The Attack:

An attack is the term that describes the method that a pipe band uses to start playing. The drummers will play their drum rolls, the pipers will inflate and sound their pipes and the entire pipe band will start into the tune together.

There are 2 types of attacks. One is used when the pipe band is going to start to play at a slow tempo (for slow marches) and the other is used when the pipe band is going to play at a quicker tempo (for quick marches).

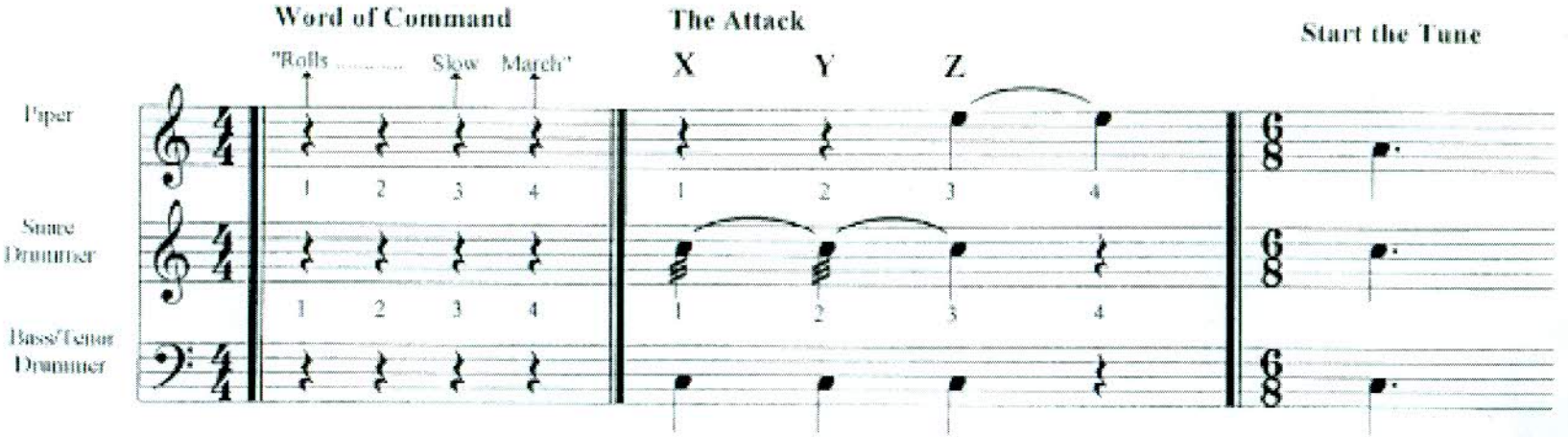
Refer to the chart below to see the six aspects involved with an attack.

ASPECT	SLOW MARCHES	QUICK MARCHES
1. What is the word of command?	"Rolls" (or "By the Centre/Right"), "Slow March".	"Rolls" (or "By the Centre/Right"), "Quick March".
2. How many drum rolls will be played?	1	2
3. At what point do I bring my right hand and stick up to the position on the drum where I am ready to start to play?	On the precautionary word of command "Pipes and DRUMS".	On the precautionary word of command "Pipes and DRUMS".
4. At what point will I start to play my first drum roll?	On the next beat, after the word of command has been given.	On the next beat, after the word of command has been given.
5. How do I fit in, or include any of the "introductory notes" that might be found in the music?	If applicable, the time of the introductory note(s) would be subtracted from the one beat rest (found after the roll) that precedes the music itself.	If applicable, the time of the introductory note(s) would be subtracted from the one beat rest (found after the roll) that precedes the music itself.
6. When do I start playing the beating itself?	On the next beat, after the one beat rest (found after the roll) that precedes the music itself or any introductory notes.	On the next beat, after the one beat rest (found after the roll) that precedes the music itself or any introductory notes.

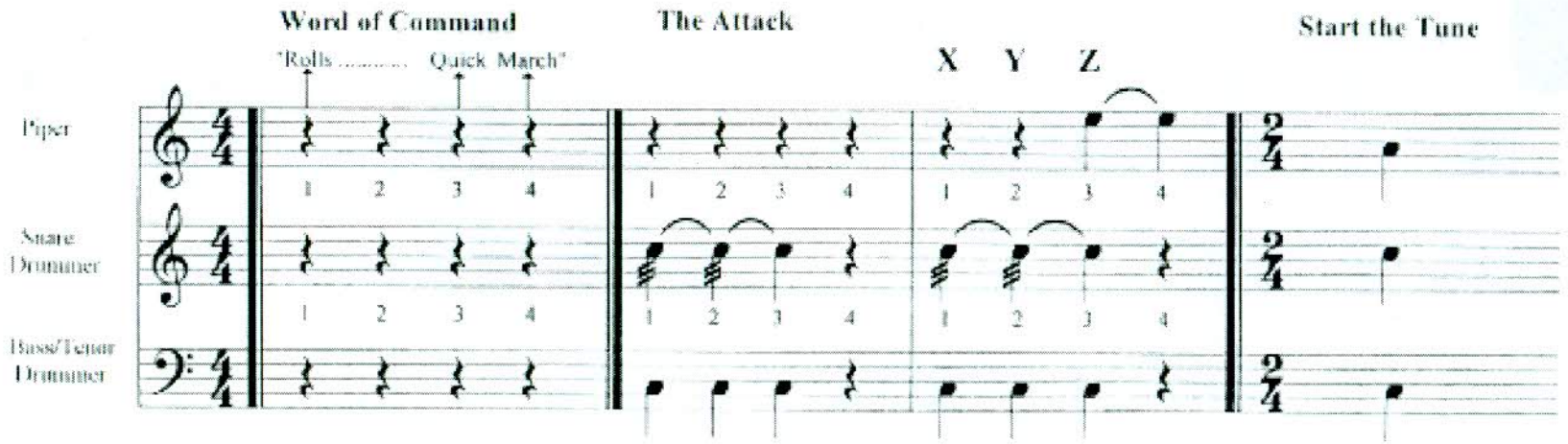
THE ATTACK (musically):

Every attack, regardless of the time signature or tempo is done in a series of four counts:

1. Slow March Attack



2. Quick March Attack



X = Start the Drones Y = Both hands on the Chanter Z = Sound the Chanter

THE CUT OFF (musically):

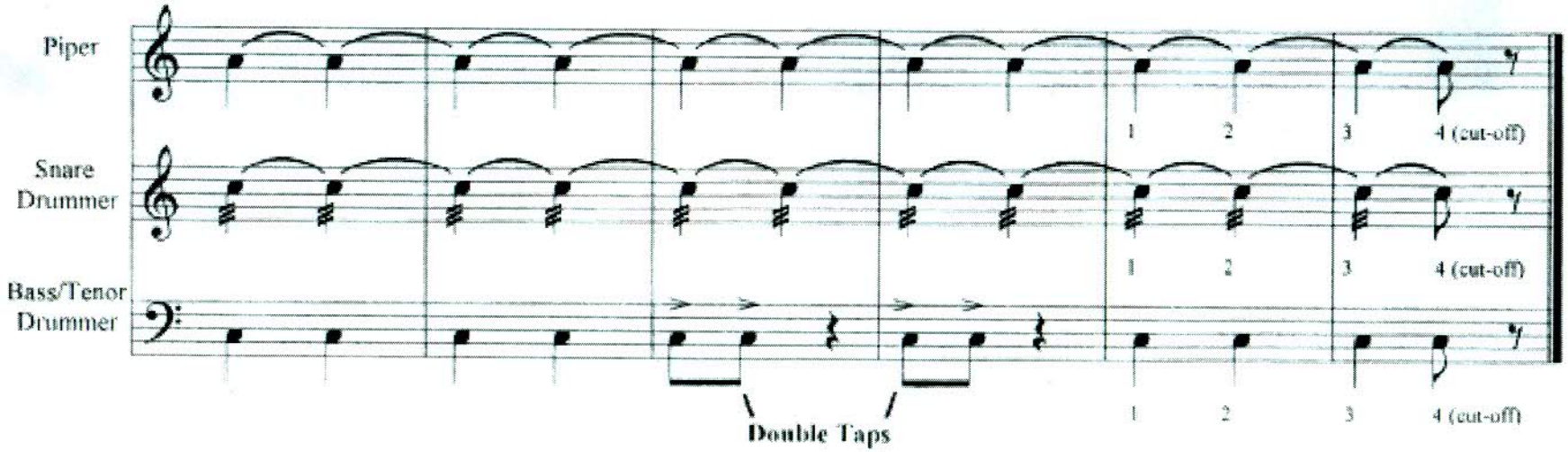
Once the mace signal is given you should start preparing to complete a cut off. However, even if the mace signal has been given, **DO NOT** stop playing until the double taps have been given by the bass drummer.

After the double taps have been sounded, there will always be four beats (counts) which will precede the actual cut off. On the last (fourth) beat, all sound in the pipe band must stop.

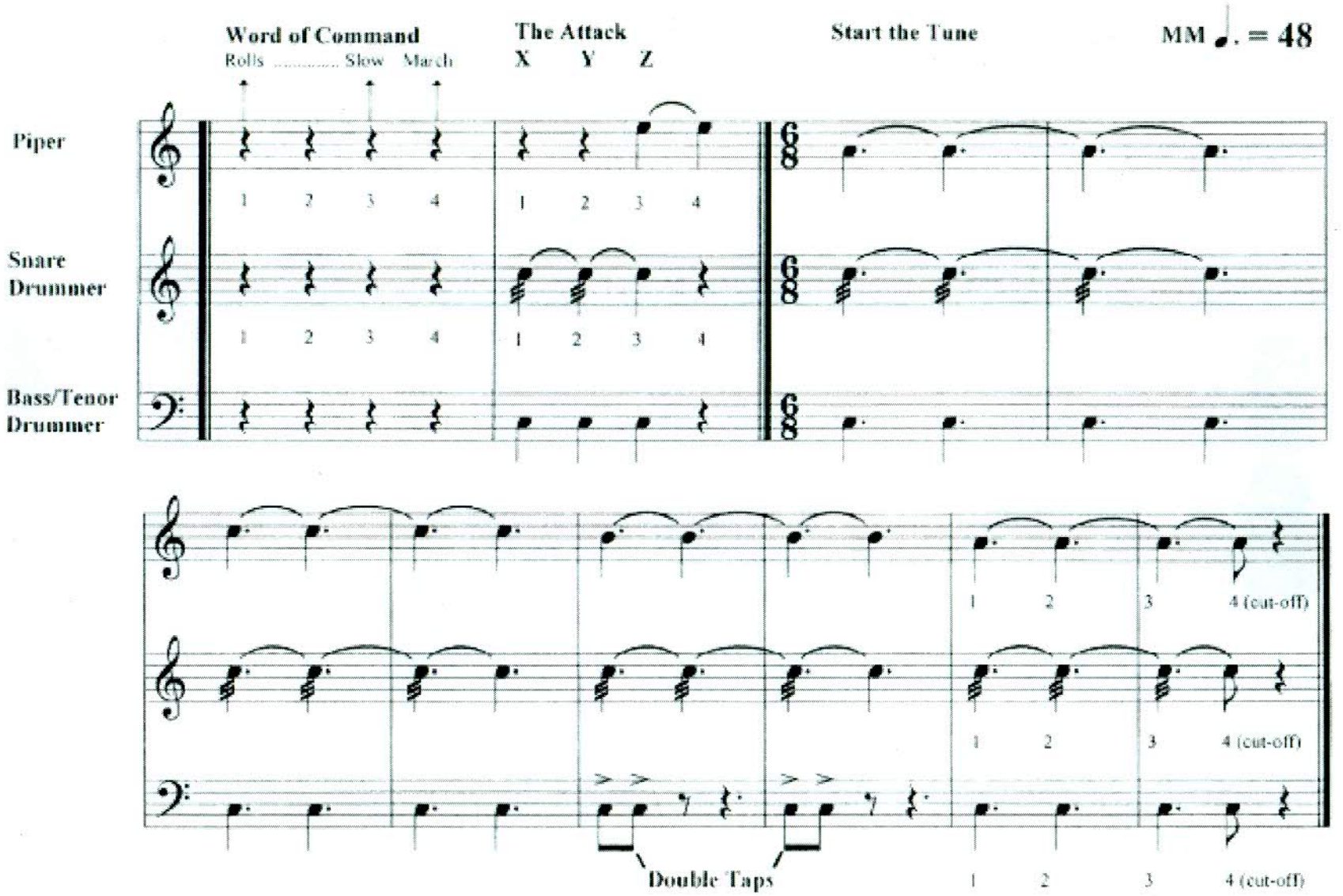
Drummers must pay attention to the Drum Major to watch for the cut-off mace signal.

When simulating a cut off with the practice pad and sticks, the sound is to completely stop at the end of the part (on the last beat). The left hand stick is to be left in a playing position at all times, and the right hand is to be sharply cut to the side at the table (when seated) or to the position of attention (when standing).

The following example identifies musically how a cut off is completed:

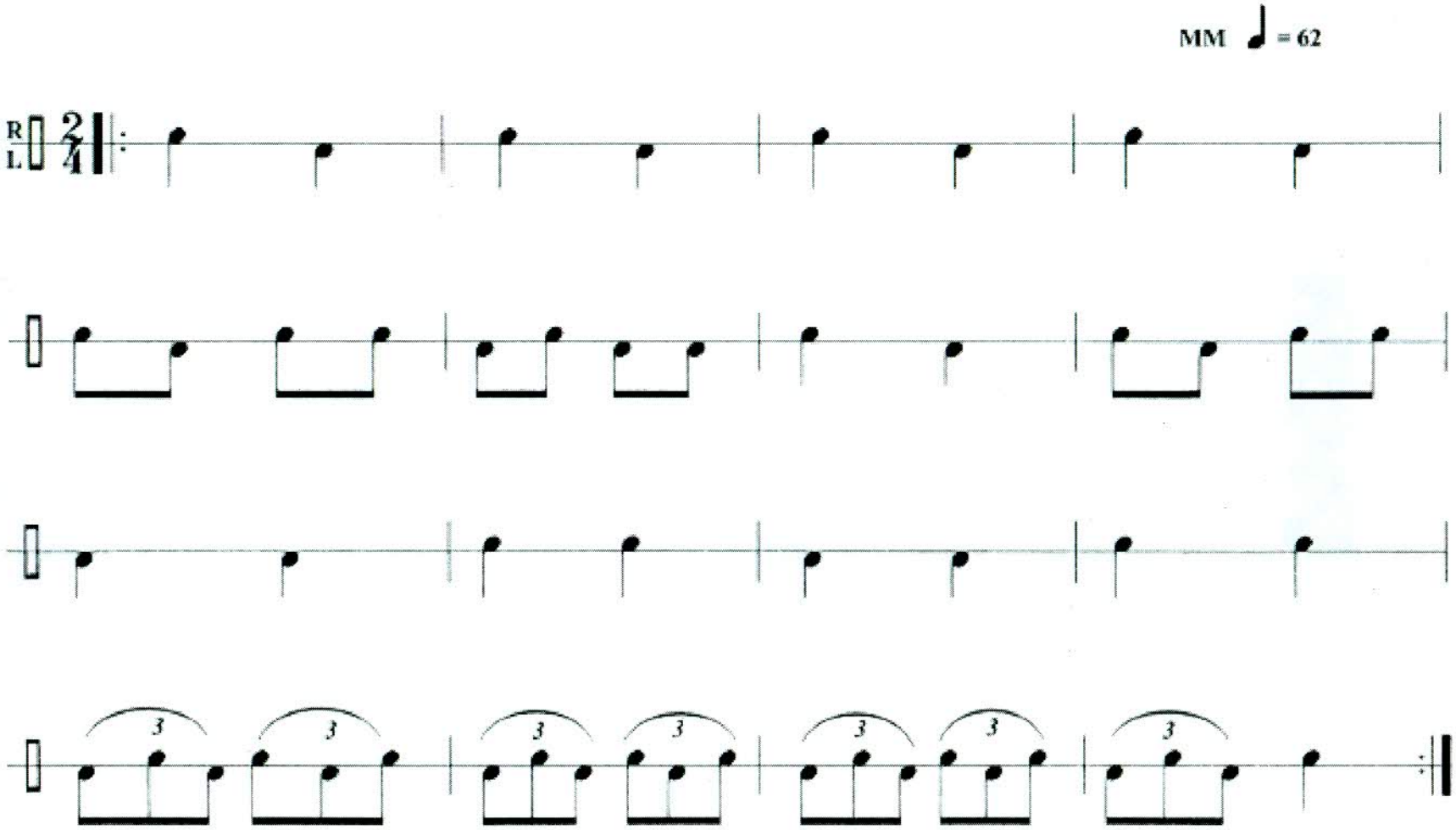


SLOW MARCH ATTACK AND CUT-OFF EXERCISE



X = Start the Drones Y = Both Hands on the Chanter Z = Sound the Chanter

This publication was produced by Major J.K. Cairns solely for Cadet Pipe Band Musician Training

TONAL EXERCISE

The following exercise is designed to give you a chance to practice all of your tonal techniques using simple rudiments.