





Staff Attributes For: Share

Full Name: Share

Abbr. Name: S.D.

First Clef: Select...

Notation Style: Percussion Select...

☐ Color Notethads

Options

- ☒ Allow Optimization
- ☐ Break Barlines Between Staves
- ☐ Break Repeat Barlines Between Staves
- ☐ Display Rests in Empty Measures
- ☐ Flat Beams
- ☐ Hide Staff
- ☐ Ignore Key Signatures

Independent Elements

- ☐ Key Signature
- ☐ Time Signature
- ☐ Notehead Font Select...

Staff: Standard 5-line

☒ Alternate Notation Select...

☒ Transposition Select...

Items to Display

- ☒ Augmentation Dots
- ☒ Barlines
- ☐ Chords
- ☐ Clefs
- ☐ Endings and Text Repeats
- ☐ Fretboards
- ☐ Key Signatures
- ☐ Lyrics
- ☐ Measure Numbers

- ☒ Repeat Bars
- ☐ Rests
- ☐ Staff Name in Score
- ☐ Staff Name in Parts
- ☐ Stems
- ☐ Stem Settings...
- ☒ Ties
- ☐ Time Signatures

Cancel OK

Staff Attributes For: Share

Full Name: Share

Abbr. Name: S.D.

First Clef: Select...

Notation Style: Percussion Select...

☐ Color Notethads

Options

- ☒ Allow Optimization
- ☐ Break Barlines Between Staves
- ☐ Break Repeat Barlines Between Staves
- ☐ Display Rests in Empty Measures
- ☐ Flat Beams
- ☐ Hide Staff
- ☐ Ignore Key Signatures

Independent Elements

- ☐ Key Signature
- ☐ Time Signature
- ☐ Notehead Font Select...

Staff: Standard 5-line

☒ Alternate Notation Select...

☒ Transposition Select...

Items to Display

- ☒ Augmentation Dots
- ☒ Barlines
- ☐ Chords
- ☐ Clefs
- ☐ Endings and Text Repeats
- ☐ Fretboards
- ☐ Key Signatures
- ☐ Lyrics
- ☐ Measure Numbers

- ☒ Repeat Bars
- ☐ Rests
- ☐ Staff Name in Score
- ☐ Staff Name in Parts
- ☐ Stems
- ☐ Stem Settings...
- ☒ Ties
- ☐ Time Signatures

Cancel OK

Staff Attributes For: Share

Full Name: Share

Abbr. Name: S.D.

First Clef: Select...

Notation Style: Percussion Select...

☐ Color Notethads

Options

- ☒ Allow Optimization
- ☐ Break Barlines Between Staves
- ☐ Break Repeat Barlines Between Staves
- ☐ Display Rests in Empty Measures
- ☐ Flat Beams
- ☐ Hide Staff
- ☐ Ignore Key Signatures

Independent Elements

- ☐ Key Signature
- ☐ Time Signature
- ☐ Notehead Font Select...

Staff: Standard 5-line

☒ Alternate Notation Select...

☒ Transposition Select...

Items to Display

- ☒ Augmentation Dots
- ☒ Barlines
- ☐ Chords
- ☐ Clefs
- ☐ Endings and Text Repeats
- ☐ Fretboards
- ☐ Key Signatures
- ☐ Lyrics
- ☐ Measure Numbers

- ☒ Repeat Bars
- ☐ Rests
- ☐ Staff Name in Score
- ☐ Staff Name in Parts
- ☐ Stems
- ☐ Stem Settings...
- ☒ Ties
- ☐ Time Signatures

Cancel OK

Staff Attributes For: Share

Full Name: Share

Abbr. Name: S.D.

First Clef: Select...

Notation Style: Percussion Select...

☐ Color Notethads

Options

- ☒ Allow Optimization
- ☐ Break Barlines Between Staves
- ☐ Break Repeat Barlines Between Staves
- ☐ Display Rests in Empty Measures
- ☐ Flat Beams
- ☐ Hide Staff
- ☐ Ignore Key Signatures

Independent Elements

- ☐ Key Signature
- ☐ Time Signature
- ☐ Notehead Font Select...

Staff: Standard 5-line

☒ Alternate Notation Select...

☒ Transposition Select...

Items to Display

- ☒ Augmentation Dots
- ☒ Barlines
- ☐ Chords
- ☐ Clefs
- ☐ Endings and Text Repeats
- ☐ Fretboards
- ☐ Key Signatures
- ☐ Lyrics
- ☐ Measure Numbers

- ☒ Repeat Bars
- ☐ Rests
- ☐ Staff Name in Score
- ☐ Staff Name in Parts
- ☐ Stems
- ☐ Stem Settings...
- ☒ Ties
- ☐ Time Signatures

Cancel OK

Staff Attributes For: Share

Full Name: Share

Abbr. Name: S.D.

First Clef: Select...

Notation Style: Percussion Select...

☐ Color Notethads

Options

- ☒ Allow Optimization
- ☐ Break Barlines Between Staves
- ☐ Break Repeat Barlines Between Staves
- ☐ Display Rests in Empty Measures
- ☐ Flat Beams
- ☐ Hide Staff
- ☐ Ignore Key Signatures

Independent Elements

- ☐ Key Signature
- ☐ Time Signature
- ☐ Notehead Font Select...

Staff: Standard 5-line

☒ Alternate Notation Select...

☒ Transposition Select...

Items to Display

- ☒ Augmentation Dots
- ☒ Barlines
- ☐ Chords
- ☐ Clefs
- ☐ Endings and Text Repeats
- ☐ Fretboards
- ☐ Key Signatures
- ☐ Lyrics
- ☐ Measure Numbers

- ☒ Repeat Bars
- ☐ Rests
- ☐ Staff Name in Score
- ☐ Staff Name in Parts
- ☐ Stems
- ☐ Stem Settings...
- ☒ Ties
- ☐ Time Signatures

Cancel OK

Staff Attributes For: Share

Full Name: Share

Abbr. Name: S.D.

First Clef: Select...

Notation Style: Percussion Select...

☐ Color Notethads

Options

- ☒ Allow Optimization
- ☐ Break Barlines Between Staves
- ☐ Break Repeat Barlines Between Staves
- ☐ Display Rests in Empty Measures
- ☐ Flat Beams
- ☐ Hide Staff
- ☐ Ignore Key Signatures

Independent Elements

- ☐ Key Signature
- ☐ Time Signature
- ☐ Notehead Font Select...

Staff: Standard 5-line

☒ Alternate Notation Select...

☒ Transposition Select...

Items to Display

- ☒ Augmentation Dots
- ☒ Barlines
- ☐ Chords
- ☐ Clefs
- ☐ Endings and Text Repeats
- ☐ Fretboards
- ☐ Key Signatures
- ☐ Lyrics
- ☐ Measure Numbers

- ☒ Repeat Bars
- ☐ Rests
- ☐ Staff Name in Score
- ☐ Staff Name in Parts
- ☐ Stems
- ☐ Stem Settings...
- ☒ Ties
- ☐ Time Signatures

Cancel OK

Staff Attributes For: Share

Full Name: Share

Abbr. Name: S.D.

First Clef: Select...

Notation Style: Percussion Select...

☐ Color Notethads

Options

- ☒ Allow Optimization
- ☐ Break Barlines Between Staves
- ☐ Break Repeat Barlines Between Staves
- ☐ Display Rests in Empty Measures

## VDL Percussion MIDI Maps (XML files)

**Instrument List**

R	Staff Name	M/S	Vol.	Pan	Instrument	Chan.	B	Prog.	GM	Perc. MIDI Map
▶	Snare		101	64	Snare	▼	1	129	%d : %s	None (Built In GM)
▶	Tenors		101	64	Tenors	▼	2	129	%d : %s	Carritan Instruments for Finale Carritan Personal Orchestra 4
▶	Basses		101	64	Basses	▼	3	129	%d : %s	General MIDI
▶	Cymbals		101	64	Cymbals	▼	4	129	%d : %s	SmartMusic SoftSynth
▶	Glockenspiel		101	64	Glockenspiel	▼	5	10	Glockenspiel	Tapspac Drumline for Finale
▶	Xylophone		101	64	Xylophone	▼	6	14	Xylophone	VDL Accessories
▶	Vibraphone 1		101	64	Vibraphone 1	▼	7	12	Vibraphone	VDL Bassline
▶	Vibraphone 2		101	64	Vibraphone 2	▼	7	12	Vibraphone	VDL Cymbal Line
▶	Vibraphone 3		101	64	Vibraphone 3	▼	7	12	Vibraphone	VDL Cymbals Gongs Drums
▶	[Staff 26]		101	64	Marimba 1	▼	8	13	Marimba	VDL Effects Percussion
▶	[Staff 27]		101	64	Marimba 1	▼	8	13	Marimba	VDL Rack Combos Vocals
▶	[Staff 28]		101	64	Marimba 2	▼	8	13	Marimba	✓ VDL Snareline VDL Tenorline VDL World Percussion
▶	[Staff 29]		101	64	Marimba 2	▼	8	13	Marimba	
▶	[Staff 30]		101	64	Marimba 3	▼	8	13	Marimba	
▶	[Staff 31]		101	64	Marimba 3	▼	8	13	Marimba	
▶	[Staff 32]		101	64	Marimba 4	▼	8	13	Marimba	
▶	[Staff 33]		101	64	Marimba 4	▼	8	13	Marimba	
▶	Timpani		101	64	Timpani	▼	9	48	Timpani	
▶	Rack 1		101	64	Accessories 1	▼	10	129	%d : %s	Concert Band Combo
▶	Rack 2		101	64	Accessories 2	▼	11	129	%d : %s	Latin Combo

**View by:** ☒ Staves ☐ Instruments

**Options:** ☒ Send Patches Before Play ☐ Auto-create Instrument

Edit Instrument...

Mute All Mute None Solo All No Solos

**VDL Snareline Manual**  
VDL Snareline Auto RL  
Solo Kevlar  
Solo Mylar  
VDL1 Snareline

## 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**

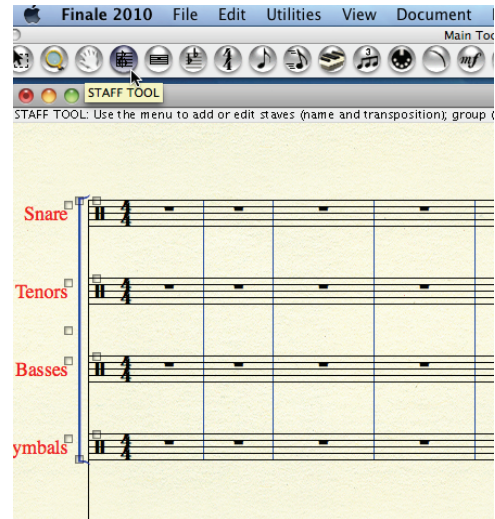
Concert Band Combo, Concert Bass Drum/Tam-Tam Combo, Cymbal Rack Combo, Drum Majors Vocals, Finale Marching Percussion, General MIDI Set, Latin Percussion Rack, Metal Percussion Rack, Percussion Rack Combo A, Percussion Rack Combo B, General Vocals

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

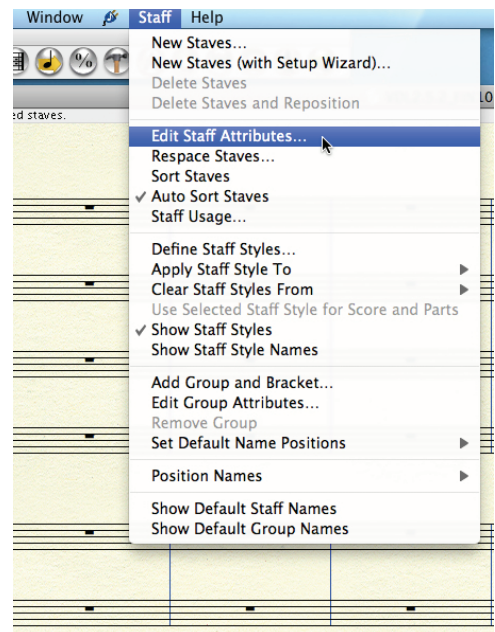
Agogo Bells, Ankle Bells, Anklung, Bongo (Auto RL), Bongo (Manual), Cabasas, Congo (Auto RL), Congo (Manual), Djembe Big, Djembe 14, Log Drums, Shakerines, Shekere, Taiko Drums, Timbales (Auto RL), Timbales (Manual)

## 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**.



**Staff Attributes**

Staff Attributes For: Snare

Full Name: Snare Edit... Position...

Abbr. Name: S.D. Edit... Position...

First Clef:  Select...

Notation Style: Percussion Select...

☐ Color Noteheads Define...

**Options**

- ☒ Allow Optimization
- ☐ Break Barlines Between Staves
- ☐ Break Repeat Barlines Between Staves
- ☒ Display Rests in Empty Measures
- ☒ Flat Beams
- ☒ Hide Staff
- ☐ Ignore Key Signatures

**Items to Display**

- ☒ Augmentation Dots
- ☒ Barlines
- ☒ Chords
- ☒ Clefs
- ☒ Endings and Text Repeats
- ☐ Fretboards
- ☐ Key Signatures
- ☒ Lyrics
- ☒ Measure Numbers
- ☒ Repeat Bars
- ☒ Rests
- ☒ Staff Name in Score
- ☒ Staff Name in Parts
- ☒ Stems

Stem Settings...

**Independent Elements**

- ☒ Key Signature
- ☒ Time Signature
- ☒ Notehead Font Select...

Cancel OK

[illegible]

19



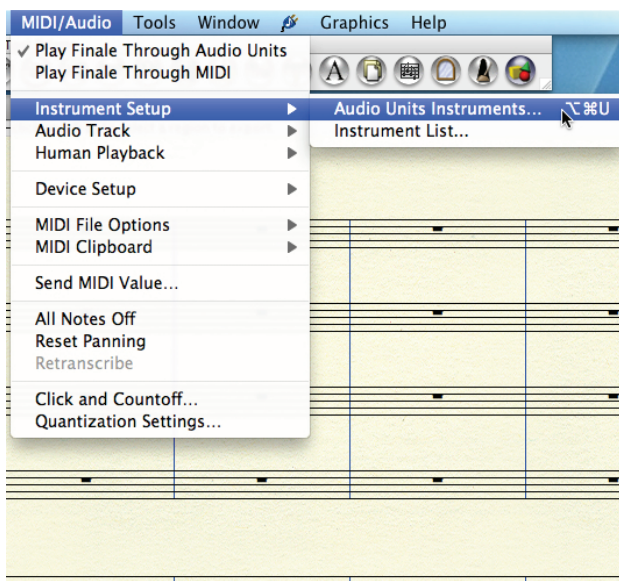
## Setting up playback for a VDL percussion staff using Kontakt Player

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.

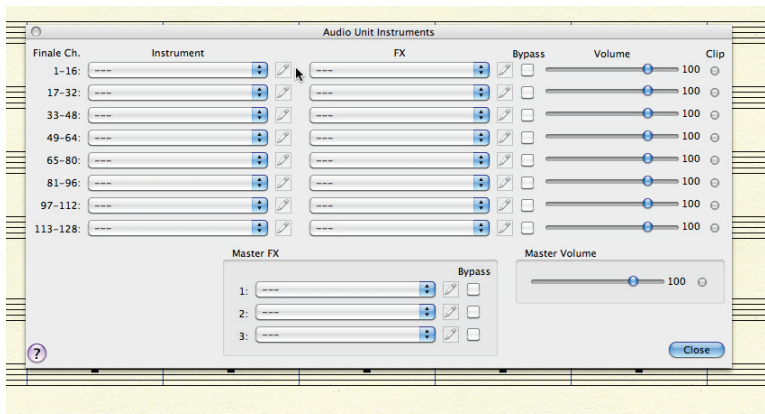
The templates are designed so that any user can begin writing music and hear the work without needing to dive too deeply into the inner workings of Finale. There are, however, some things which every user must set up because everyone has a unique computer system.

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".)

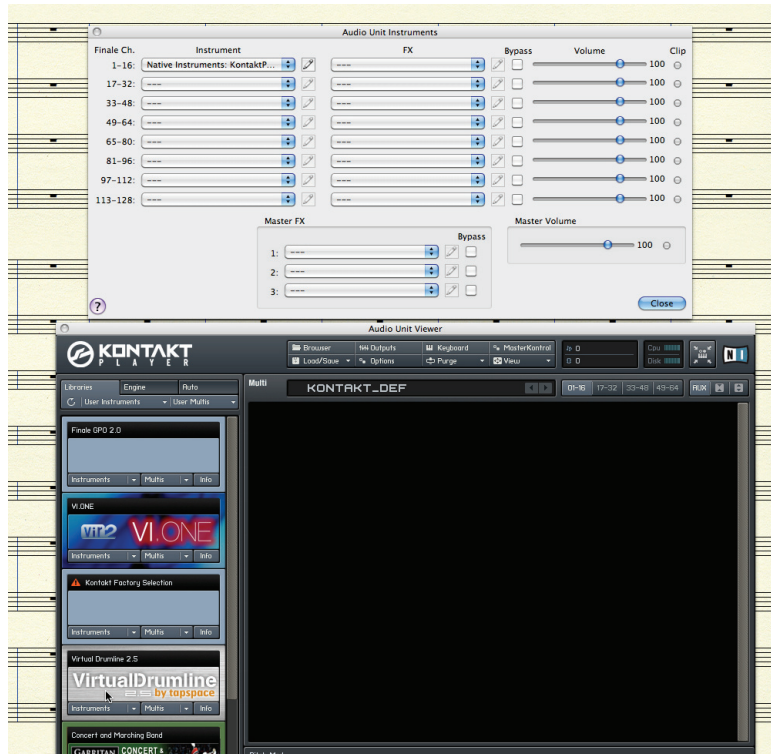


2. The **Audio Units (or VST) Instruments** dialog box will appear. Select **Native Instruments: Kontakt Player 2**, this is the device from which your VDL instruments will play back.

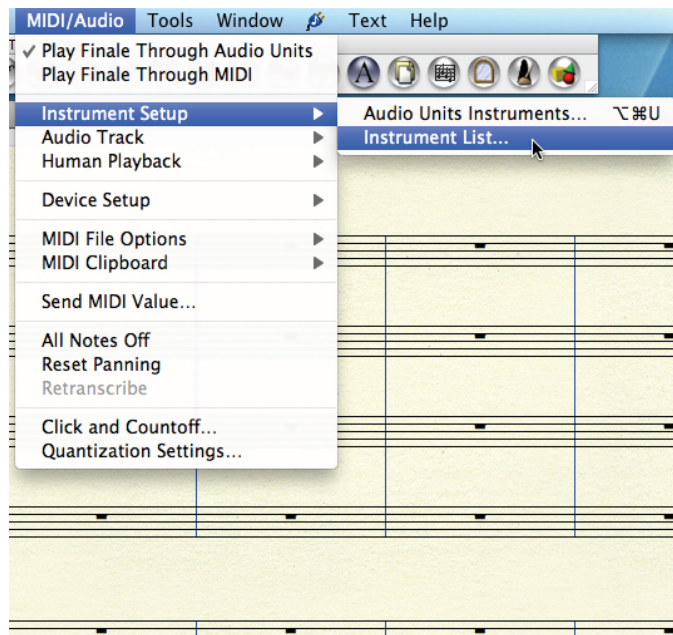




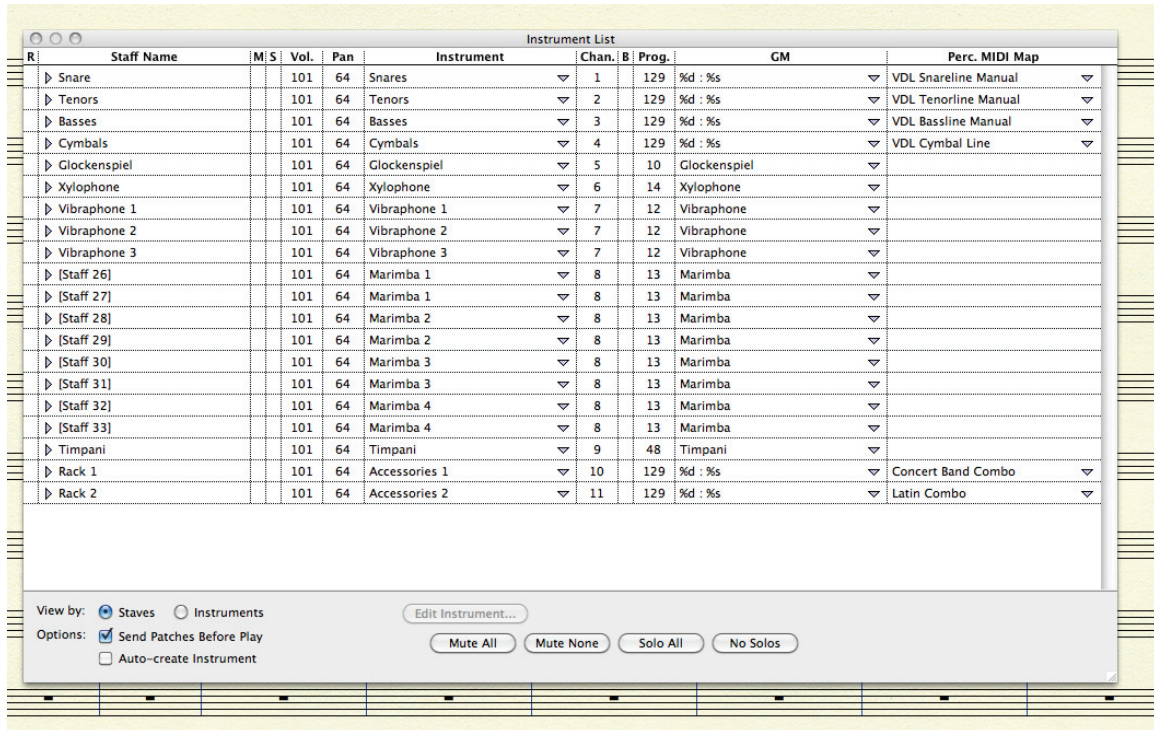
3. Once you've loaded an instance of Kontakt Player 2, click the little pencil icon next to it to bring forth the Kontakt Player interface. Within Kontakt Player, load the VDL instruments you'll use within your score.



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



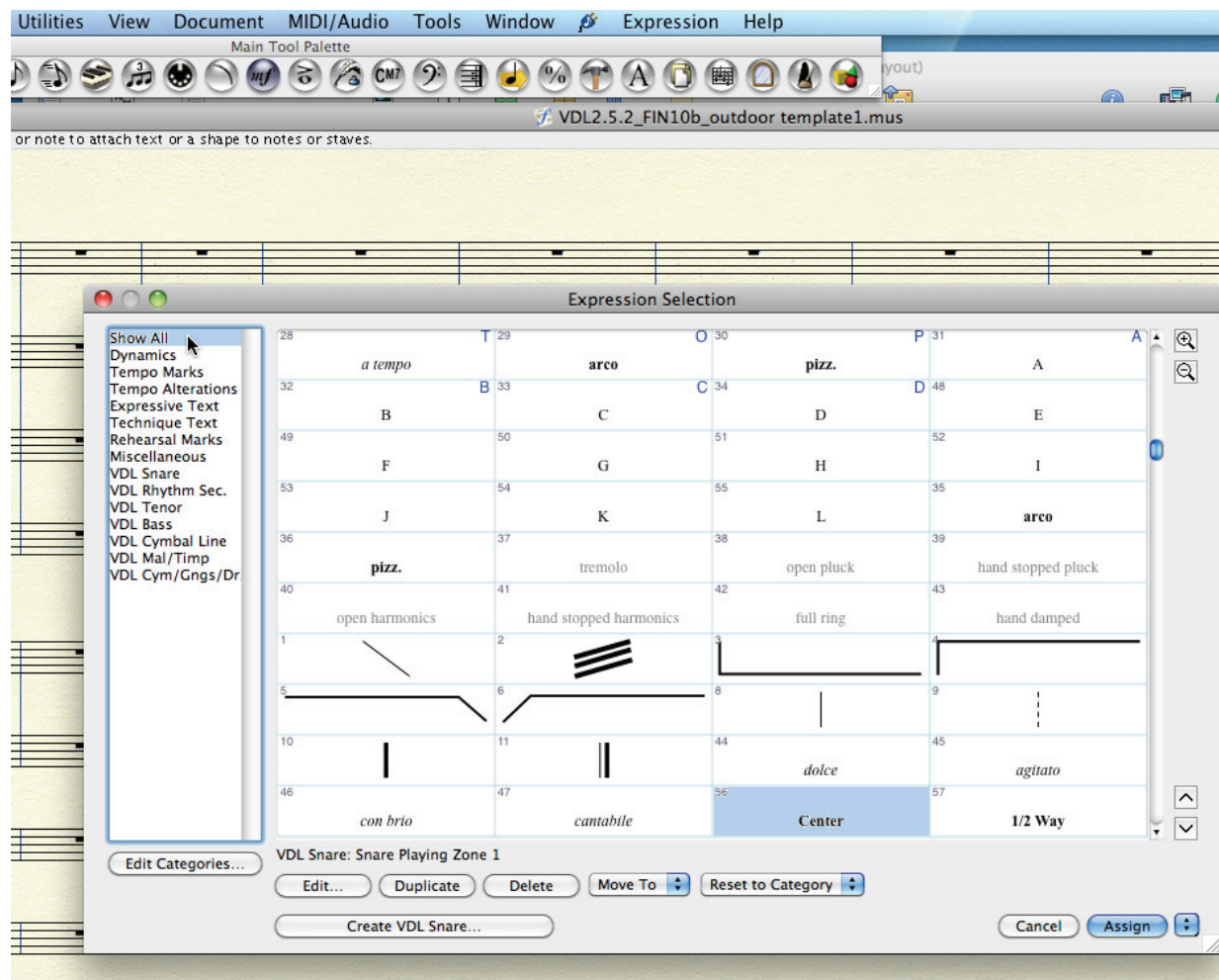
4. On the far right side of the **Instrument List**, you'll see a **Percussion MIDI Maps** column. These menus have a list of the available percussion maps. The percussion maps here are the same ones found in the **Percussion Layout Selection** window which is accessible via the **Staff Attributes**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

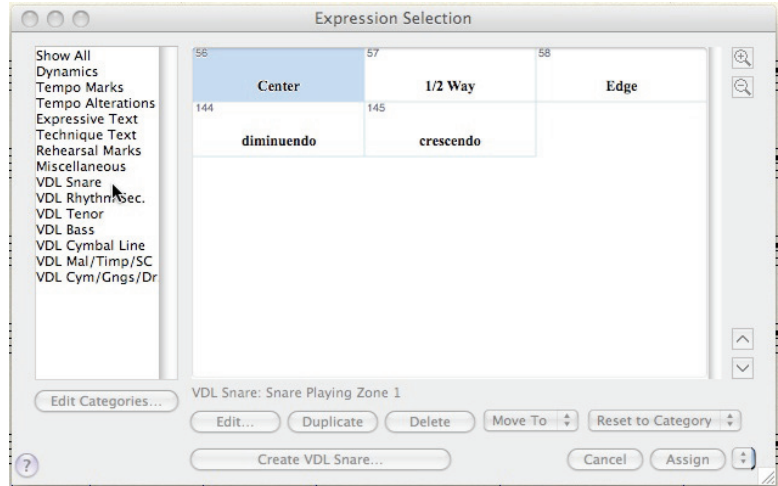
# Text Expressions

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 Bases, VDL Cymbal Line, VDL Mallets, Timpani, & Suspended Cymbals, VDL Pit Cymbals, Drums, & Gongs, and VDL Rhythm Section.



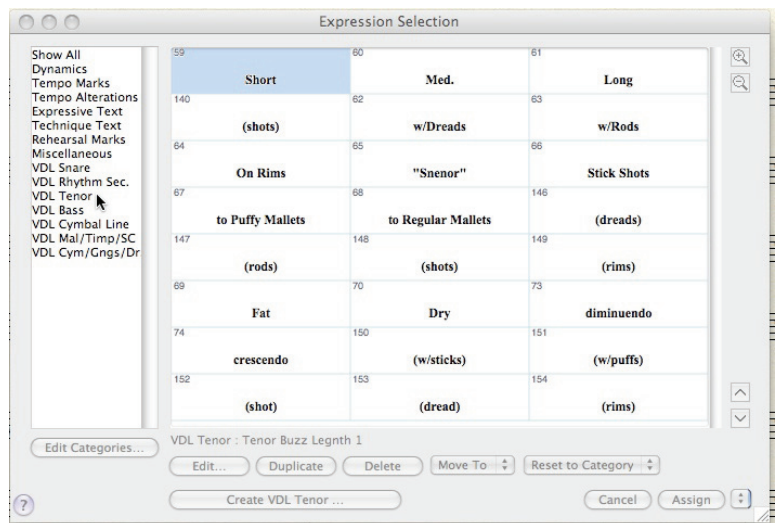
Using **Text Expressions**, you can now fully utilize all of the various Mod Wheel and Key Switch settings. You no longer need to create your own text expressions, MIDI messages, or enter a hidden note to create and customize these playback functions.

## 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

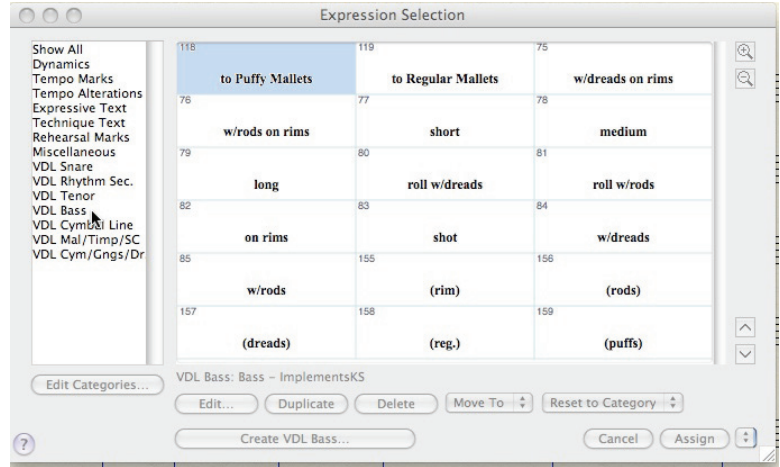
## Expression Category - VDL Tenors



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

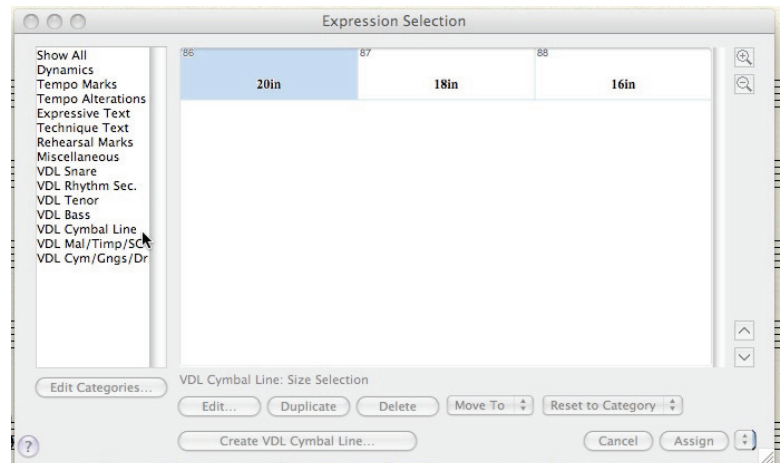


## Expression Category - VDL Basses



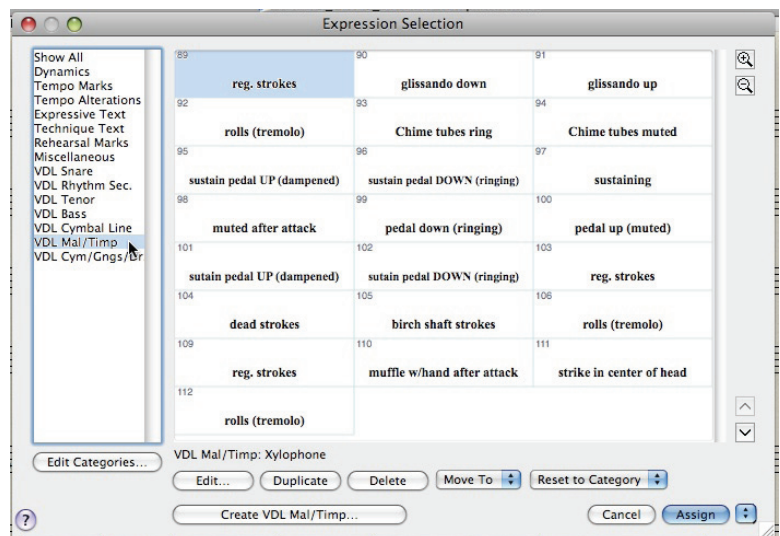
Instrument	Text	Definition	Playback
Bass Drums	to Puffy Mallets	Implements	Keyswitch
	to Regular Mallets	Implements	Keyswitch
	w/dreads on rims	Implements	ModWheel
	w/rods on rims	Implements	ModWheel
	short	Roll Length	ModWheel
	medium	Roll Length	ModWheel
	long	Roll Length	ModWheel
	roll w/dreads	Implements	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

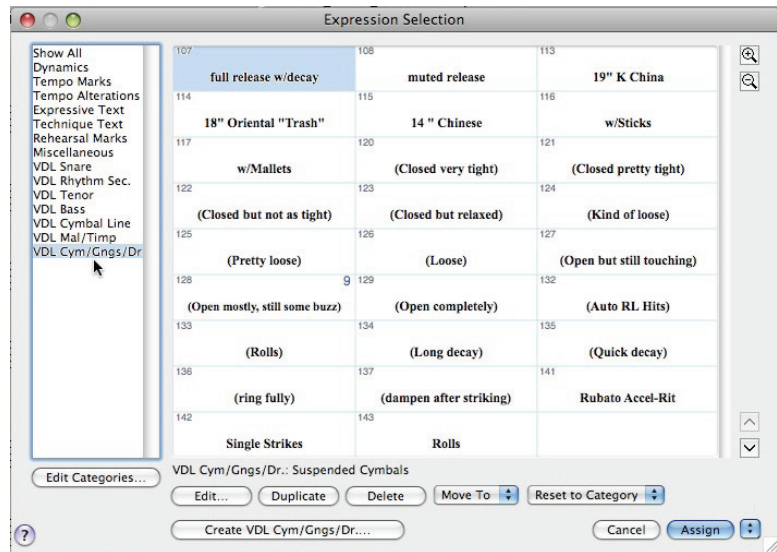
## Expression Category - VDL Mallets and Timpani



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



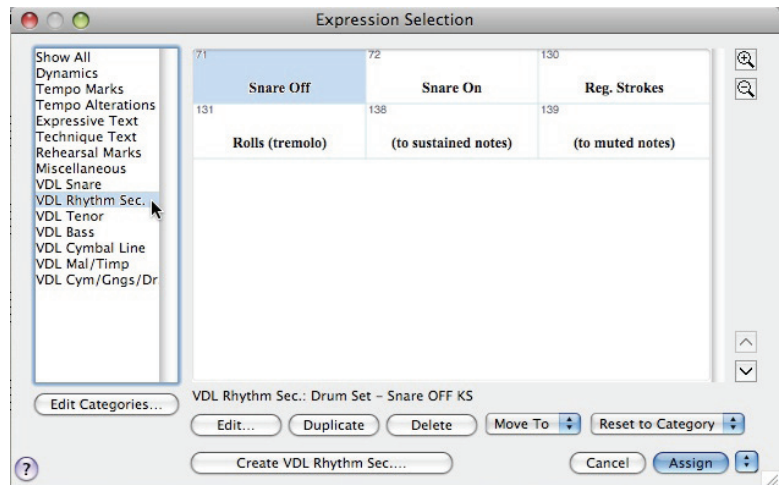
## Expression Category - VDL Cymbals, Gongs, and Drums



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)

SNARES ON

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

10 Tight Hi Hats Med. Hi Hats Loose Hi Hats Solo

Hi Hat Press Ride Cymbal LH RH LH RH LH RH Dry Crush LH Shot LH Hit

21 Cowbell

RH Shot RH Hit Fat Crush LH Rods LH Dreads RH Rods RH Dreads w/Tip of Stick Mouth Ribbon Crasher

31

Stick Shot LH Rims Cross Stick RH Rims OTH Shots LH Shot LH Hit RH Shot RH Hit Ping Shot

41 Backstick Crush/Rolls Short Rolls Med. Rolls

LH RH Dry Crush Fat Crush FP Roll Sustained Roll Decresc. Cresc. Decresc. Cresc.

51 Long Rolls SNARES OFF

Decresc. Cresc. Stick Shot Throwoff ON Cross Stick Throwoff OFF OTH Shots LH Shot LH Hit RH Shot RH Hit

62 Crush/Rolls Short Rolls Med. Rolls Long Rolls

Ping Shot Dry Crush Fat Crush FP Roll Sustained Roll Decresc. Cresc. Decresc. Cresc. Decresc. Cresc.

## SnareLine (Auto RL)

Cymbal

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

Hi Hats

Roll Bell Ride Roll Tight Med. Loose

Solo

Hits Shots Dry Crush Fat Crush Rods Stick Shot Dreads

Cross Stick Rim Knock Rims Backsticks Main Hits Rim Shots Dry Crush Ping Shot

Rolls

Fat Crush OTH Shots Decresc. Short Decresc. Med. Decresc. Long FP Buzz Sustained

Snares OFF

Cresc. Long Cresc. Med. Cresc. Short Throwoff ON Stick Shot Throwoff OFF Cross Stick Rim Knock

Rolls

Main Hits Rim Shots Dry Crush Ping Shot Fat Crush OTH Shots Decresc. Short

Decresc. Med. Decresc. Long FP Buzz Sustained Cresc. Long Cresc. Med. Cresc. 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)

The Tenor Line Manual (MW) consists of 8 staves of musical notation, each with a corresponding set of labels below it. The labels are as follows:

- Staff 1:** Stand Hit, Cowbell, Hand Claps, Low Jamblock, Mallet Click, High Jamblock, Db1Stops onShells, Drum4 "snenor"/ StickShots, Drum3, Drum2, Drum1, Spock
- Staff 2:** LH Shot/Dread/ Rod/Rim, RH, LH, RH, LH, RH, LH, RH, LH, RH, LH, RH
- Staff 3:** Drum4 Sustain BuzzRolls, Drum3, Drum2, Drum1, Spock2, Spock1, Muted Taps Drum4, Hand Muffled, "Skank"
- Staff 4:** LH Drum Hits, RH 4, LH Drum, RH 3, LH Drum, RH 2, LH Drum, RH 1, LH Spock, RH 2, LH Spock, RH 1
- Staff 5:** Drum Decres Rolls, 4 Cres, Drum, 3, Drum, 2, Drum, 1, Spock, 2, Spock, 1
- Staff 6:** Dry Crushes Drum, Fat 4, Dry Drum, Fat 3, Dry Drum, Fat 2, Dry Drum, Fat 1, Dry Spock, Fat 2, Dry Spock, Fat 1
- Staff 7:** LH Rods Drum, RH on 4, LH Rims Drum, RH 3, LH Drum, RH 2, LH Drum, RH 1
- Staff 8:** LH Spock, RH 2, LH Spock, RH 1, 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	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/	Drum5 Dread/Rod	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

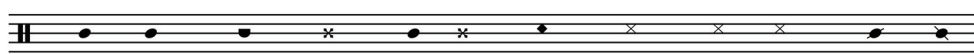
Whale Call	Tremolo	Circular Roll	Flat Roll	Port Crash	Orch. Crash	Crash Choke Secco	Flat Crash	Crash Choke Fat
Vacuum Suck	Sizz/Suck A	Sizzle	Sizz/Suck B	Sizz/Suck	Tap Choke	Tap Edge	Tap Halfway	
Crunch Choke	Ding	HiHat Choke	Click	Slow Zing	Scratch Out	Fast Zing	Scratch In	
Port Crash	Orch. Crash	Crash Choke Secco	Flat Crash	Crash Choke Fat	Vacuum Suck	Sizz/Suck A	Sizzle	Sizz/Suck B
Sizz/Suck	Tap Choke	Tap Edge	Tap Halfway	Crunch Choke	Ding	HiHat Choke	Click	
Slow Zing	Scratch Out	Fast Zing	Scratch In	Flat Roll	Circular Roll	Tremolo	Whale Call	

# Cymbals, Drums, & Gongs

## Suspended Cymbals

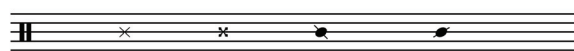


Short Med. Long Short Med. Long Short Med. Long Soft Loud  
Soft Cresc. Cresc. MUTE Loud Cresc. Hit w/Mallet



Fat Short Nat. Muted LH RH Shoulder Strike Fat Short Short Long  
Choke w/Mallet Sus.Roll Release Stick Tip onBell w/Stick Choke w/Stick Coin Scrape

## Crash Cymbals



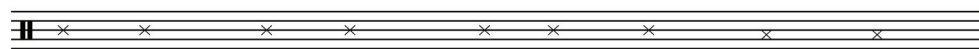
Crash Crash Sizzle Zing  
Choke Choke Crash (scrape)

## China Cymbals

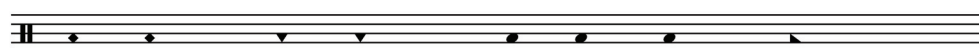


w/Mallet w/Stick Cresc. Roll Muted Cresc. Long  
Crash Choke Crash Choke Short Med. Long Short Med. Long

## Tam-Tams (All)

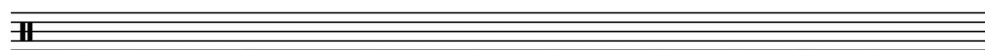


Med. Long Med. Long Short Med. Long Reg. Dampened  
Soft Cresc. Loud Cresc. Damp. Cresc. Hit Hit



LH RH LH RH Short Med. Long Stick  
Wood Stick Triangle Beater Scrape Rubato

## Concert Bass Drum



w/Warm Mallet Muffled w/Staccato Mallet ROLL Short1 Short2 Long1 Long2  
Open Dampened Open Dampened Sustained Cresc. Rolls

## Drum Set (Auto)

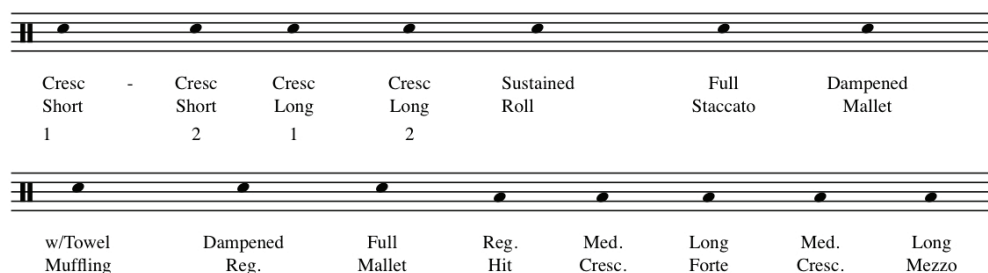
Drum Set (Auto) notation showing various drum sounds across three staves. The notation includes symbols for HiHat w/foot, Bass Drum, Floor Hit, Tom Rim, Mid Hit, Tom Rim, High Hit, Tom Rim, Snare Drum, Rimshot, Rim, Roll, Crush, Cross Stick, Hi Closed, Hat Open, Ride w/Tip, Cymbal Bell, Crash 17"Dark, Cymbal 15"Custom, 19"K China, and 8"K Splash.

## Drum Set (Basic)

Drum Set (Basic) notation showing various drum sounds across five staves. The notation includes symbols for HiHat w/foot, Bass #1, Drum #2, LH Floor, RH Tom, LH Mid, RH Tom, LH High, RH Tom, Cross Stick, LH Snare, RH Drum, LH Rim, RH Shots, Snare Roll, Dry Crush, Fat Rolls, LH HiHat, RH Closed, LH HiHat, RH Open, Ride Tip, Cymbal Bell, w/Tip Crown, Crash 17"K, Cymbal 15"A, 19"K China, 8"K Splash, LH Floor on, RH Tom Rims, LH Mid, RH Tom, LH High, RH Tom, LH Snare, and RH Drum.

# Racks & Combos

## Concert BD & Tam Tam Combo

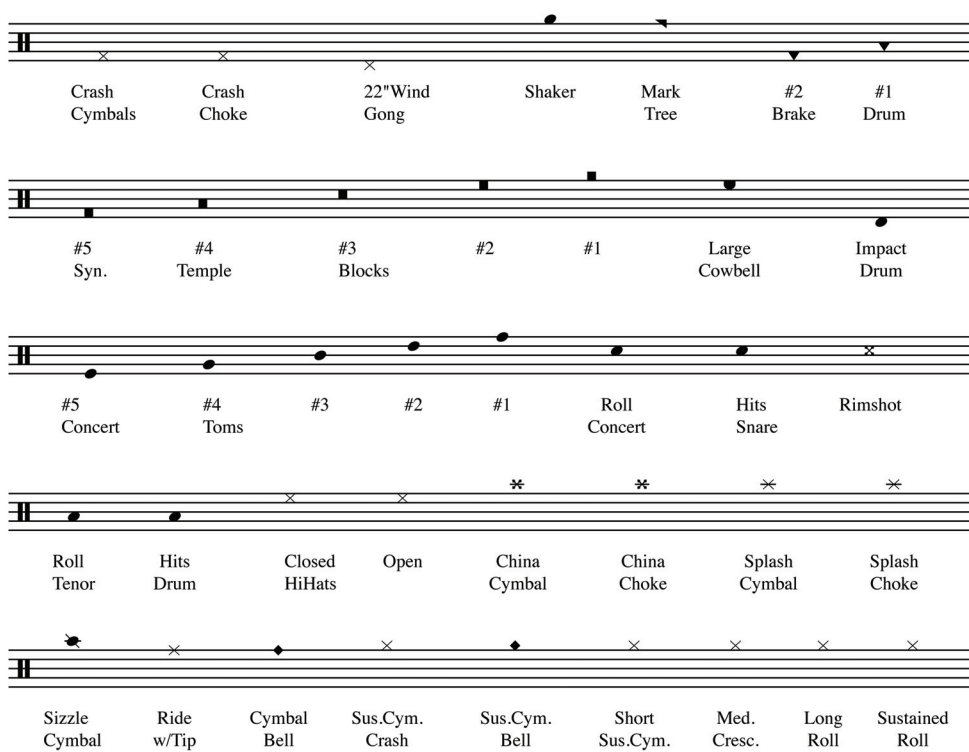


Concert BD & Tam Tam Combo

Staff 1: Cresc Short 1, - 2, Cresc Short 1, Cresc Long 2, Sustained Roll, Full Staccato, Dampened Mallet

Staff 2: w/Towel Muffling, Dampened Reg., Full Mallet, Reg. Hit, Med. Cresc., Long Forte, Med. Cresc., Long Mezzo

## Rack Combo A



Rack Combo A

Staff 1: Crash Cymbals, Crash Choke, 22" Wind Gong, Shaker, Mark Tree, #2 Brake, #1 Drum

Staff 2: #5 Syn., #4 Temple, #3 Blocks, #2, #1, Large Cowbell, Impact Drum

Staff 3: #5 Concert, #4 Toms, #3, #2, #1, Roll Concert, Hits Snare, Rimshot

Staff 4: Roll Tenor, Hits Drum, Closed HiHats, Open, China Cymbal, China Choke, Splash Cymbal, Splash Choke

Staff 5: Sizzle Cymbal, Ride w/Tip, Cymbal Bell, Sus.Cym. Crash, Sus.Cym. Bell, Short Sus.Cym., Med. Cresc., Long Roll, Sustained Roll

## Rack Combo B

The diagram illustrates the layout of Rack Combo B, showing six rows of percussion instruments. Each row is represented by a five-line staff with various symbols (dots, crosses, triangles, etc.) indicating the placement of specific instruments. The instruments are labeled below each staff.

Row	Instruments
1	Crash Cymbals, Concert Bass Drum, Tam/Tam 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 representing a different instrument or technique. The notation is as follows:

- Staff 1:** Bass Shekere, Comping, Back/Forth, Spin, Taps
- Staff 2:** Heel/Toe Low, Muted Conga, Open, Open, Muted, Roll
- Staff 3:** Heel/Toe High, Muted Conga, Open, Open, Muted, Roll
- Staff 4:** Shell Low Timbales, Hit Drum, Rimshot, Hit High, Rimshot Drum, Shell
- Staff 5:** Mouth Mambo Cowbells, Tip, Mouth ChaCha, Tip, Tip Cymbal, Bell, Crash
- Staff 6:** Long Guiro, Short Scrapes, Open Low Bongos, Muted, Slap, Open High, Muted, Slap
- Staff 7:** Bell Bongo, Muted Cowbell, Tip, Ganza Shaker, Claves

## Metal Rack

Symbol	Sound Name
Solid dot on line 1	Bell Plate
Solid dot on line 2	w/Triangle Beaters TamTams
Cross on line 3	Strike
Triangle on line 4	Scrape
Triangle on line 5	Mark Tree
Solid dot on line 1	#1 Brake
Solid dot on line 2	#2 Drum
Solid dot on line 1	Propane Tank
Cross on line 3	Ribbon Crasher
Triangle on line 4	Open Triangle
Triangle on line 5	Closed
Triangle on line 5	Roll
Solid dot on line 1	Large Cowbell
Solid dot on line 2	Small
Solid dot on line 1	Low Agogo
Solid dot on line 2	High
Triangle on line 3	Ankle Bells
Solid dot on line 4	Long Metal
Solid dot on line 5	Short Guiro
Cross on line 3	Finger Cymbals
Solid dot on line 1	Bell Tree
Cross on line 1	Single Sleigh
Cross on line 2	Roll Bells
Cross on line 3	Zil Bel
Cross on line 4	Closed HiHat
Cross on line 5	Open
Asterisk on line 1	China Cymbal
Asterisk on line 2	China Choke
Asterisk on line 1	Splash Cymbal
Asterisk on line 2	Splash Choke
Solid dot on line 3	Sizzle Cymbal
Cross on line 4	Ride Cymbal
Solid dot on line 5	Ride Bell
Cross on line 1	Sus.Cym. Crash
Solid dot on line 2	Sus.Cym. Bell
Cross on line 1	Short SusCym
Cross on line 2	Med. Cresc.
Cross on line 3	Long Rolls
Cross on line 4	Sustained
Cross on line 5	Trash Can
Solid dot on line 1	Hit Earth
Triangle on line 2	Scrape Plate
Solid dot on line 3	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

**Tam Tam**

Regular Hit   Dampened Hit   Cresc. Short   Muted Cresc. (short)   Cresc. Medium   Muted Cresc. (med.)   Sticks   Triangle Beaters   Scrape (short)   Scrape (long)

**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

**Hand Cymbals**   **Snare Drum**

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

**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

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

**Woodblocks**

Coin Scrape (short)   Coin Scrape (long)   Low (stick)   Low (mallet)   Medium (stick)   Medium (mallet)   High (stick)   High (mallet)

**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)

## 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:

Under the **File** menu, choose **Load Library**.

Locate and select the **VDL2.5.2 FIN11** file. This file should have been copied to **Finale 2011>Libraries** when you initially installed the files in this template package.

Click **Open**. Finale will load the library into your current document. All of the VDL2.5 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.