

## Info on STARTS of tunes, TRANSITIONS into other tunes and ENDINGS

### ***Green Hills / Battles Ore***

**\*\* ( Battles Ore ending – 2 beats on last note)**

**\*\* (Green Hills ending – ends on beat of last note)**

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### ***High Road to Gareloch / Brown Haired Maiden***

**\*\* (ends on beat of last note of Brown Haired Maiden or High Road to Gareloch)**

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### ***Waltzing Matilda > Wings***

Play Waltzing Matilda twice ( no repeat of parts in Wings)

**\*\* (ends with 2 beats on last note of Wings)**

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### ***The Gael*** (How we will attack this is still undecided)

- Solo Piper prelude x 1

- Full band – Prelude x 1 ( strike in on first note of last bar)

- Theme x twice

- ? ( end to be determined )

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### ***Castle Dangerous / On the Road to Passchendaele***

- On repeat of Castle Dangerous - first part... No D throw ; replace it with a C touch

**\*\* (ends with 2 beats on last note of Passchendaele)**

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### ***51st Highland Division / 48<sup>th</sup> Highlanders / 1976 Police Tattoo***

-Rolls - 1 beat E

- No repeat of parts - all tunes

- **\*\* ending on 1976 Police Tattoo.... On the Birl**

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### ***Dawning of the Day***

NO E.

PM counts... drones strike in on 3

(PM establishes tempo by marking time – pipers hold drones steady. Count in starts when PM steps in)..

PM steps in ..3 beats

Tune starts on 4<sup>th</sup> beat... No E is sounded

play tune twice.

- Harmonies second time only

**\*\* (ends with 3 beats on last note)**

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***Glasgow City Police Pipers***

- No info yet. Tune is a work in progress

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***Rainbow Country > Steam Boat***

- Tunes starts with drum intro
  - drumming ends .. 4 beats light drum tap
  - Std drum break –( 2 x double beats ( bass drum))
  - Rolls
  - 1 beat E
  - Rainbow ending.. LA is held for 4 beats
  - Break from Rainbow Country > Steam boat – intro E note to Steam Boat is played (Steamboat is played at same tempo as Rainbow Country)
- \*\* (ends on the birl )**

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***Hills of Argyll***

- 1 beat E
- play intro notes
- Play through all of tune and then return to the first part. (played with repeat)

(When repeating tune... play intro notes)

**\*\* (ends with 2 beats on last note)**

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***Scotland the Brave / Marie's Wedding***

Scotland the Brave- Marie's Wedding-Scotland the Brave  
Intro note E is played on return to Scotland the Brave.

**( Scotland the Brave end – 2 beats on last note)**

**( Maries Wedding end – ends on the Birl)**

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***I Love a Lassie / Loch Lomond / Rowen Tree***

**\*\* (ends with 2 beats on last note of Rowen Tree)**

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***MacPhail of Bunnessan / Swing of the Kilt***

- 1 beat E
  - Play intro notes
- \*\* (ends with 2 beats on the LA at the end of Swing of the Kilt)**
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***Hector the Hero ( single tune)***

- One piper plays first part
- band joins in on repeat of first part.  
( hand up on beat of the B doubling midway 7<sup>th</sup> bar)
- strike drones on first beat of 8<sup>th</sup> bar ( hold for 5 beats)
- join in with lone piper and play the repeat of the first part – (with Intro notes)
- play 2<sup>nd</sup> part ( first time through as written)
- play repeat of 2<sup>nd</sup> part – BUT.. play only the first 2 lines of the second part as written up to the B doubling.

At this point replace the C & E ( in 4<sup>th</sup> bar second part) with the intro notes of the tune to play into the last two lines of the first part. ( bars 5 - 8)

**\*\* (- End tune 4 beats on last note)**

***Hector the Hero Medley***

\*\* Hector as above

- End of Hector **4 beats** at end of tune .. break into Outward Bound ( **SAME TEMPO**)
- At the end of Outward Bound there is a tempo increase of 6 beats as we lead into the next tune.
- D throw > ( **increased tempo starts..** play LG tap – hold D for two beats – play intro E and break into Hundred Pipers.
- Break straight into Lily Christie 6/8 ( **same tempo**)
- **\*\* End - Hold last note for 2 beats**

***Bonnie Lass > Killiecrankie***

- 2 beat E
- Bonnie Lass 1<sup>st</sup> part (no repeat) 2 extra beats at end of part.
- Bonnie Lass 2<sup>nd</sup> part (no repeat) 2 extra beats at end of part.
- Into notes into 1st part of Killiecrankie (no repeat) . Two extra beats at end of part.
- 1st part Killiecrankie (no repeat) two extra beats at end of part
- 2nd part. (repeat part) 2 extra beats at end of part each time.
- \*\* (end- Hold the Last note for 2 beats)**

***La Baum / Highland Cathedral***

- Rolls
- All band plays La Baum twice
- pipers hold ending LA for 4 Beats
- pipers CUT the Chanters & hold the Drones with a steady sound (for 8 beats)
- Drummers play.. Tempo drops down during these 8 Beats (tempo to suit Highland Cathedral)
- On **9<sup>th</sup> beat ALL pipers break into The Highland Cathedral**  
(parts - 1<sup>st</sup>, 2<sup>nd</sup>, 1<sup>st</sup>, 2<sup>nd</sup>, 1<sup>st</sup>)
- \*\* End – D is Held for 3 beats**

**Barbara's Jig > Old Hag > Paddy's Leather Breeches >Cork Hill**

-Rolls

- 2 beat E

-Lily Christie Intro (play once only)

-Lily Christie Jig

-Old hag at the Spinning Wheel. ( play LA intro note on both start and return of first part)

- playing 3 parts (Old Hag)

-Note: Last bar has been removed.. the first bar of Barbara's jig has been moved into this position ( leads straight into Barbara's jig. Do not play the intro B)

- The B intro note is played on the return of the 1<sup>st</sup> part

- (playing 2 parts)

**\*\* ( Ends on the beat of the last note) pipers will end 1 bar short of the normal music format of 8 bars for the part)**

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**Cock of the North**

play intro HA

**\*\* (ends on the Birl)**

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**The Battle of the Somme > Heather Grant**

- 2 beat E

(No harmonies to be played)

**\*\* (ends on the Birl at the end of Heather Grant)**

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**Amazing Grace**

- solo piper – Full Band twice through – solo piper

**\*\* (ends with 3 beats on last note)**

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**Skye Boat Song / Morag of Dunvegan**

- 5<sup>th</sup> Beat – Hand comes up to bag

- 7<sup>th</sup> Beat – Strike drones

- 9<sup>th</sup> Beat – play tune

**\*\* End – 2 beats on last note of Morag**

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