PSLHS Drumline

Audition Information

The Audition-
This is a one-on-one audition with the director. It will consist of some warm-ups selected from the packet and a few rudiments. I will place you based on your ability, where you are most needed, and/or what position I determine will be best for you, the drumline and the entire band. As long as you have a good attitude and are willing to participate, there will be a place for you on the drumline.

Preparation-
Please learn the exercises in the packet!! These will prepare you for just about everything the music will throw at you. Everyone MUST learn the snare part. If you would like to play bass drum or quints, practice those parts ***ONLY*** after you can play the snare music. I realize that for some of you percussion is not your first instrument, but please try to learn as much of the warm-ups as you can. Start with the basic warmups and then work on the corresponding group warmups below.
We only have time during percussion camp to put the exercises together. We will not be learning how to play the warm-ups. Please come prepared!!!

Technique-
There are as many techniques out there as there are instructors, but we need to all have the same approach. Included in the packet are some warm-ups that I feel are important to build a solid foundation. This will help our playing become uniform in a short amount of time.
Practice each warm-up with a metronome. Start out at a fairly slow tempo (60 bpm) and gradually increase the tempo (10 bpm at a time) until your hands begin to "freak out" and/or sound quality is lost. Whatever tempo you play at should be clean and accurate with good tone quality. Remember to mark time to the exercises. Everybody, USE A METRONOME and LISTEN to it! Do not just turn it on and set it next to you. ***Good time keeping can not be learned through osmosis!***

We will use a stick height system to determine dynamics (distance from the head in inches). Tap height should be kept at 1 ½" and accent height will vary between 3" and 12".
Stick height relation to dynamics:

fff – 15" Full wrist + forearm (visual only)
ff – 12" Full wrist, no forearm (Vertical Stick at 90° to drumhead)
f – 9"
mf – 6" (Default height more or less)
p – 3"
pp – 1½" (Default low stroke)
ppp – at the edge of the drum head as low as possible.

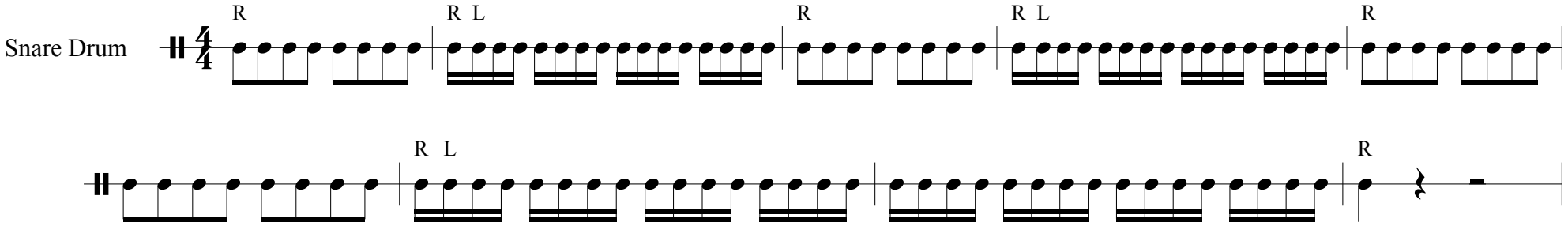
Score

Drummer Basic Warmups

DR. CHROME

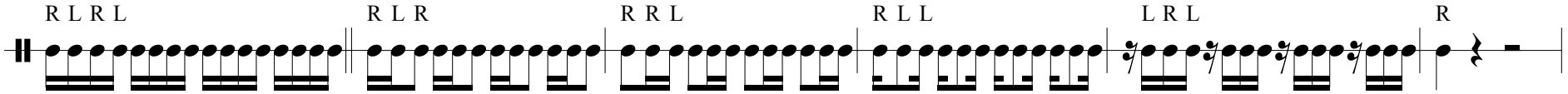
On this exercise, focus on keeping the right hand consistent when moving from eighth notes to sixteenth notes. Don't slam the last note! That is all.

100-120= Bronze 120-160= Silver 160+ = Gold



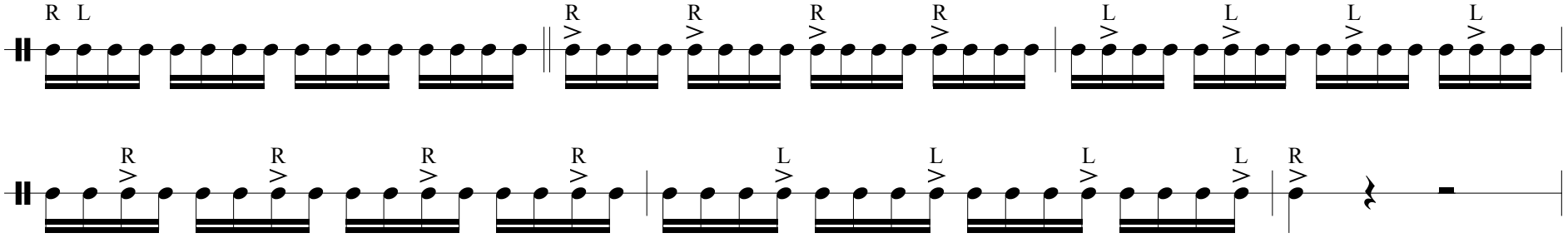
The first measure is a check pattern and should be played between each measure after. Keep your hands even and use good rebound. This is right hand lead sticking so the hands should stay consistent. Play it off the left hand for a challenge!

60-80= Bronze 80-132= Silver 132+ = Gold



This is called a grid. Start by playing a check pattern of sixteenth notes then move to accenting only the 1st sixteenth note. After playing the check pattern again, accent only the second sixteenth note. Continue until each of the four sixteenth notes have been accented. For an added challenge, grid accenting two sixteenth notes at a time. You could also replace the accents with diddles and make a diddle grid instead!

60-80= Bronze 80-132= Silver 132+ = Gold

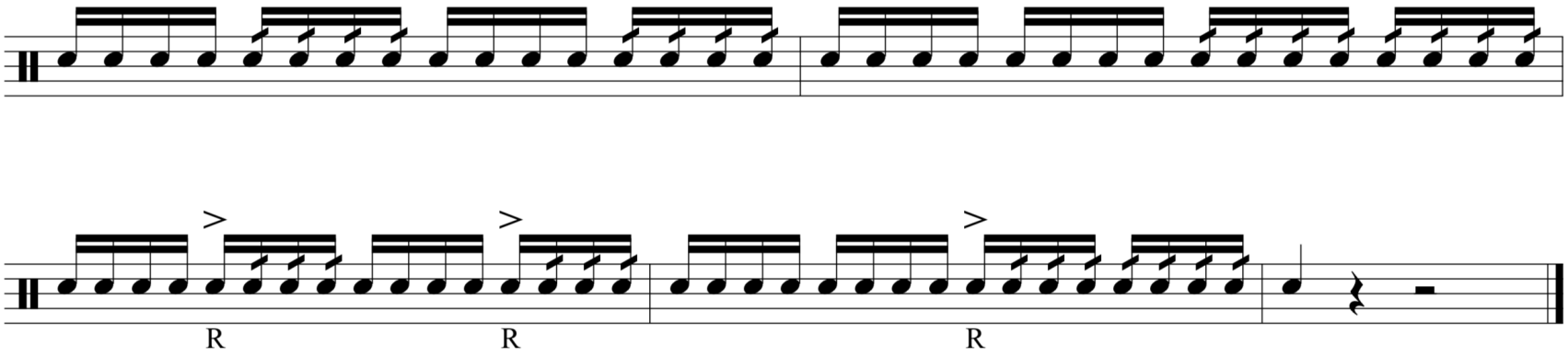


©

Hugga Dugga Burr is the classic roll exercise. The slower you go, the more wrist you use. As you go faster, you start to only use fulcrum pressure and rebound. Practice this slowly and bump it up when you are comfortable. You should also be practicing your double stroke rolls **SLOW-FAST-SLOW.** It should sound like a lawnmower starting up getting pretty fast and then slowing back down.

60-88= Bronze 88-112= Silver 112+= Gold

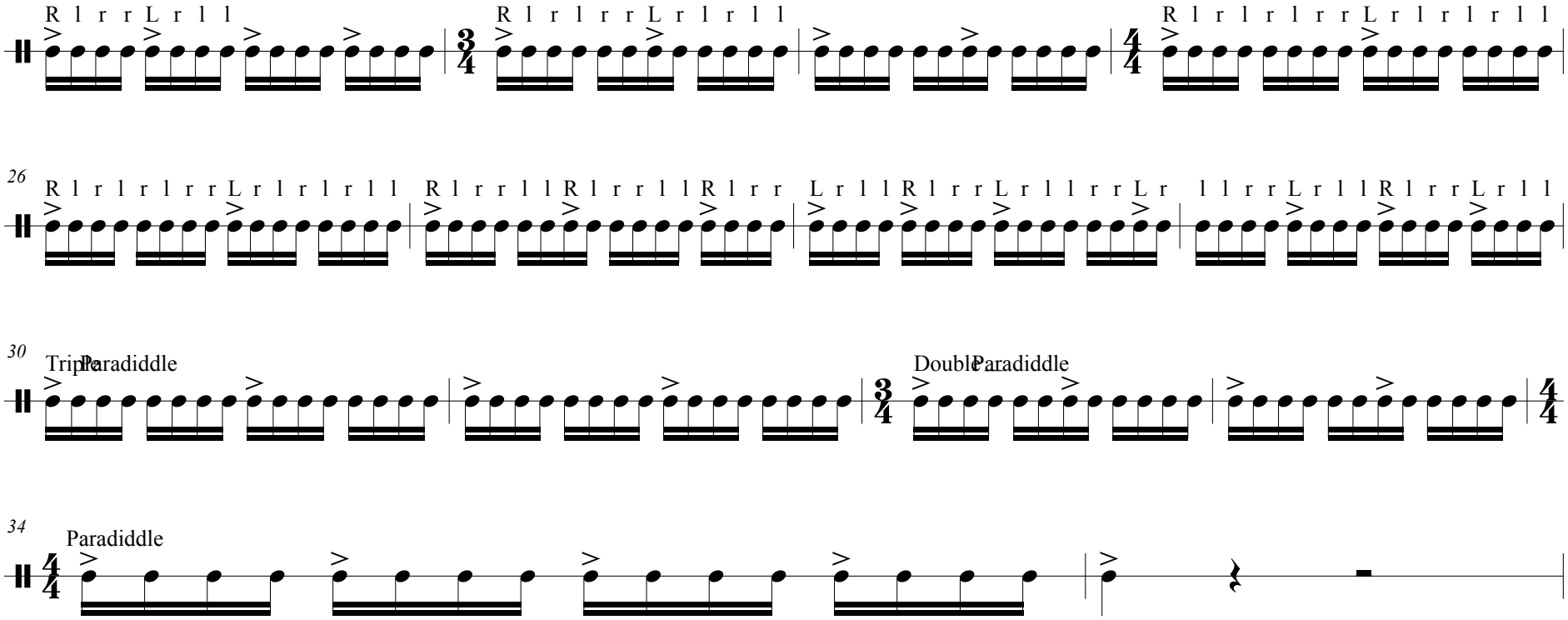
Hugga-Dugga Burr



PARADIDDLE PYRAMID

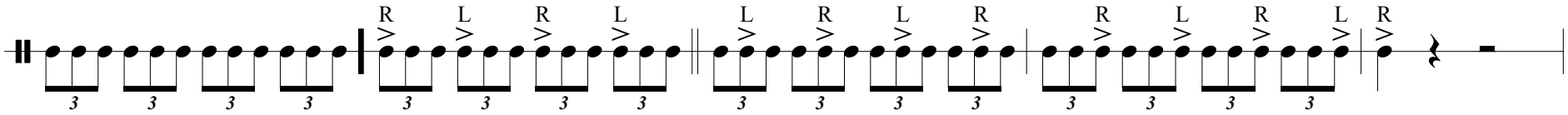
This exercise is a paradiddle nightmare, but when played correctly can have some serious groove. It starts with single paradiddles, and then moves through double paradiddles, triple paradiddles, and a section of alternating paradiddle-diddles and paradiddles. Practice this slowly and feel how each of the rudiments has its own rhythm and groove.

50-80 = Bronze 80-120= Silver 120+ = Gold



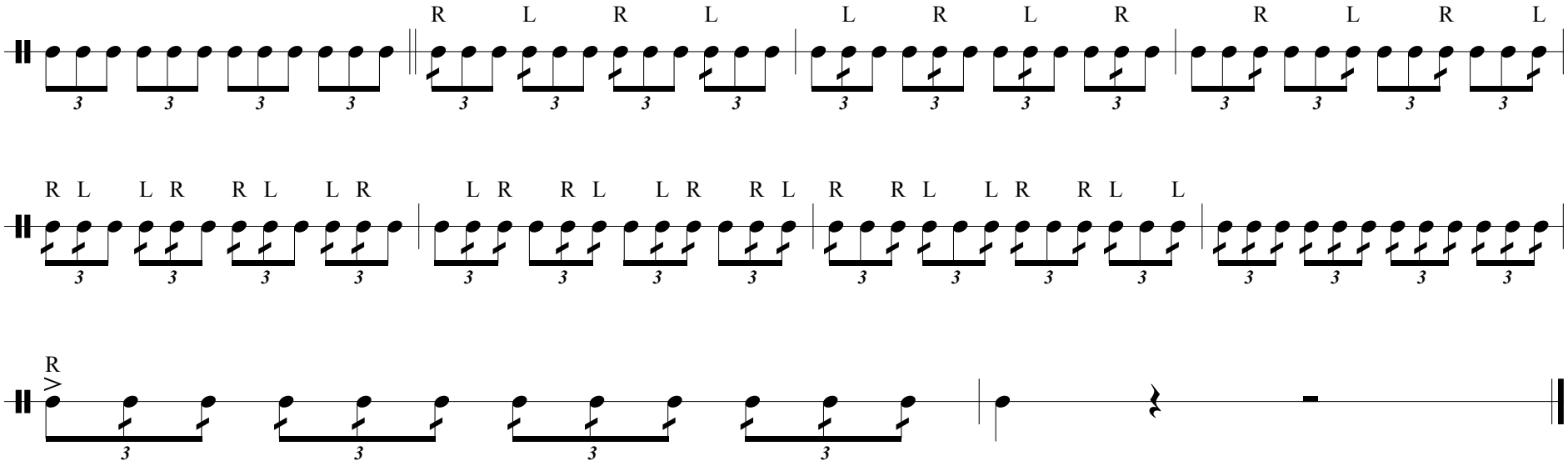
This page of exercises deals with triplets. Make sure that each triplet fits into one beat. Triplets should alternate hands, so if beat one starts on the right, beat two should start on the left with natural sticking. The first is an accent grid using triplets. As always, play the check pattern in between each measure.

60-88= Bronze 88-112= Silver 112+ = Gold



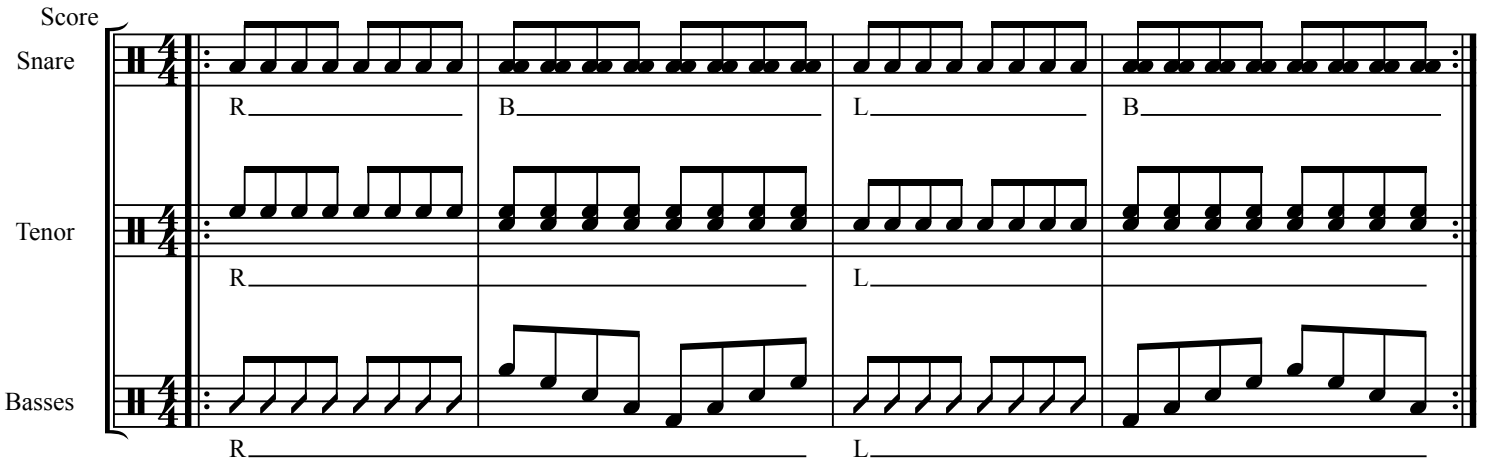
The same rules apply here. This triplet diddle grid is written out for you, but remember to play the check pattern in between measures. This adds a double diddle grid (say that five times fast!), so practice it slowly and keep those diddles open.

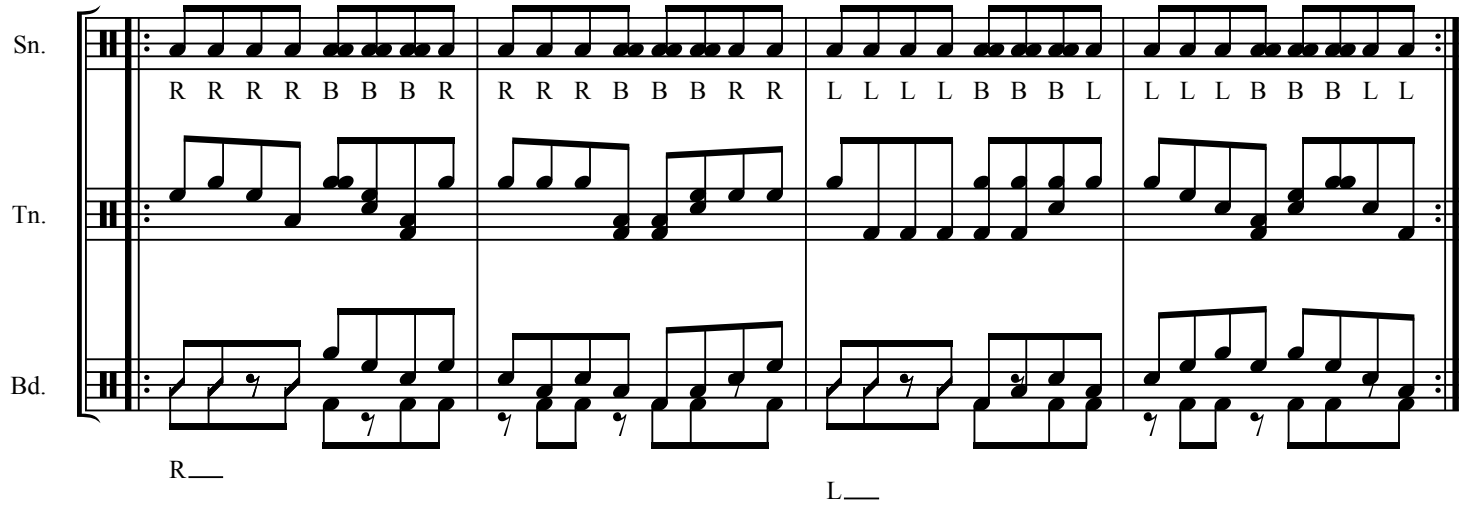
60-88= Bronze 88-112= Silver 112+ = Gold

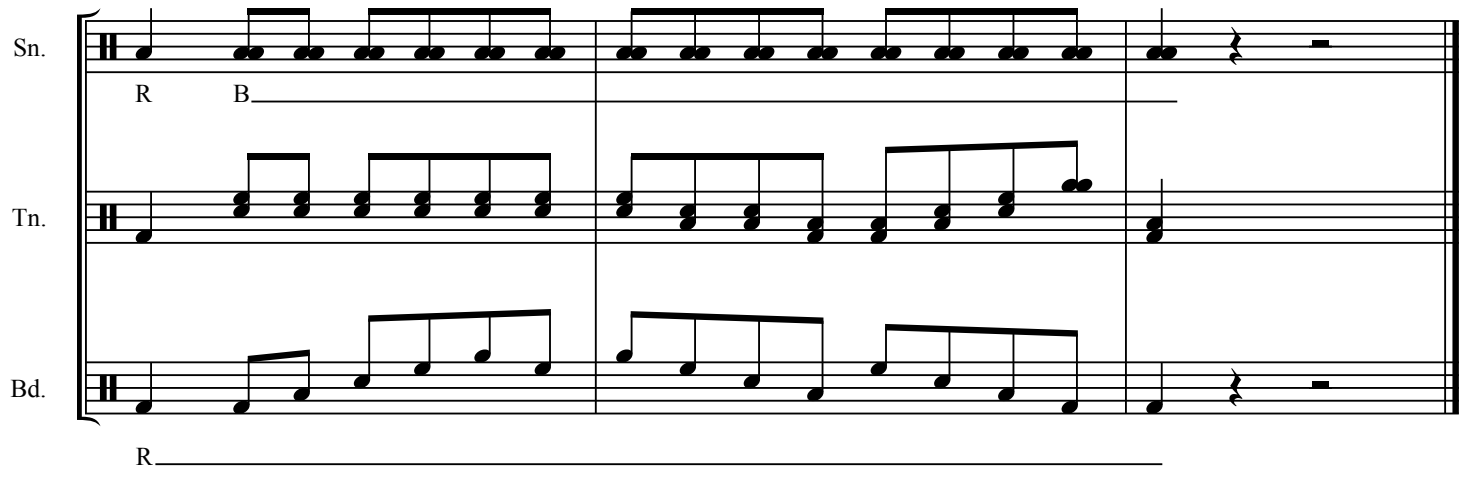


Lord of the Hands

Cromer







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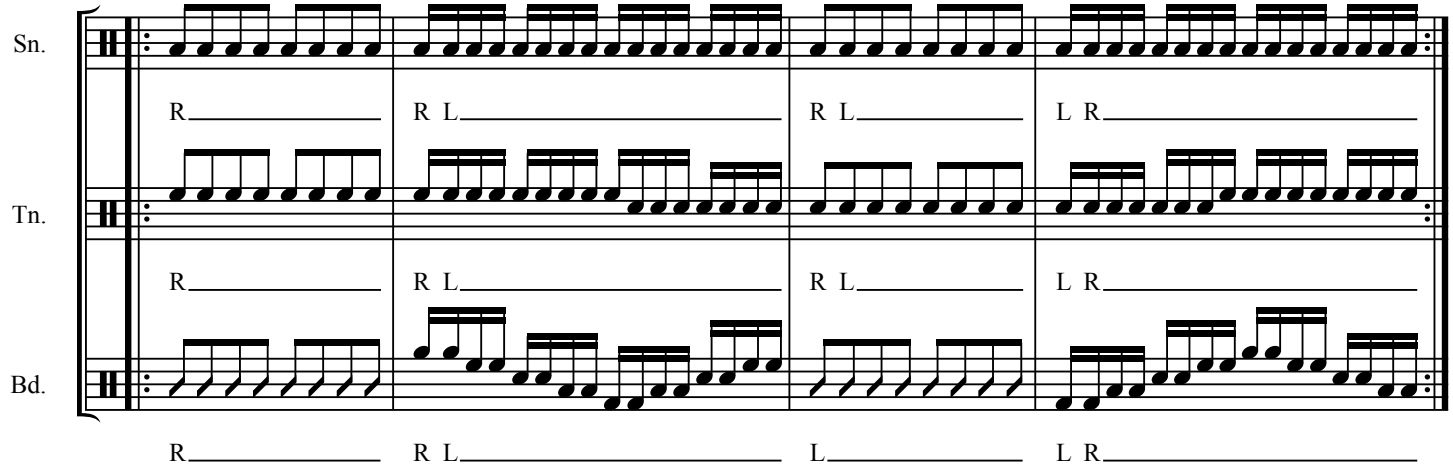
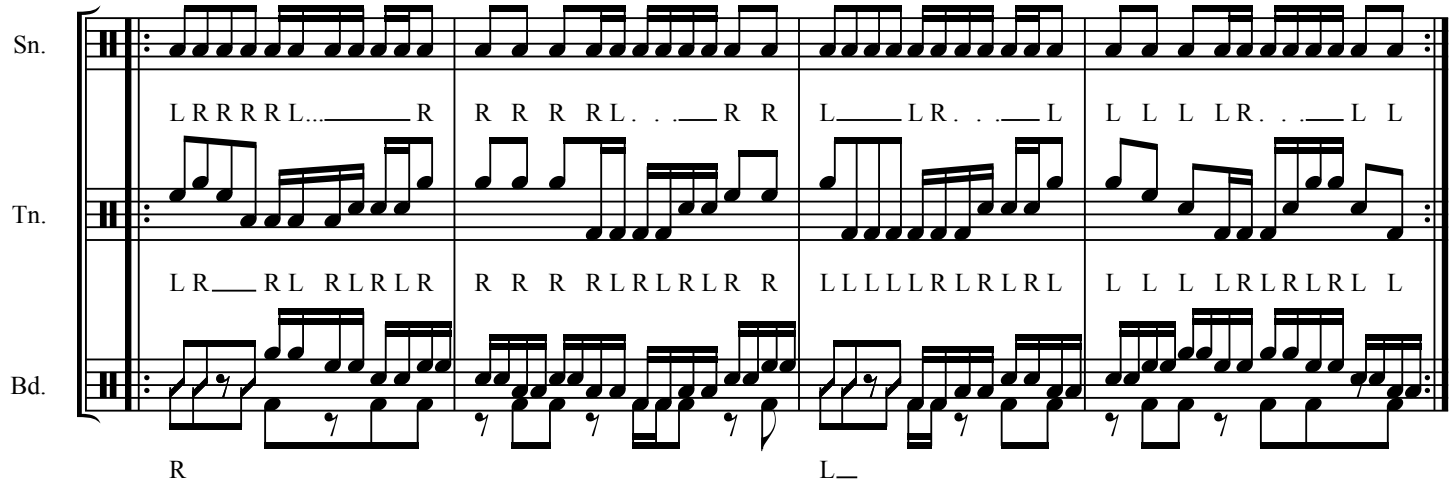
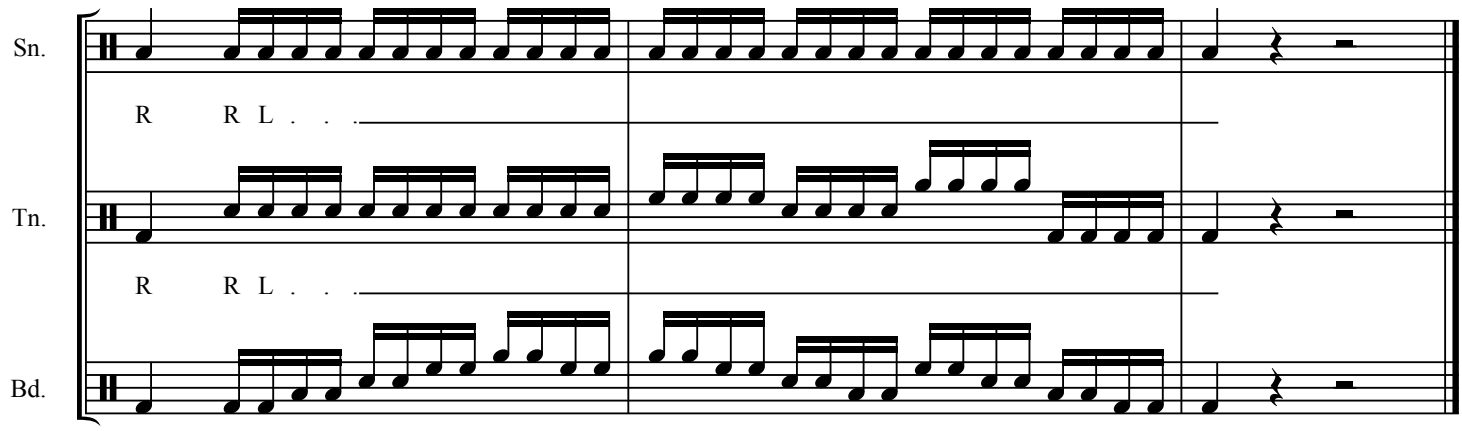

Sn.
Tn.
Bd.
R
R L
R L
L R
R
R L
L
L R


Sn.
Tn.
Bd.
L R R R R L... R
R R R R L . . . R R
L L R . . . L
L L L L R . . . L L
L R R L R L R L R
R R R R L R L R L R R
L L L L L R L R L R L
L L L L R L R L R L L
R
L

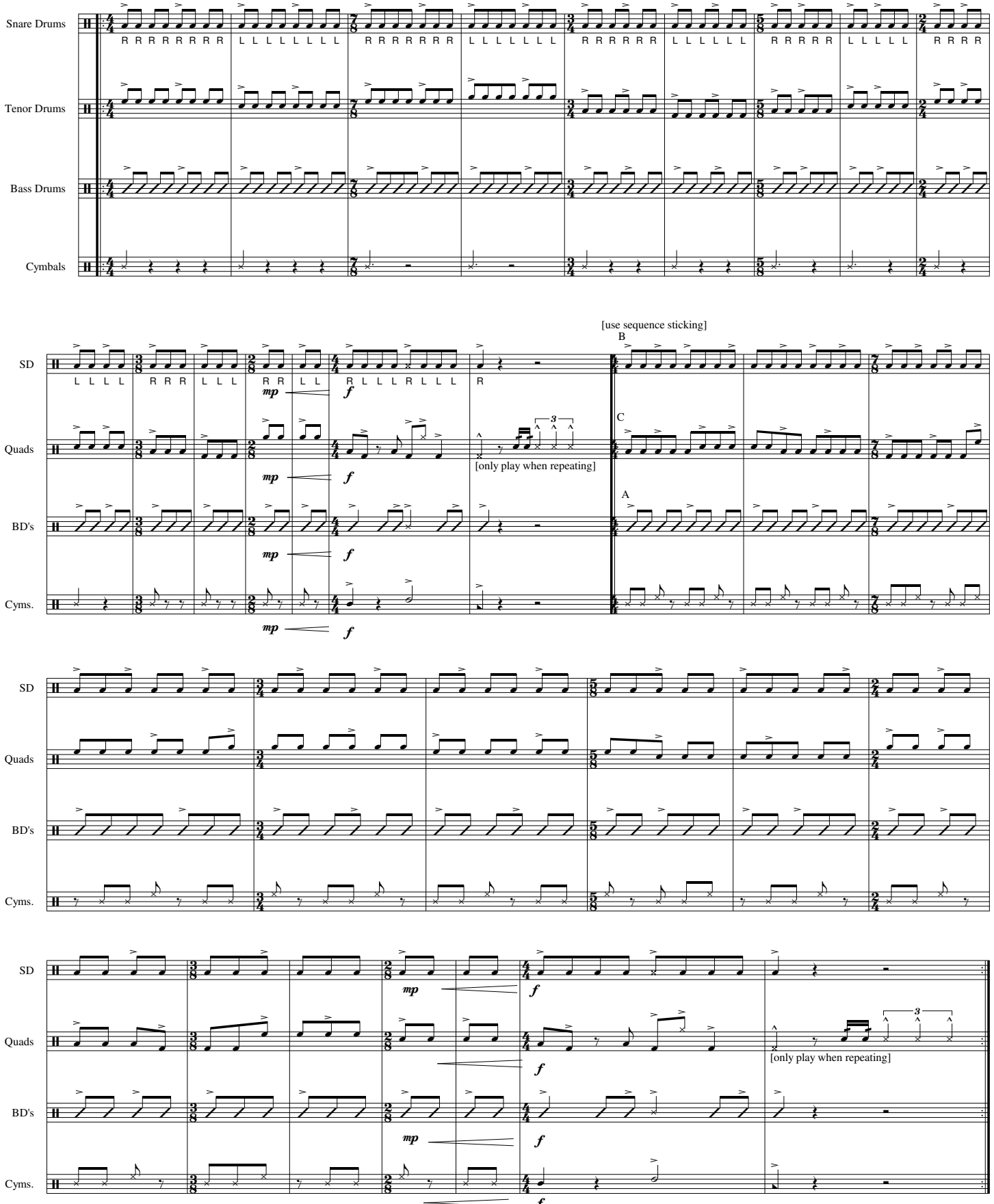

Sn.
Tn.
Bd.
R R L . . .
R R L . . .

A Pattern - 8:7:6:5:4:3:2 - Check
B Pattern - 2:3:4:5:6:7:8 - Check
C Pattern - 5:6:7:8:2:3:4 - Check

8 to 2

Cassidy Byars

♩ = 155



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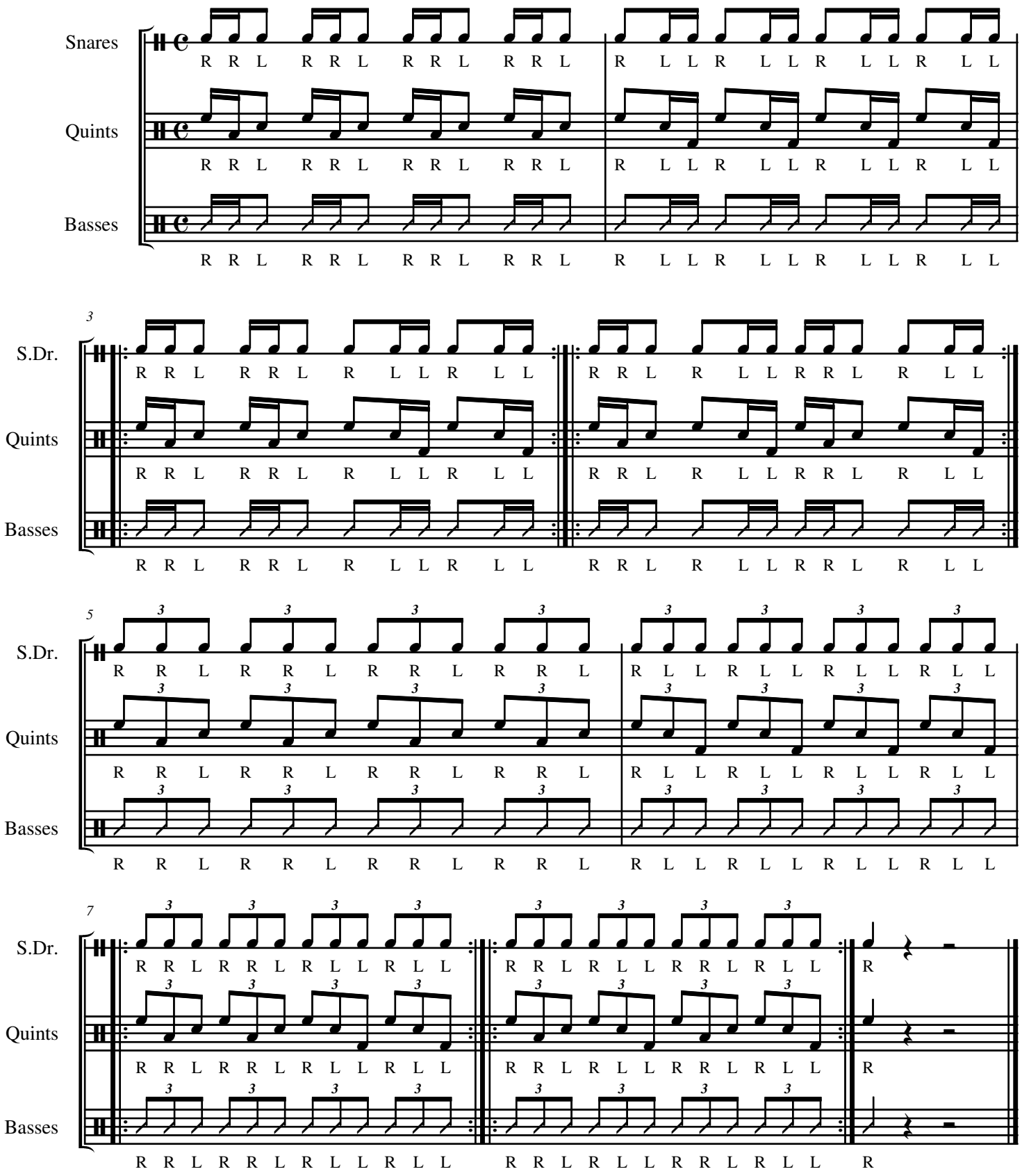
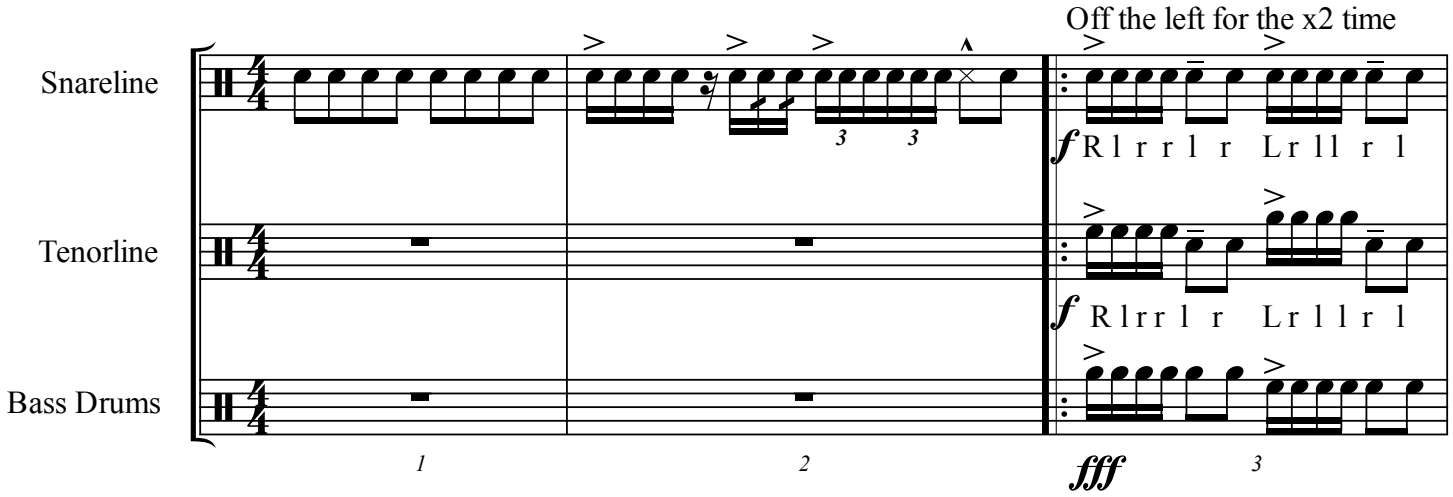
Puh-Puh-Duh, Puh-Duh-Duh

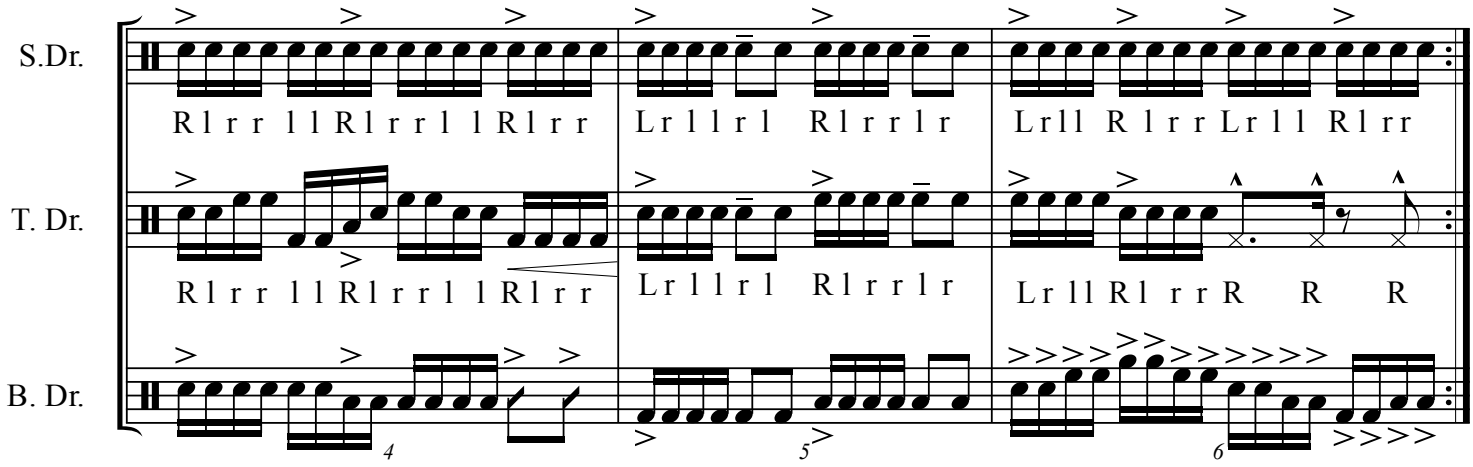


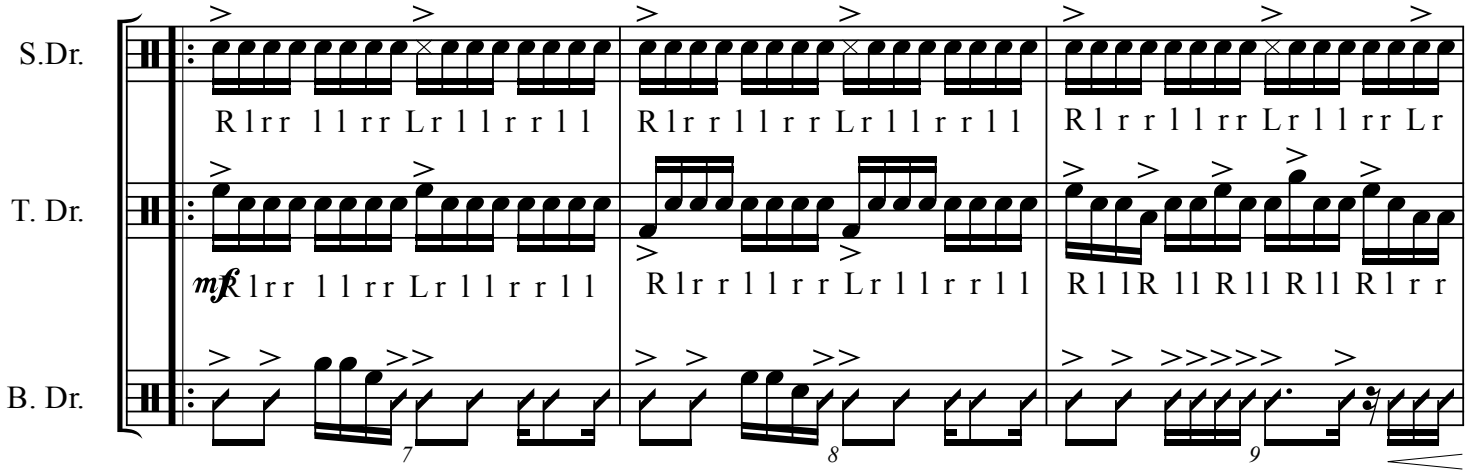
Score

Paradiddle-Something-Mabobber

Kyle Matthews







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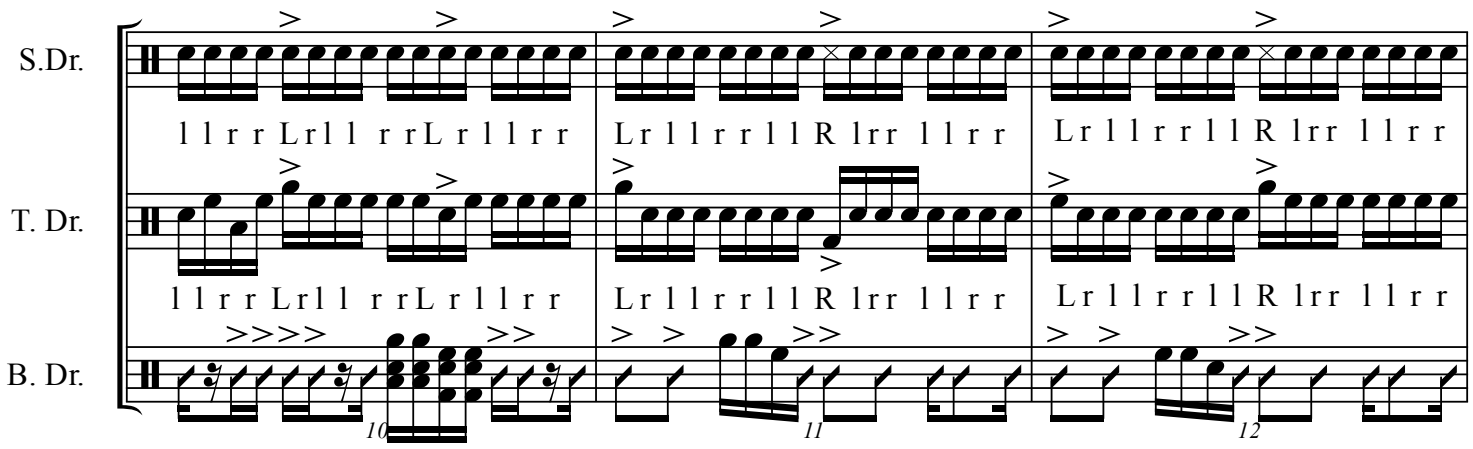
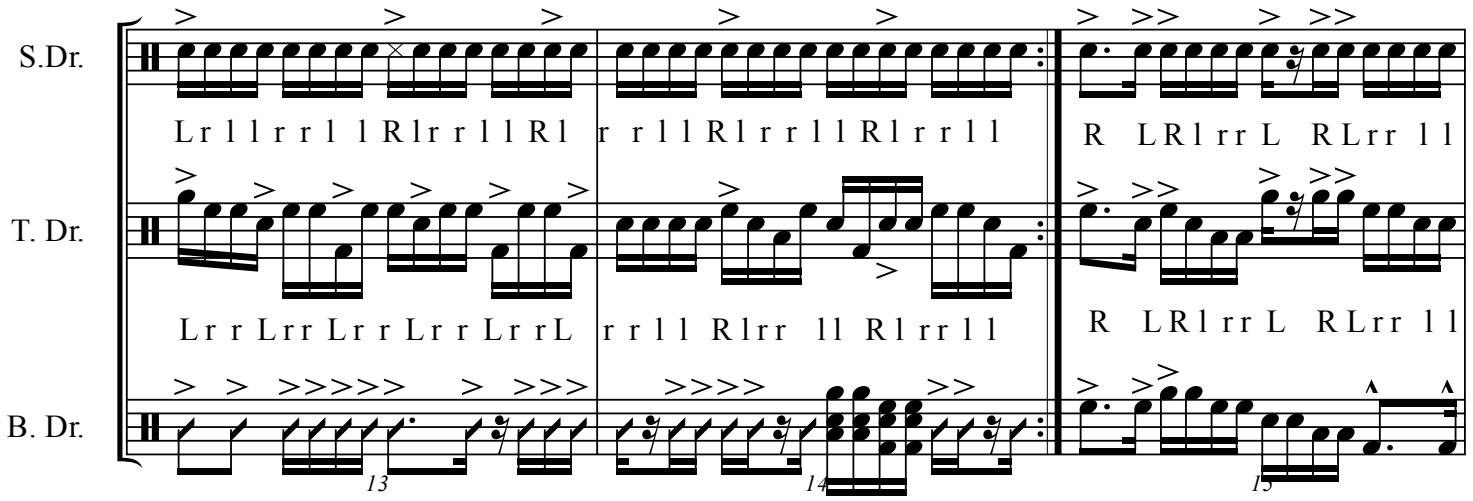

S.Dr.
T. Dr.
B. Dr.
l l r r Lrl l r rL r l l r r
L r l l r r l l R l r r l l r r
L r l l r r l l R l r r l l r r
10
11
12


S.Dr.
T. Dr.
B. Dr.
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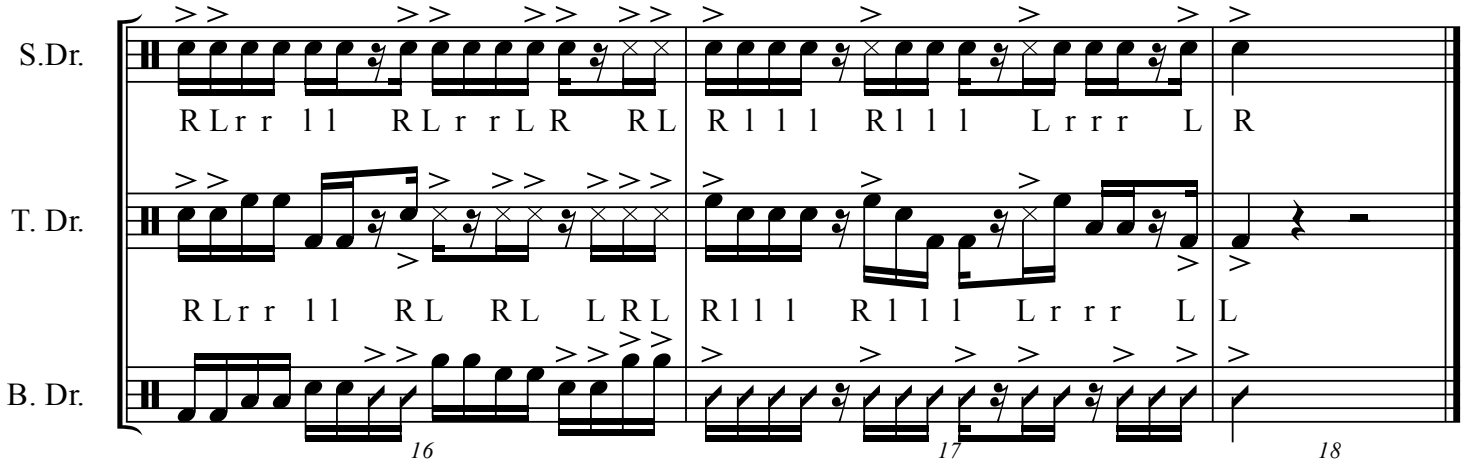
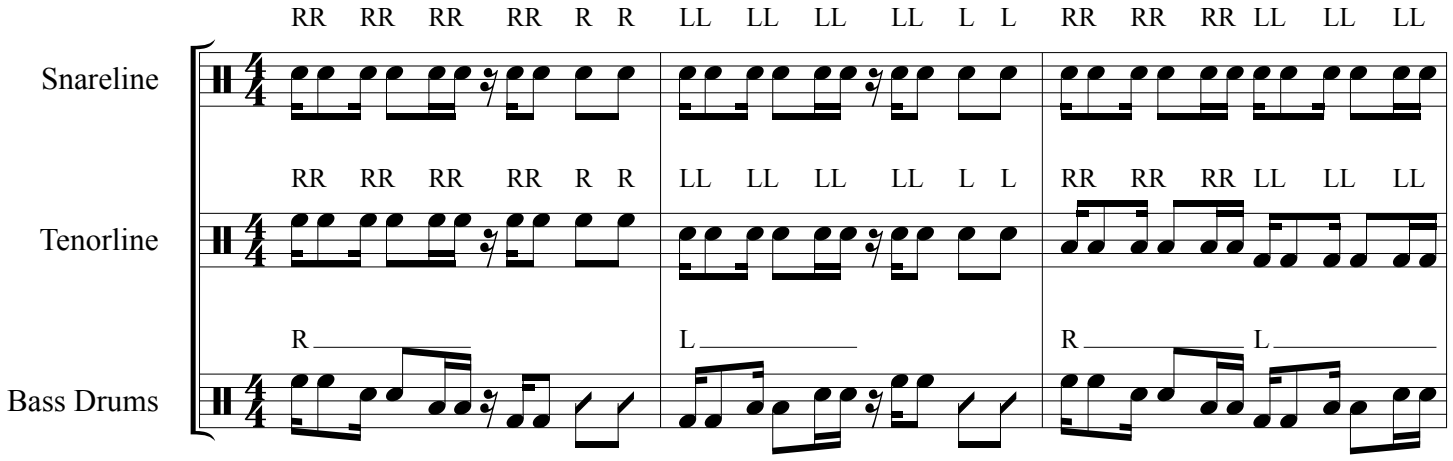
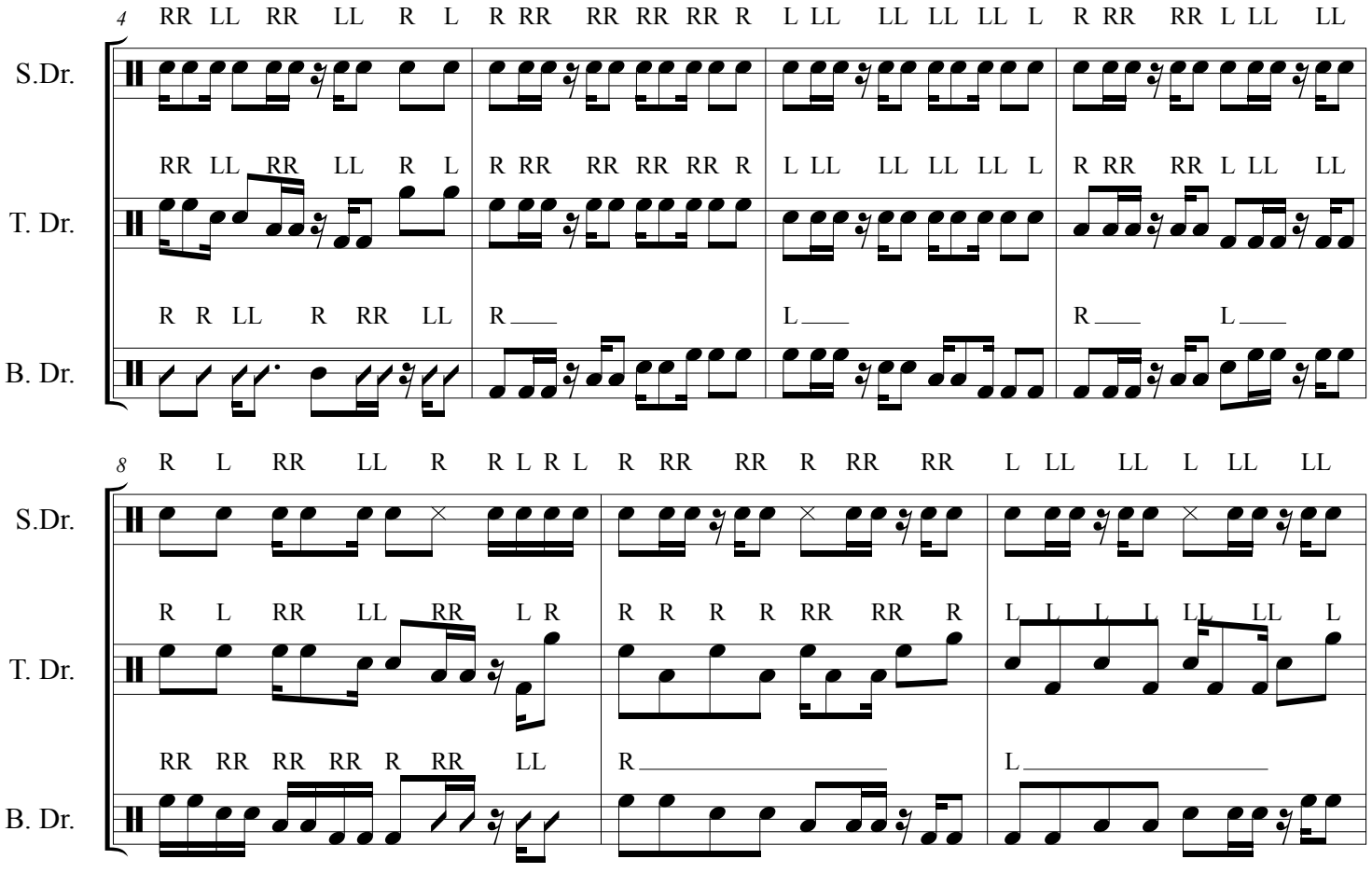
r r l l R l r r l l R l r r l l
R LR l r r L R L r r l l
L r r L r r L r r L r r L r r L
r r l l R l r r l l
13
14
15


S.Dr.
T. Dr.
B. Dr.
R L r r l l R L r r L R R L
R l l l R l l l L r r r L R
R L r r l l R L R L L R L
R l l l R l l l L r r r L L
16
17
18

Score

Double Beats, Double Fun





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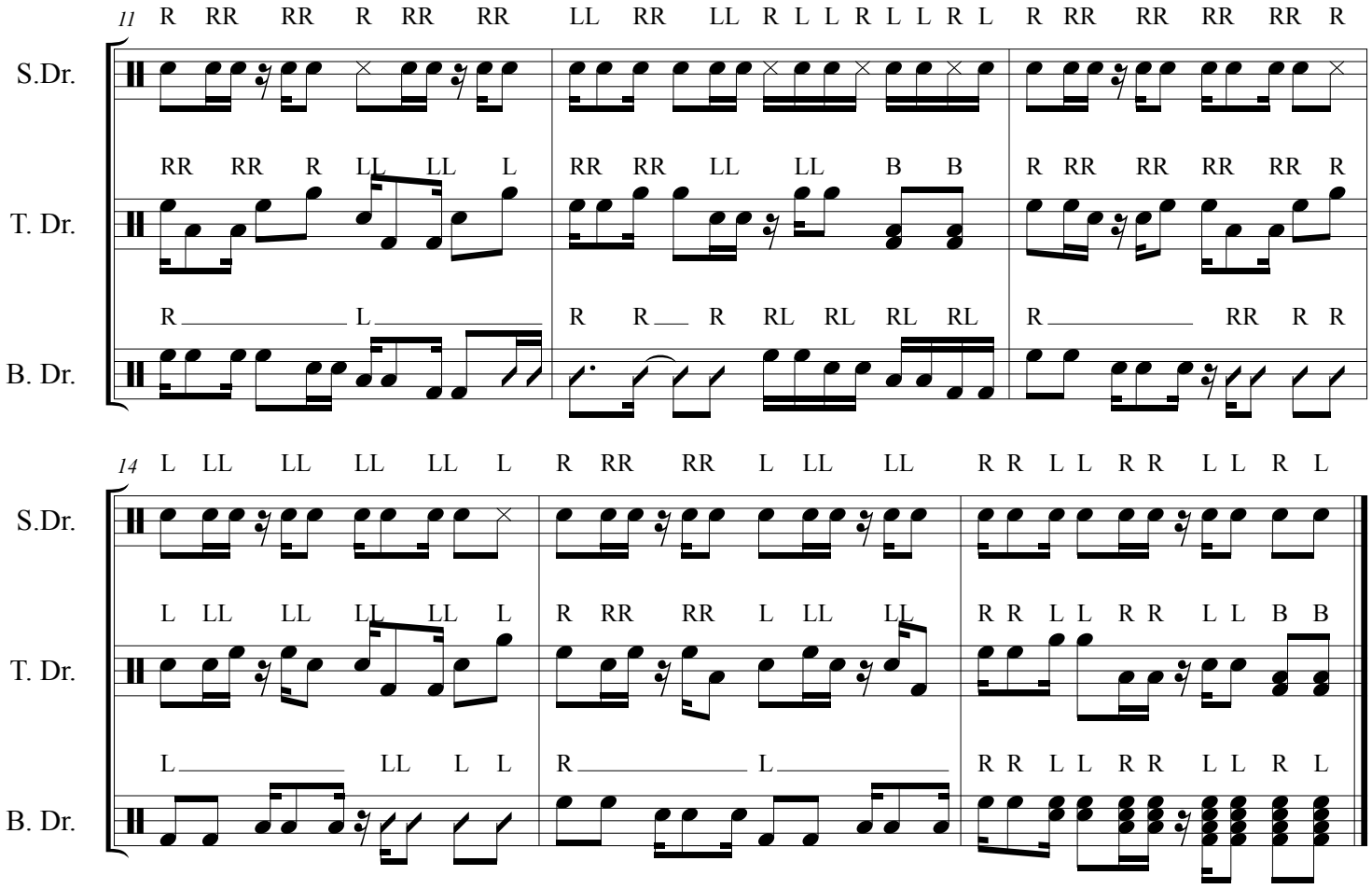
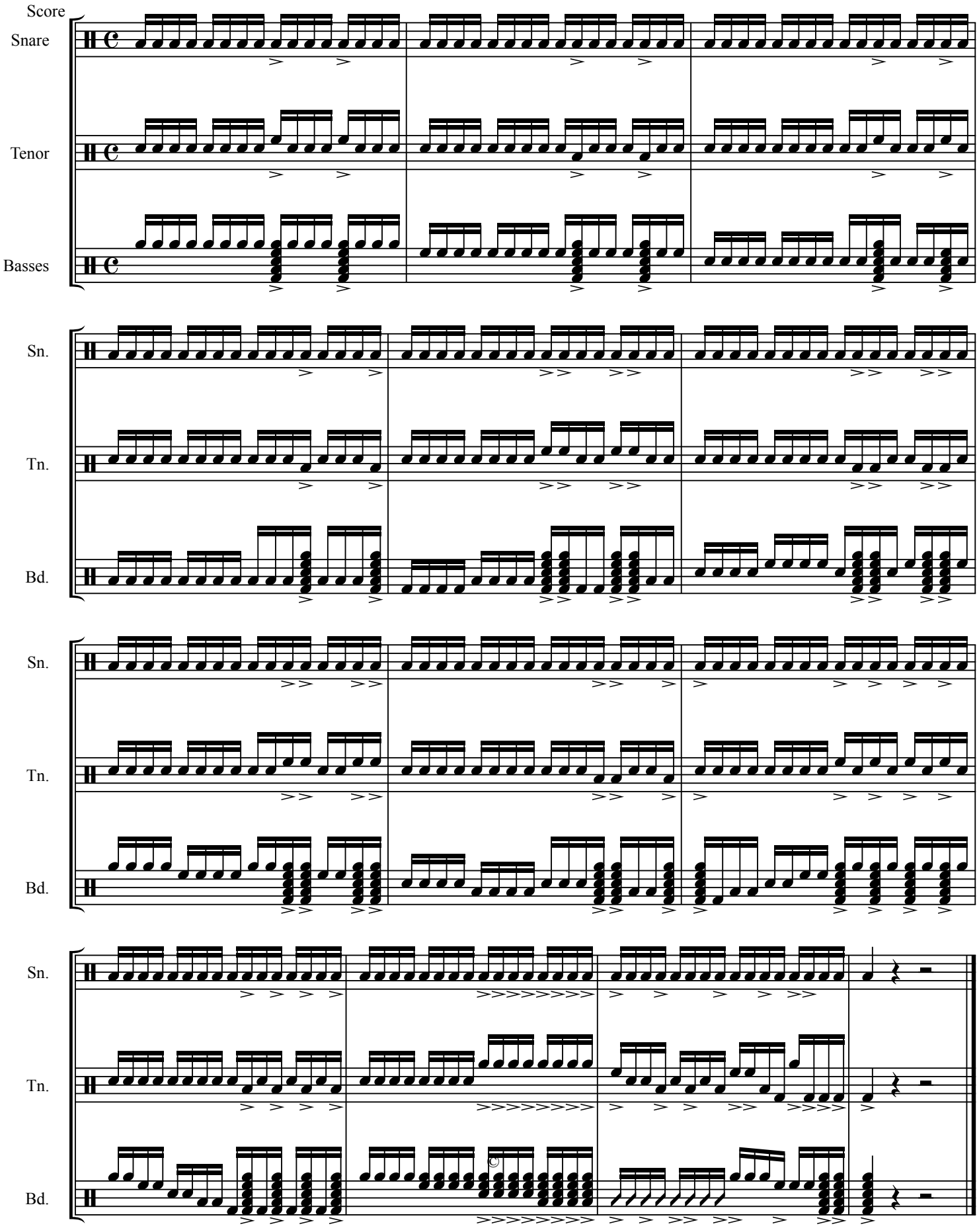

11
R RR RR R RR RR LL RR LL R L L R L L R L R RR RR RR RR R
S.Dr.
RR RR R LL LL L RR RR LL LL B B R RR RR RR RR R
T. Dr.
R L R R R RL RL RL RL R RR R R
B. Dr.
14
L LL LL LL LL L R RR RR L LL LL R R L L R R L L R L
S.Dr.
L LL LL LL LL L R RR RR L LL LL R R L L R R L L B B
T. Dr.
L LL L L R L R R L L R R L L R L
B. Dr.

After you can play it with accents, replace them with diddles.

To Diddle or Not to Diddle?
That is the Question.

Cromer



Triplet Diddles

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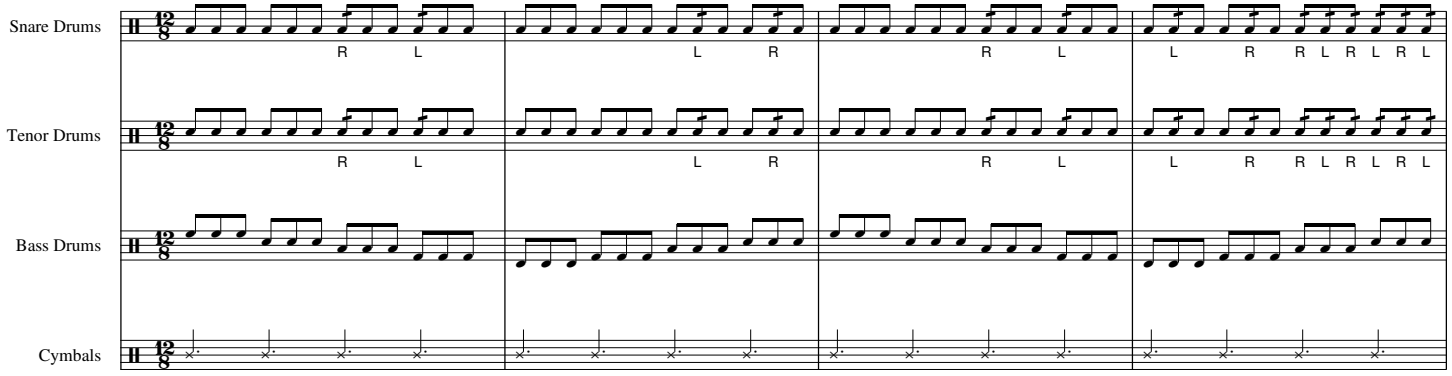

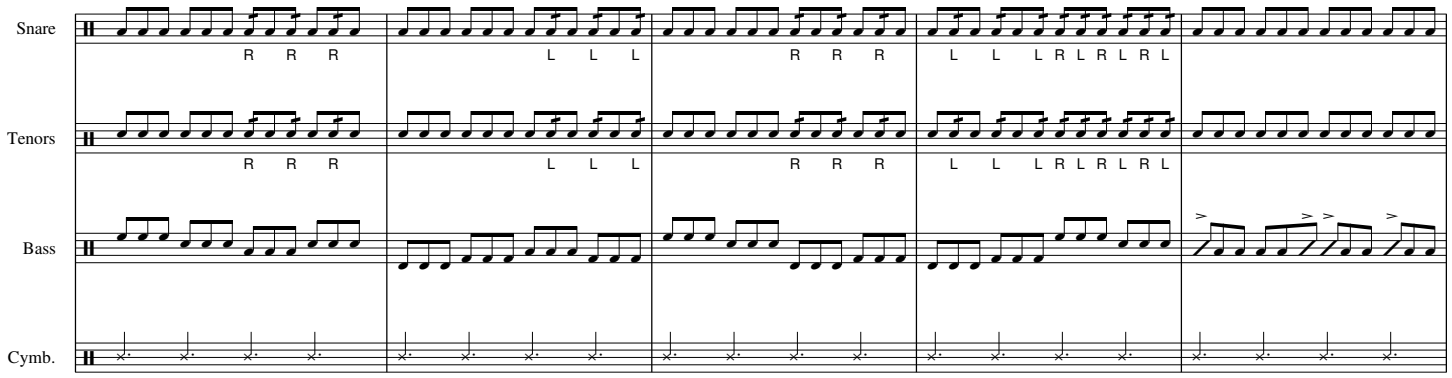

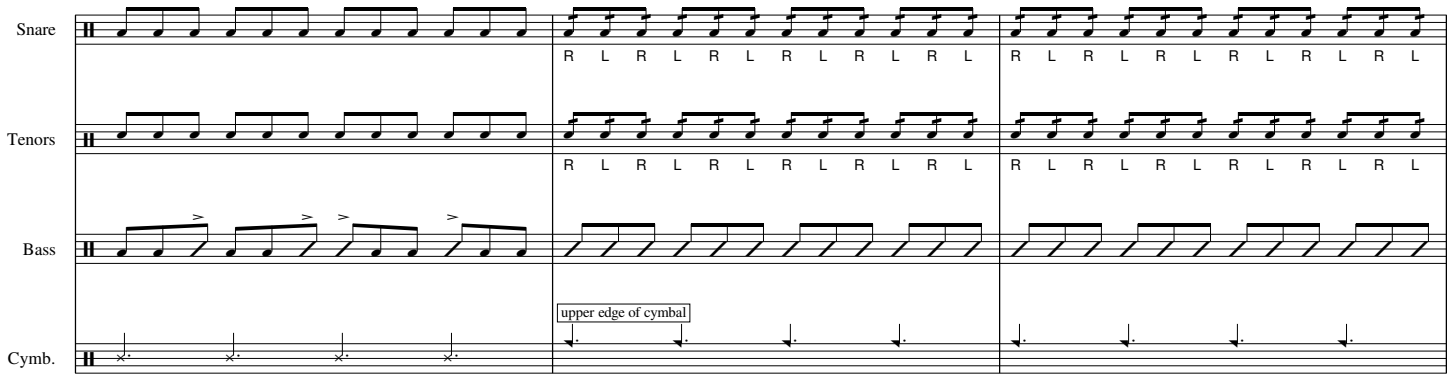

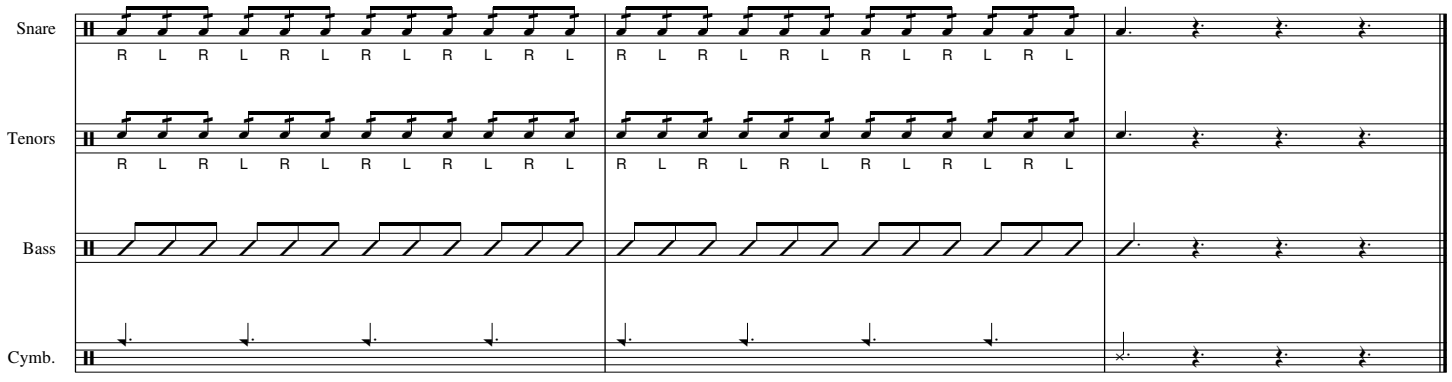

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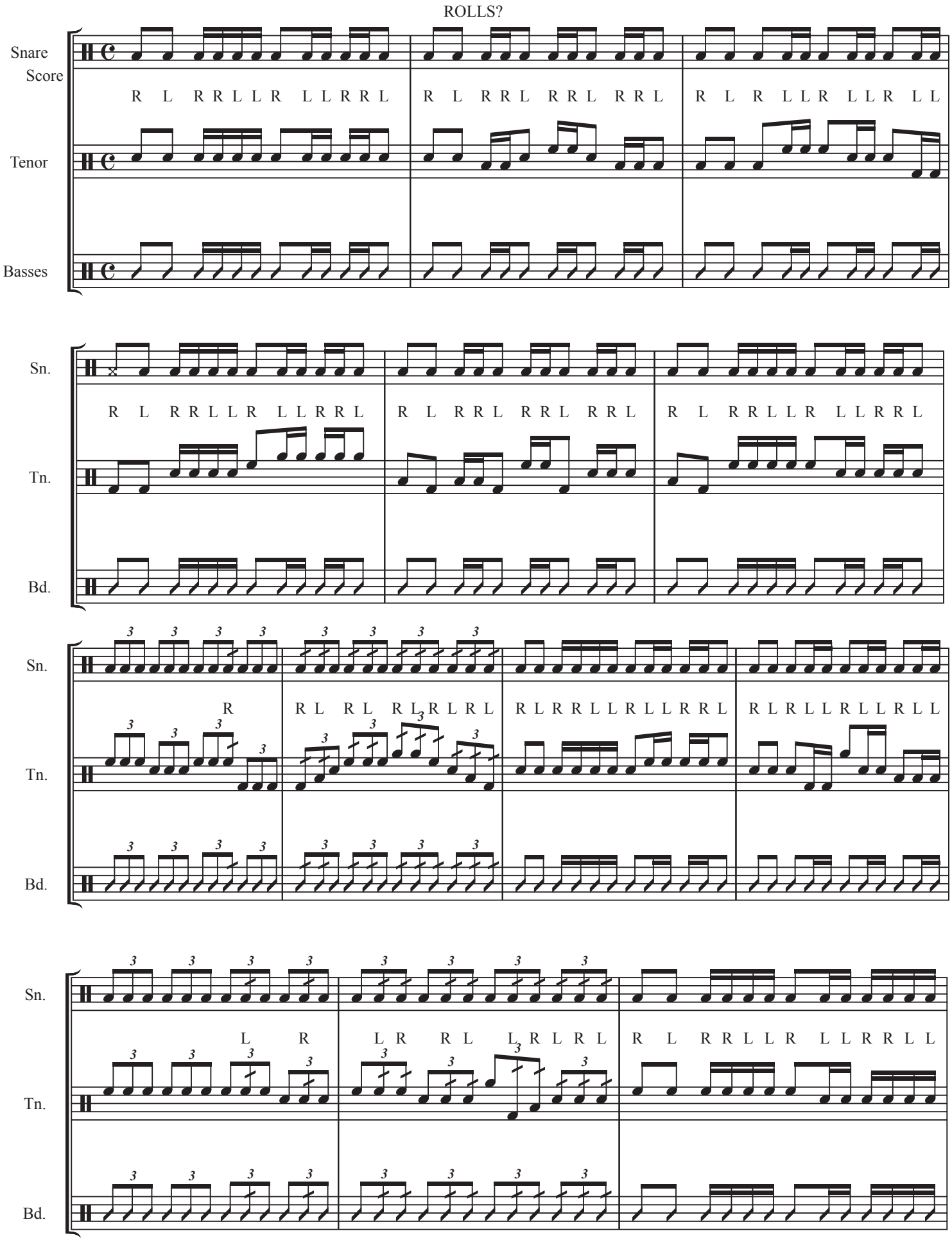
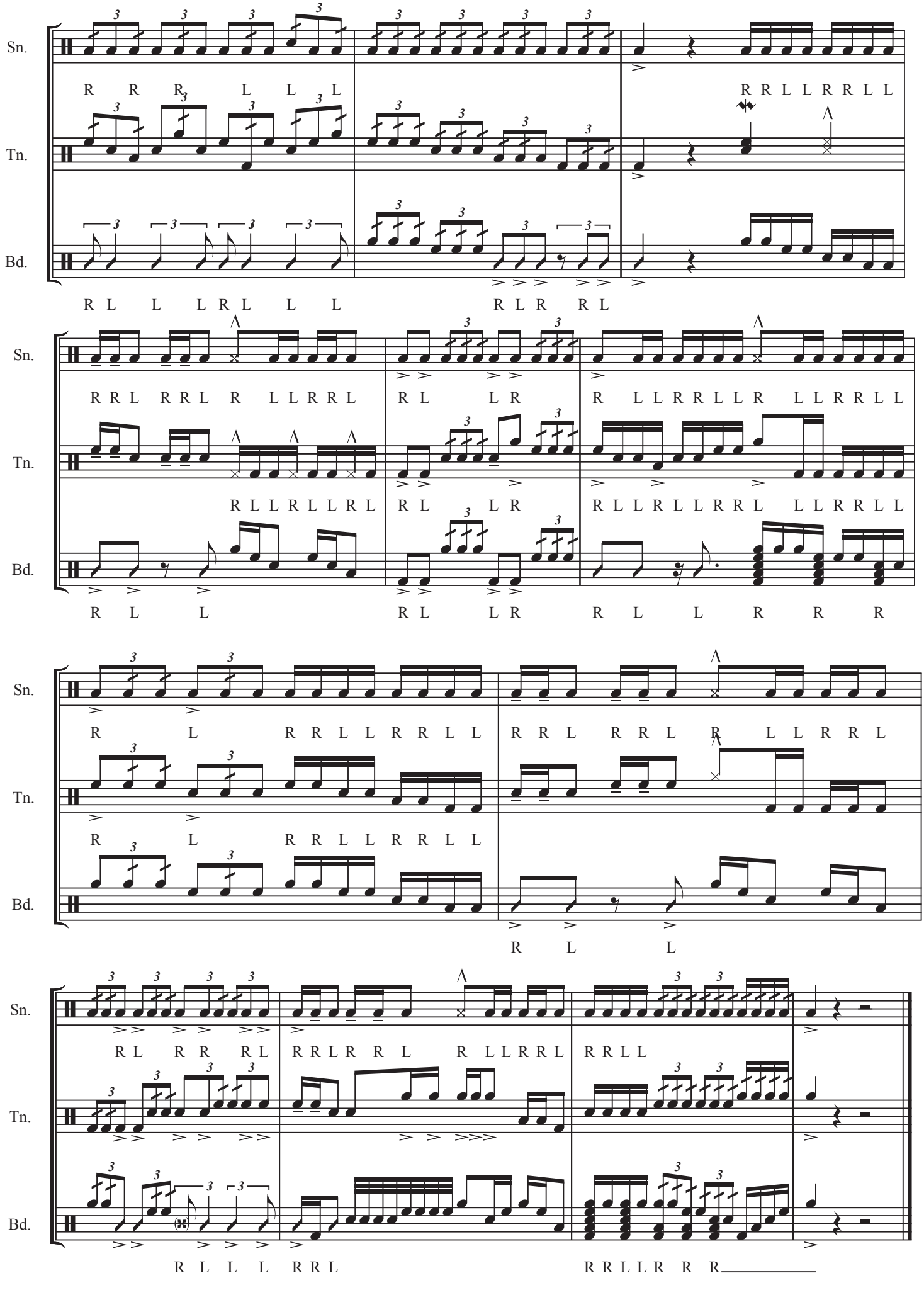
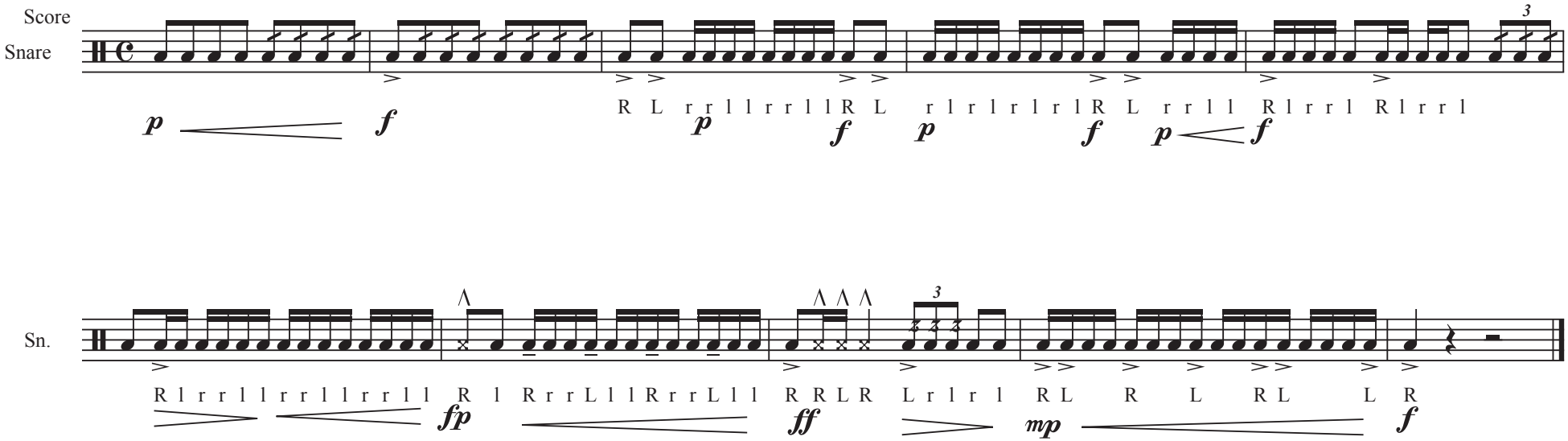
Groovy= 144


ROLLS?
Snare
Score
Tenor
Basses
R L R R L L R L L R R L
R L R R L R R L R R L
R L R L L R L L R L L
Sn.
Tn.
Bd.
R L R R L L R L L R R L
R L R R L R R L R R L
R L R R L L R L L R R L
Sn.
Tn.
Bd.
R
R L R L R L R L R L
R L R R L L R L L R R L
R L R L L R L L R L L
Sn.
Tn.
Bd.
L R
L R R L L R L R L
R L R R L L R L L R R L L

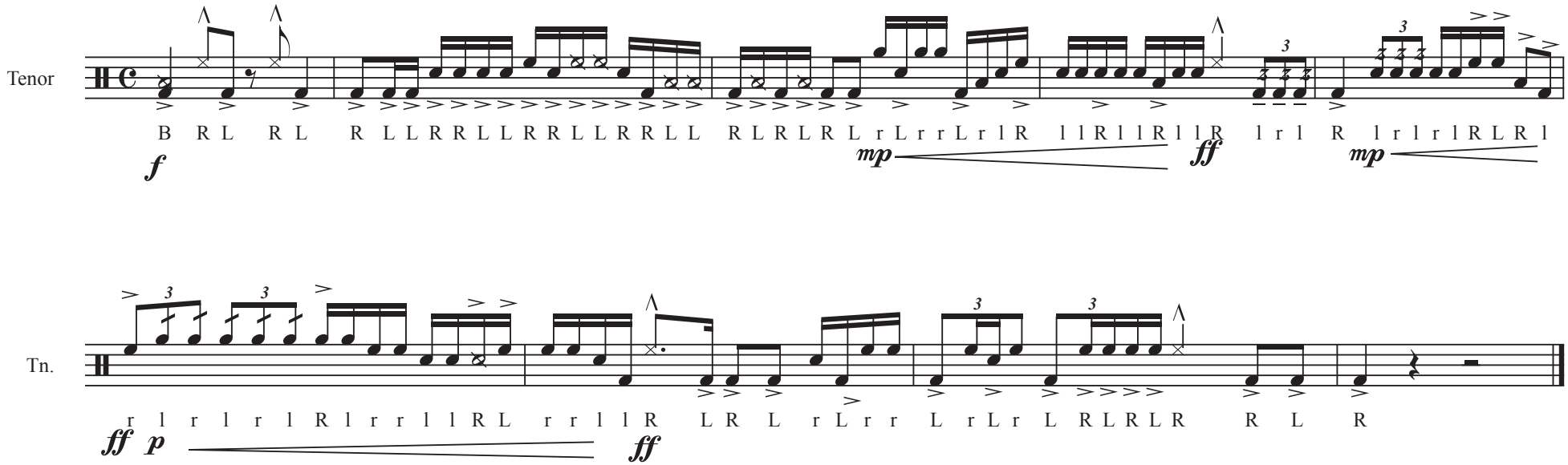

Sn.
Tn.
Bd.
R R R L L L
R R L L R R L L
R L L L R L L L
R L R R L
R R L R R L R L L R R L
R L L R
R L L R R L L R L L R R L L
R L L R L L R L
R L L R
R L L R L L R R L L L R R L L
R L L
R L L R R L L R R L L
R R L R R L R L L R R L
R L L R R L L R R L L
R L L
R L R R R L
R R L R R L R L L R R L
R R L L
R L L L R R L
R R L L R R R

PSLHS Audition
Snare Excerpt

Cromer

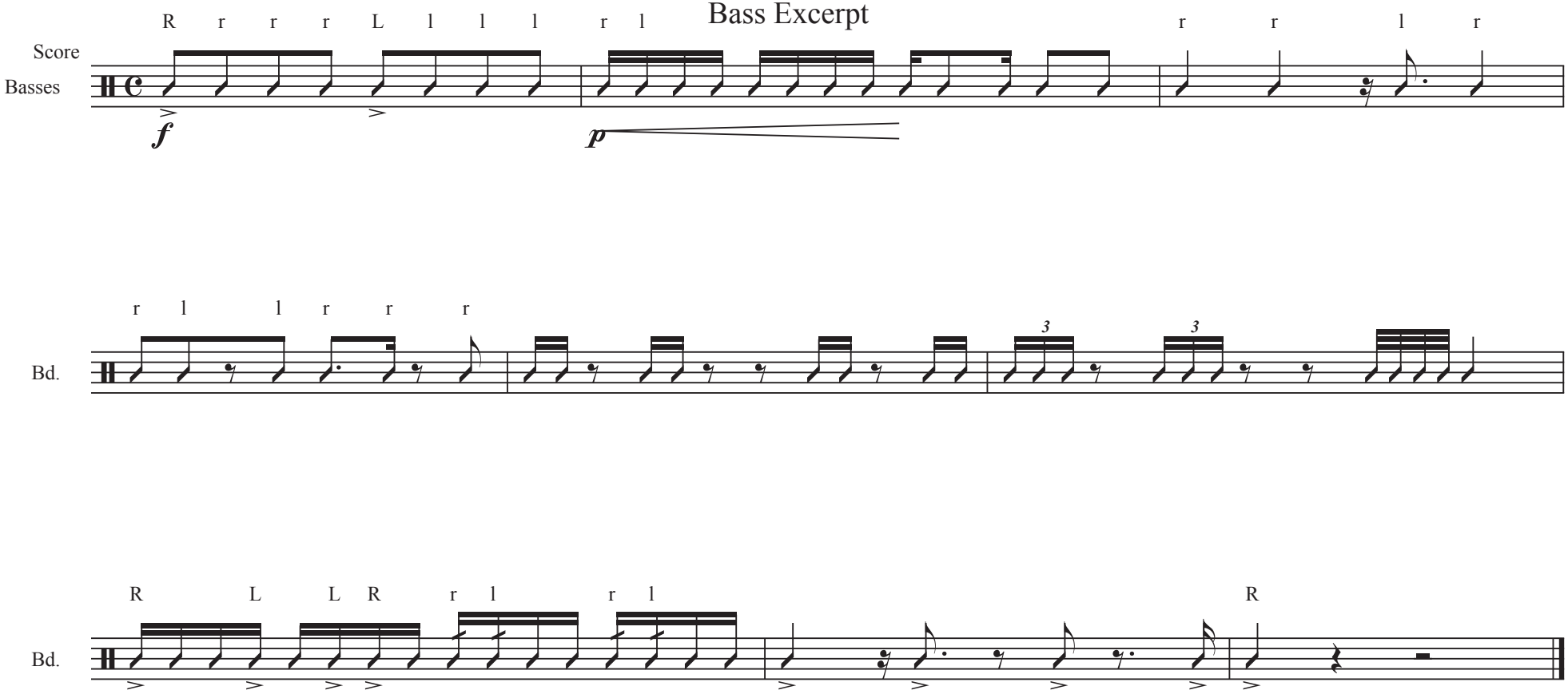


Tenor Audition
2019



PSLHS Audition
Bass Excerpt

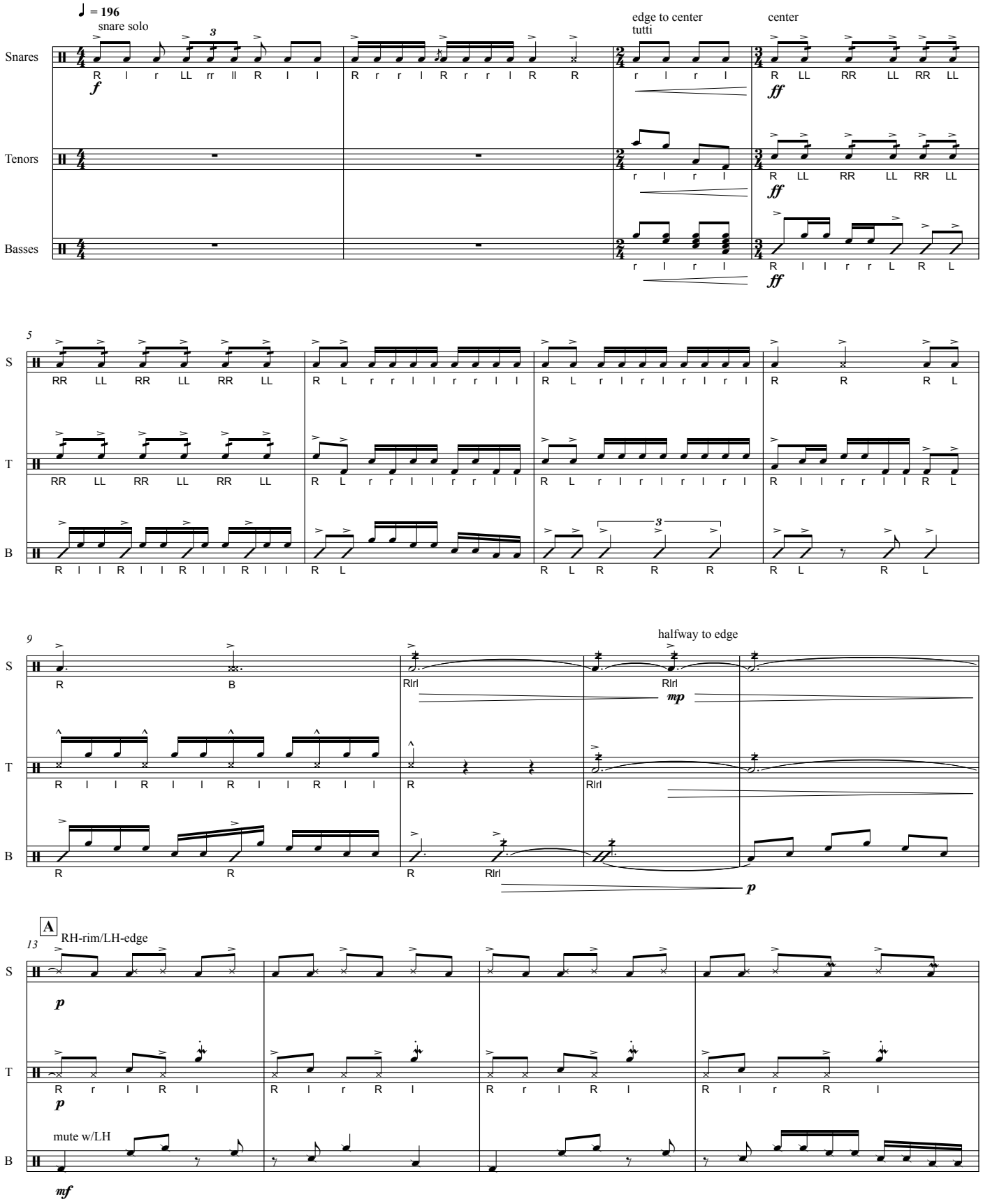
Cromer



Fast Things

Don't be slow..

Brian Perez



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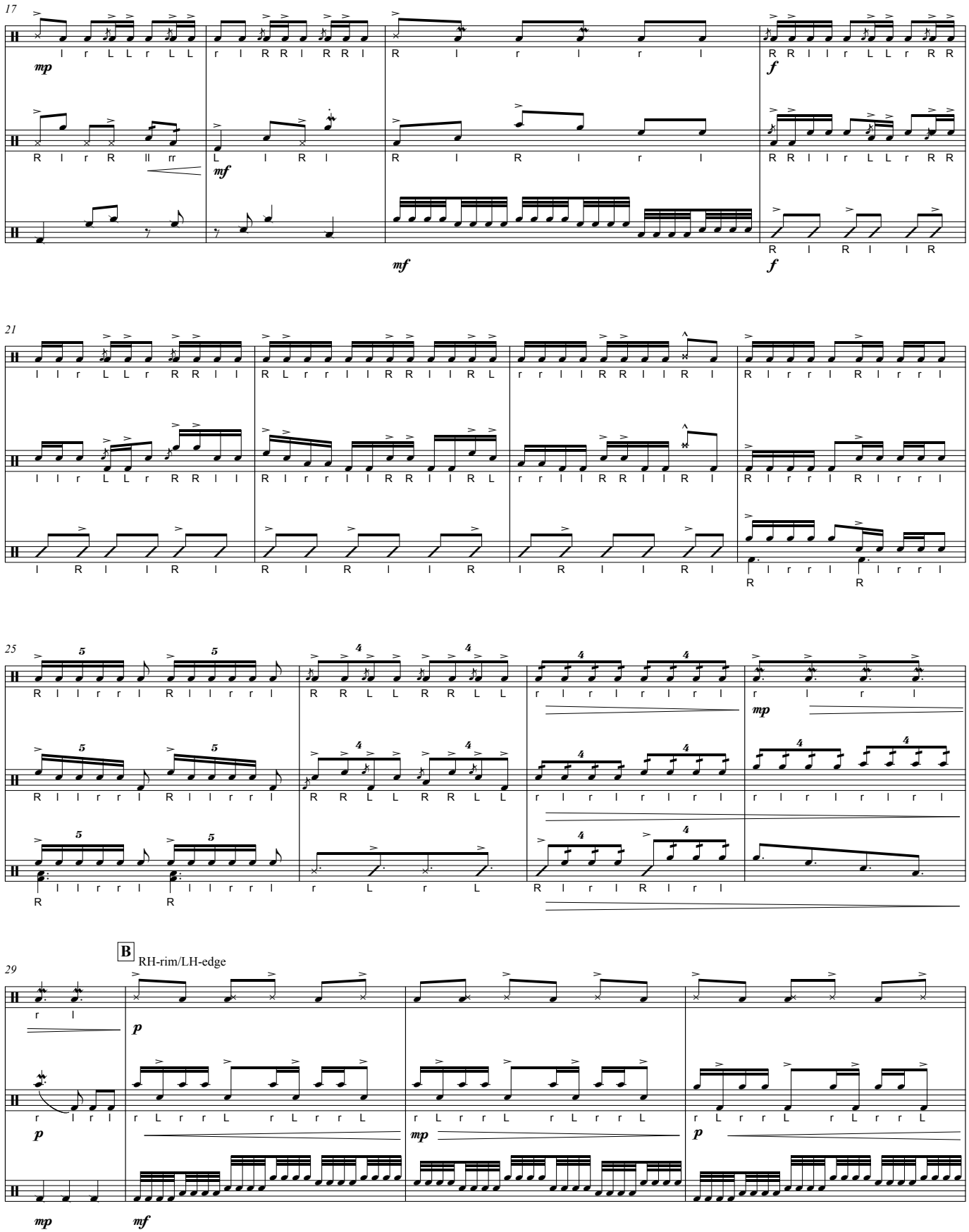

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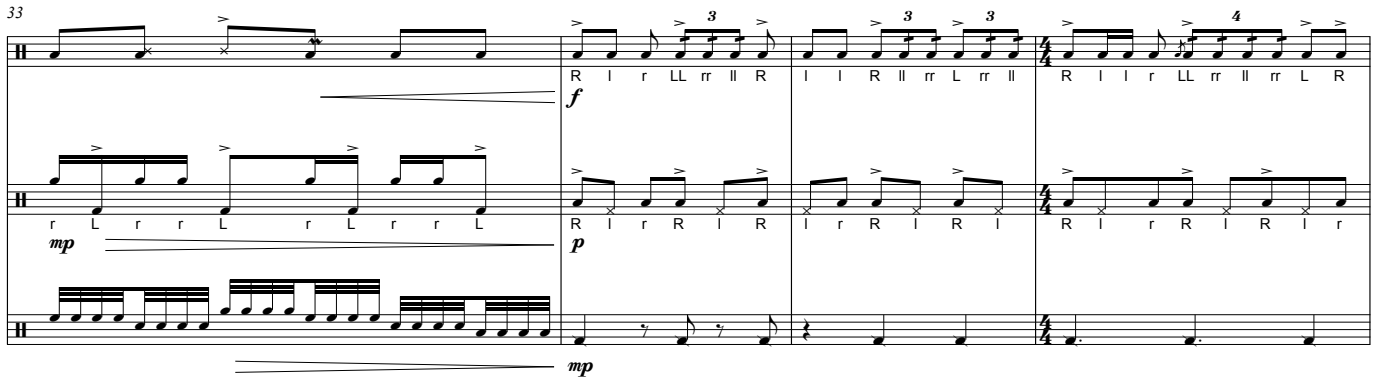

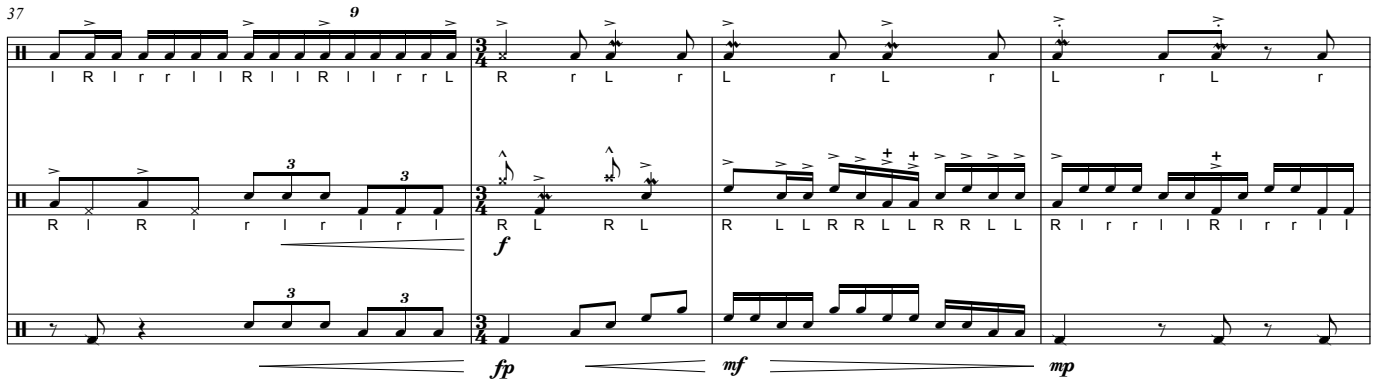

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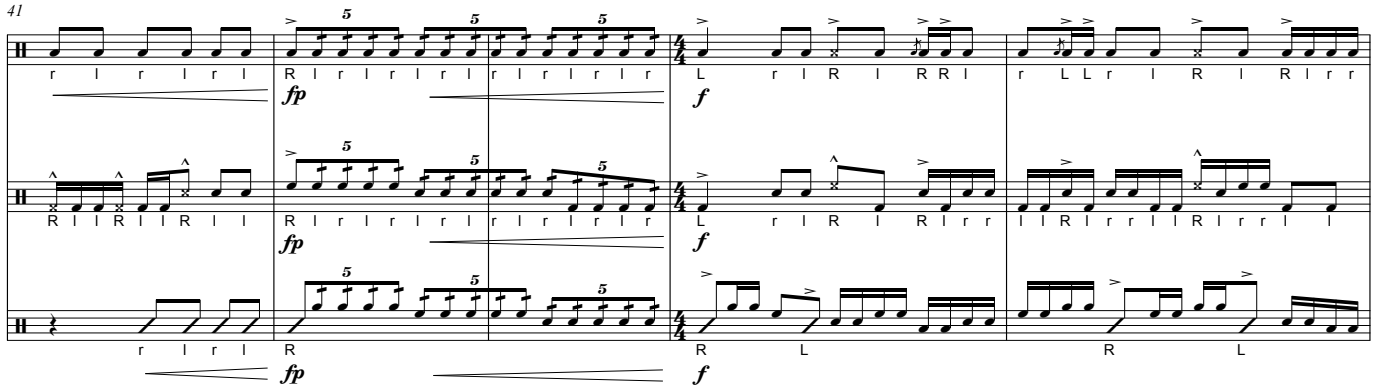

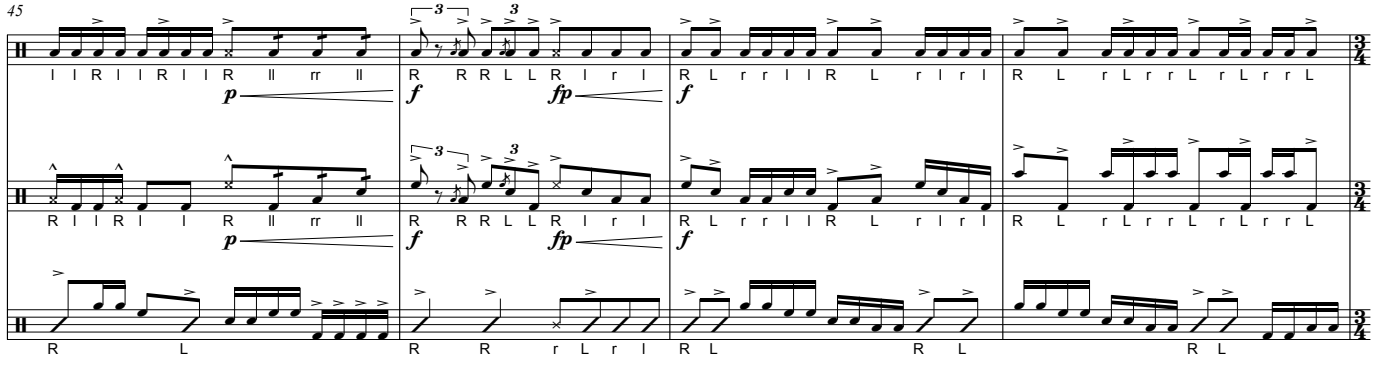

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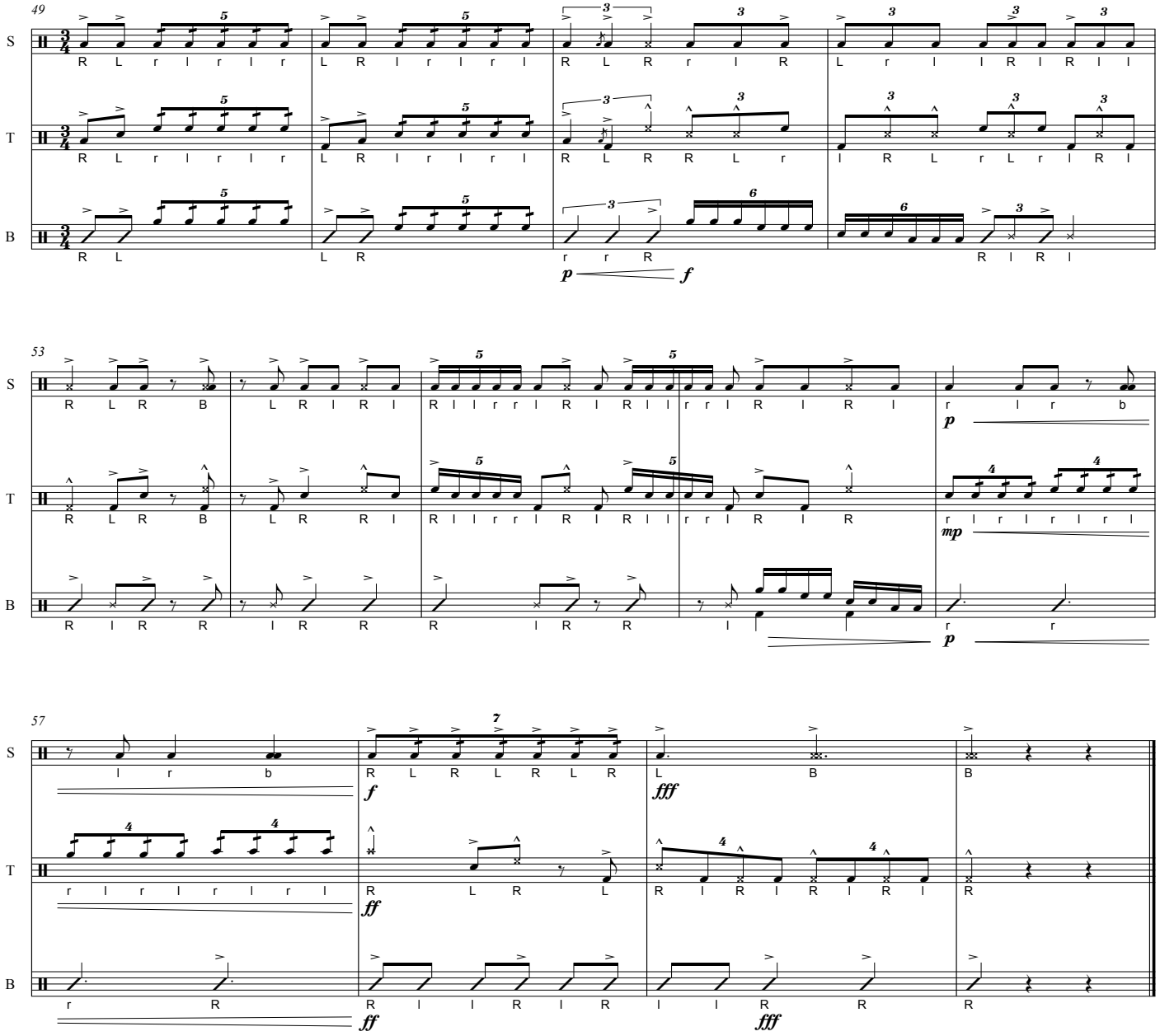

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Snares

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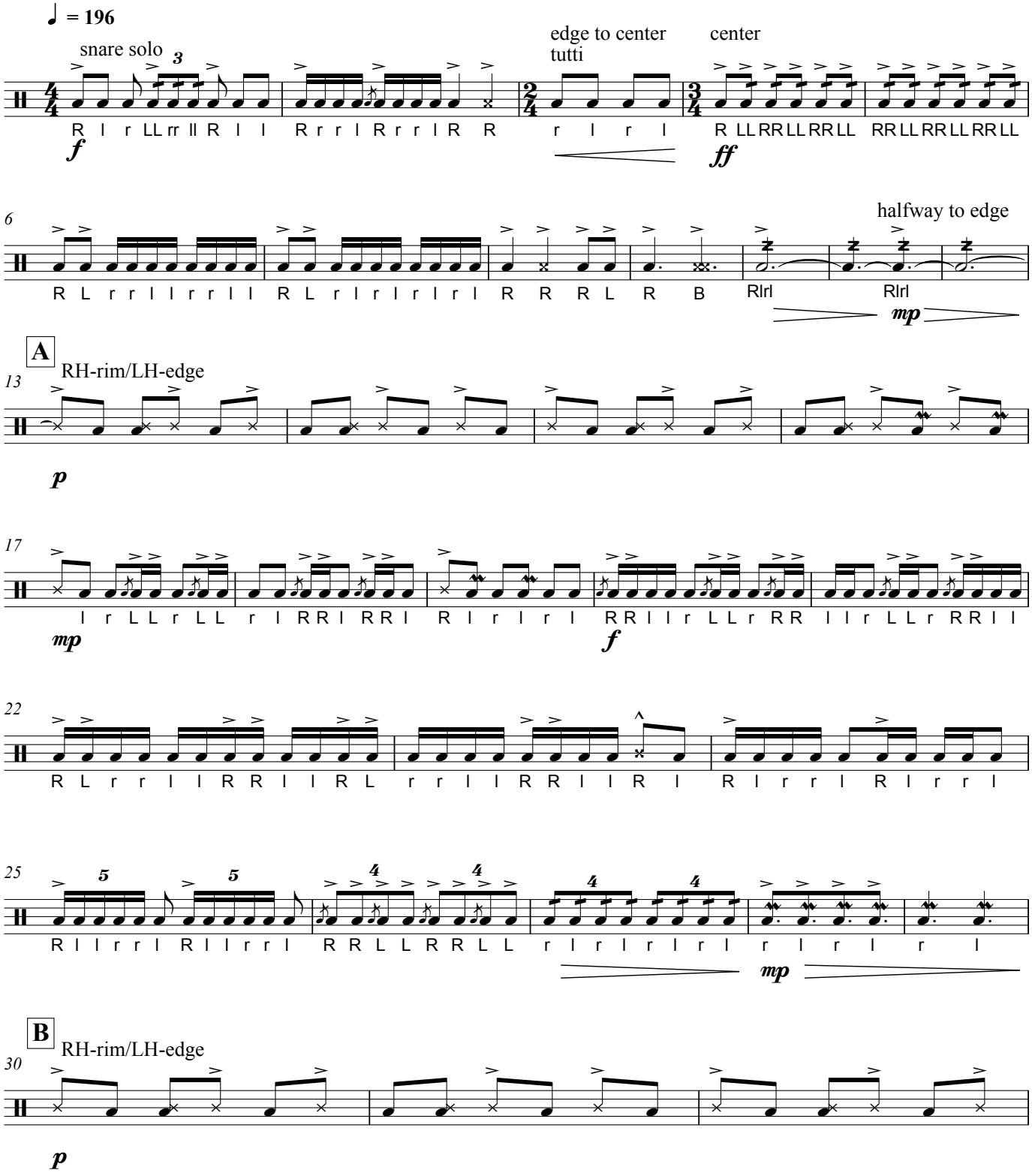
Don't be slow..

Brian Perez



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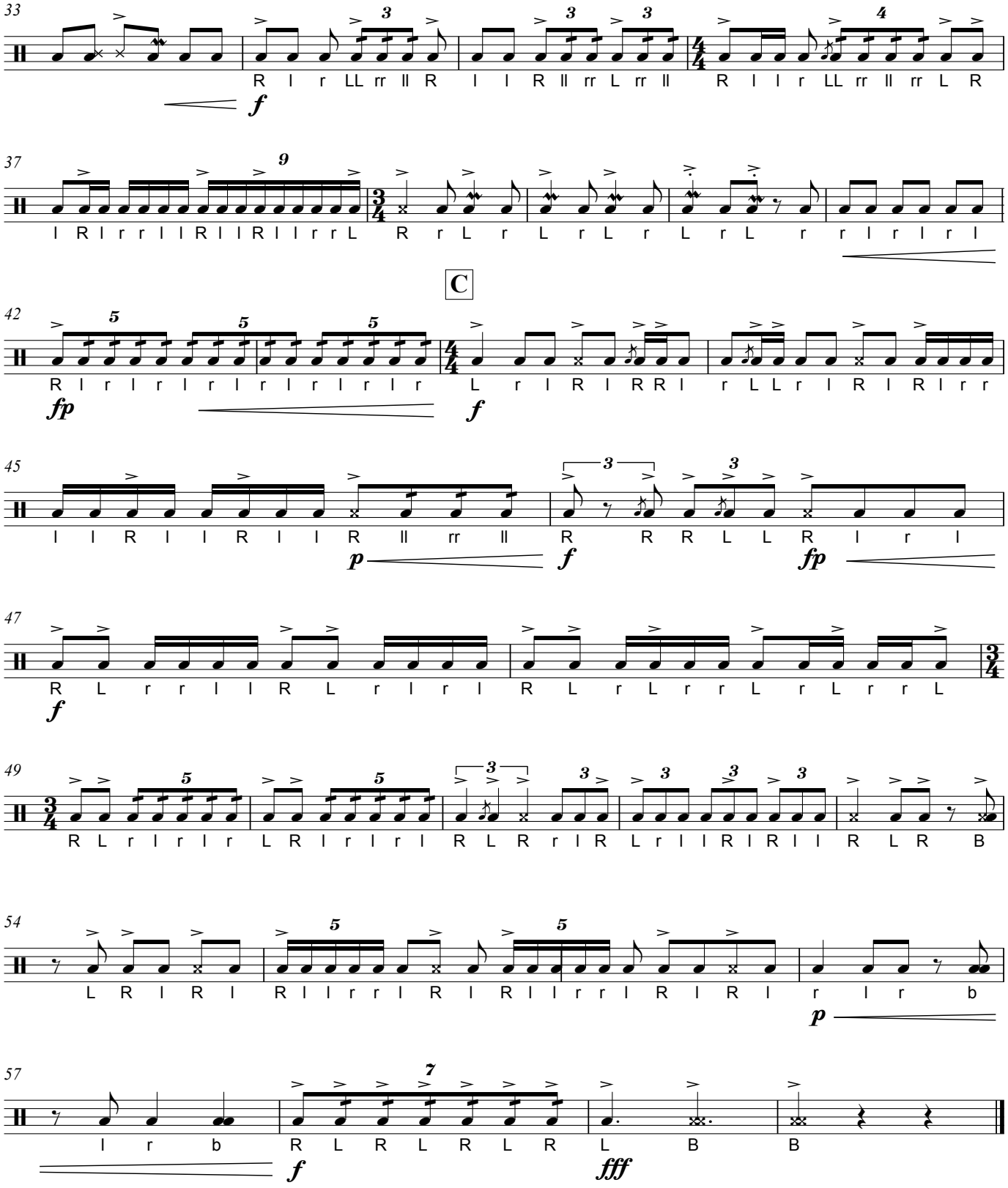
Fast Things - Snares

2



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Tenors

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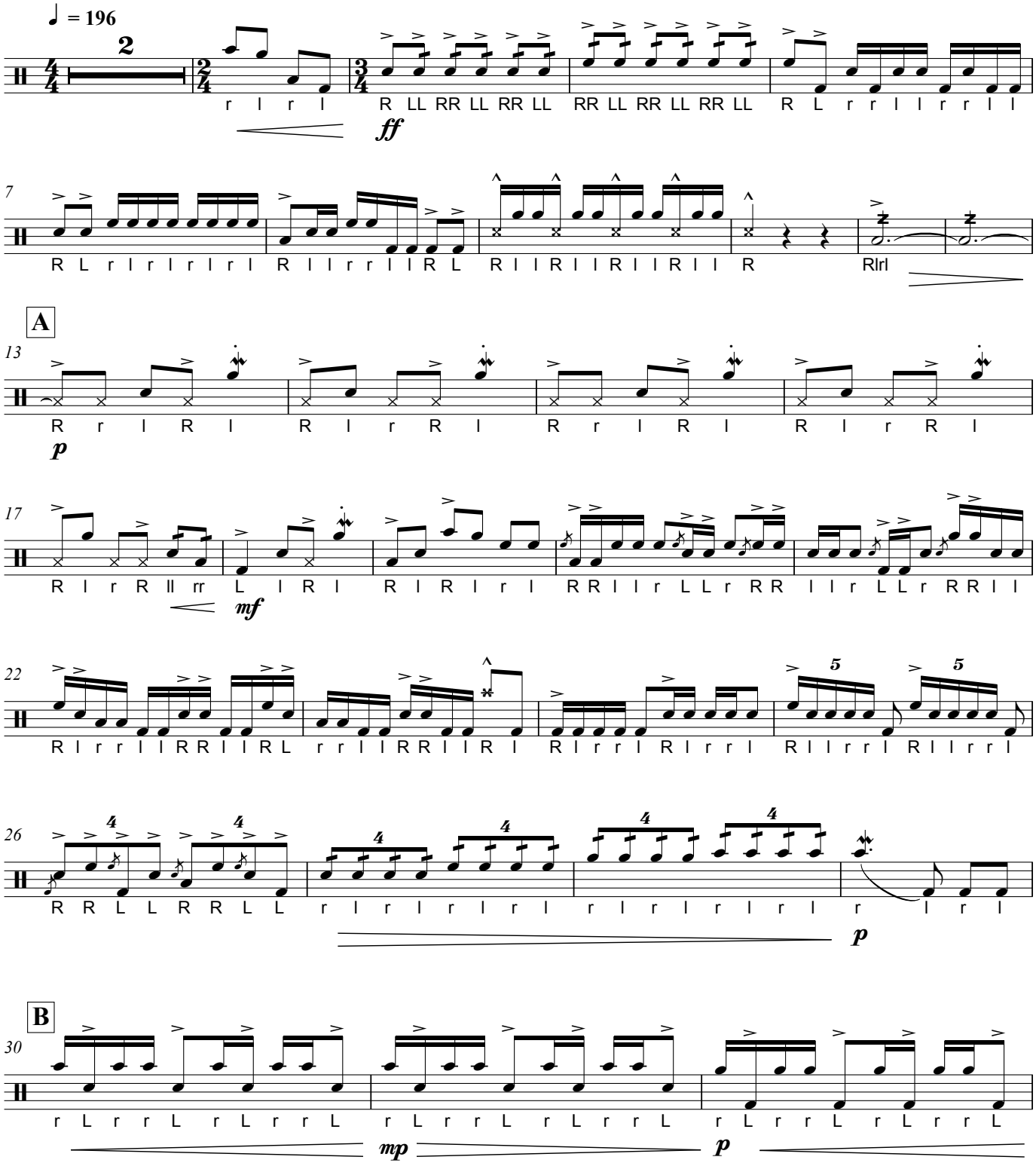

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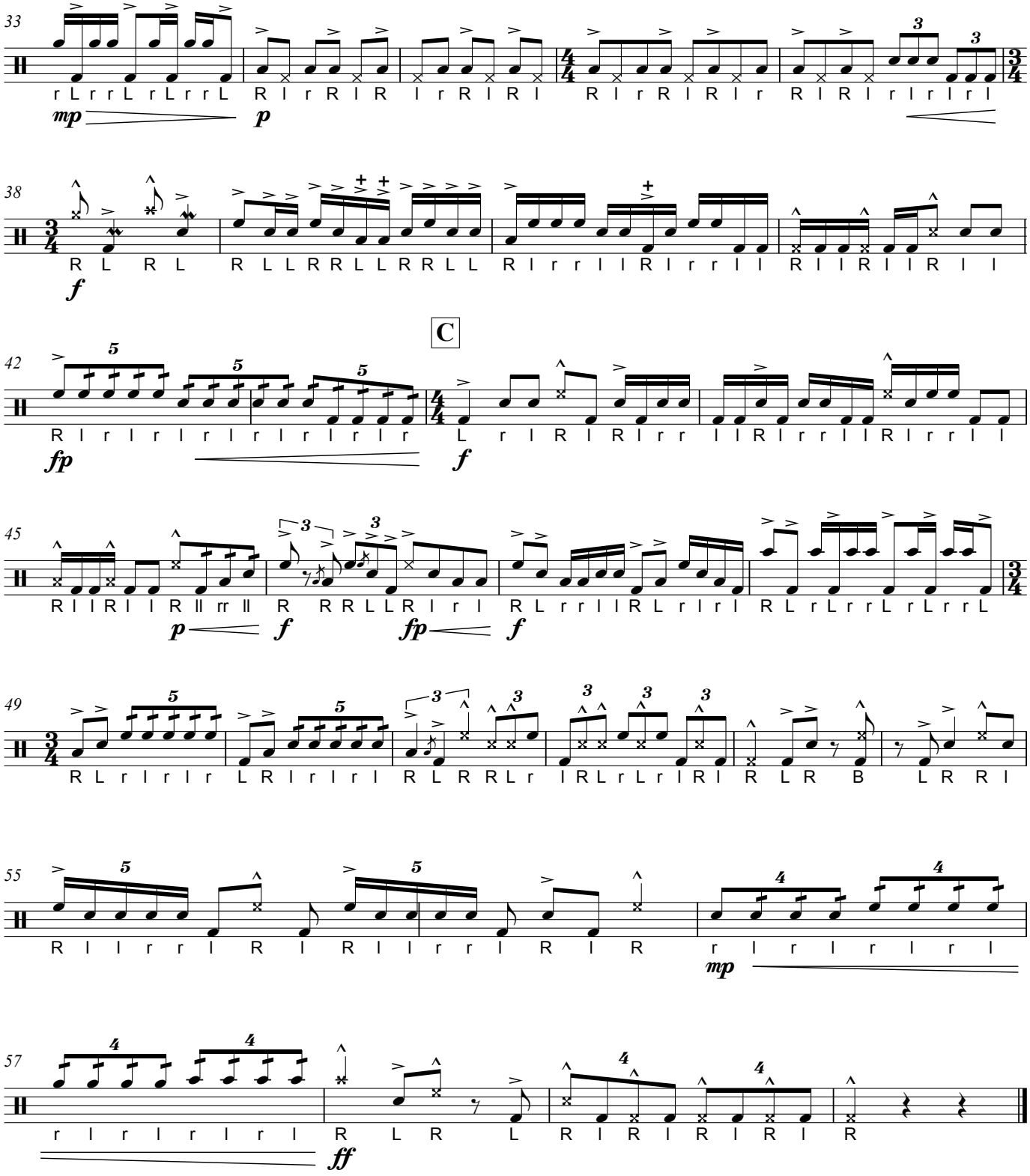

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Basses

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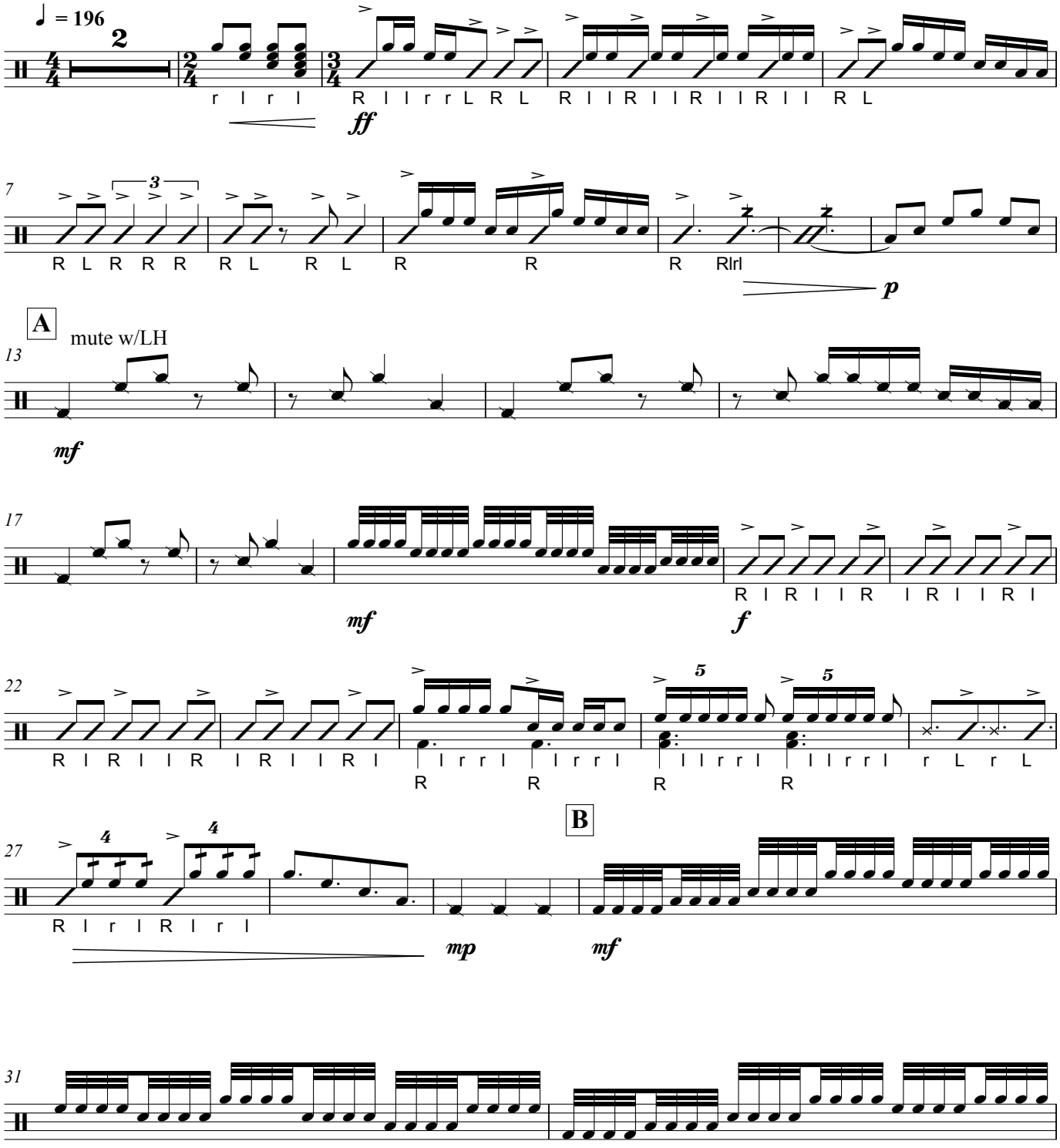
Brian Perez



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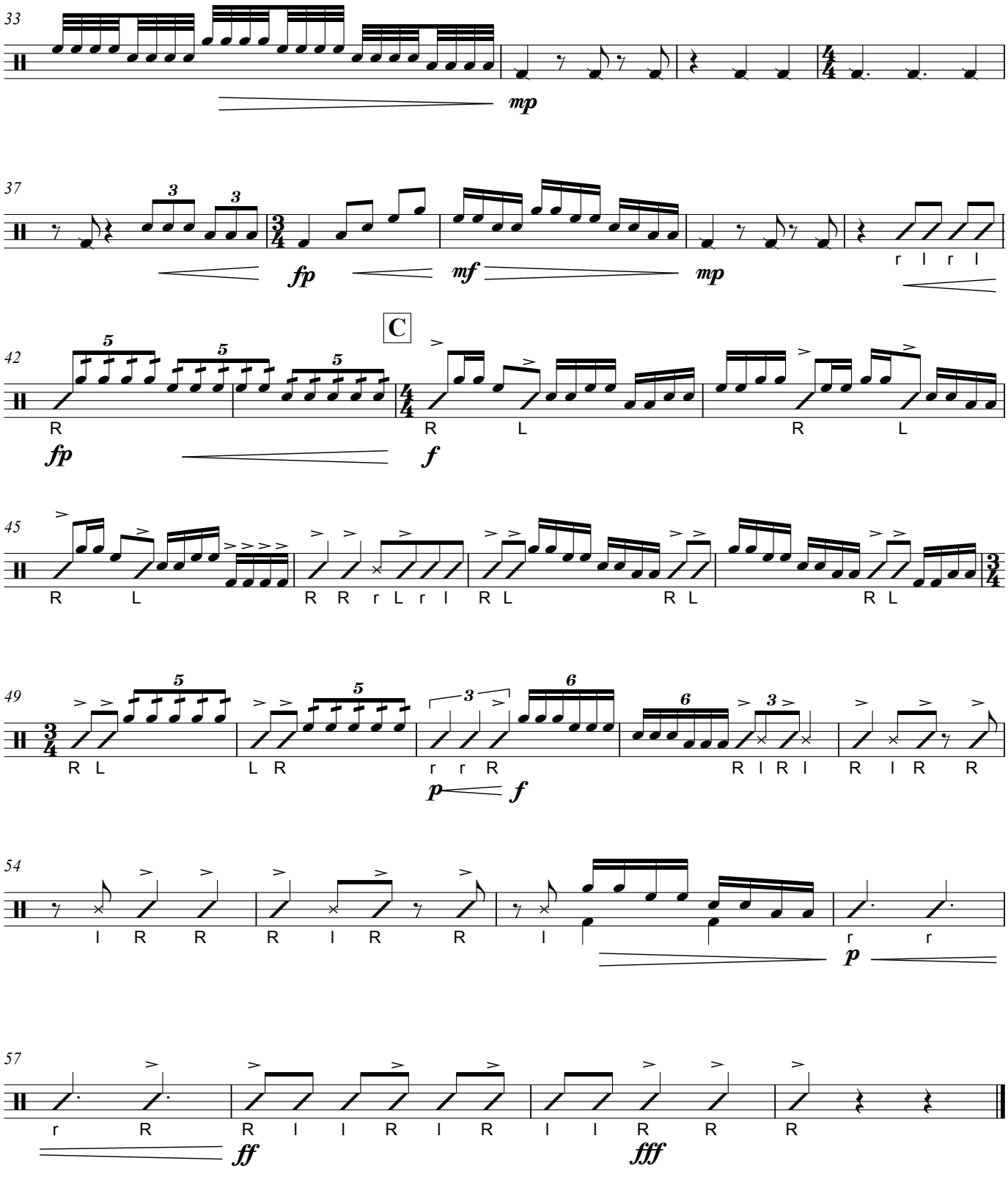

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