SA Drumline Audition Packet



Marching Band 2018 SEASON

Welcome!

Thank you so much for your interest in becoming a part of Southern Alamance's rapidly growing percussion program. We are excited at our rate of growth over the past years and excited that your interest in our program has driven you to consider auditioning for our upcoming season! Please look through this packet and prepare all exercises for your respective instrument.

The Audition

Most of your audition for this ensemble will take place in a group setting. The audition date (to be announced) will be a day where all prospective members will 'rehearse' together, going through the warm ups that are presented in the packet at different tempos. The individual auditions will consist of all prospective members coming in to audition alone for the directors on select parts of the audition packet.

All auditionees are to learn their designated parts for each exercise.

Timing	As rhythms and meters change from exercise to exercise, you should be able to transition through these with ease. Work to prepare these as smoothly as possible.
Sound Quality	Every note on your drum or instrument should be carefully placed with a loose but strong technique that gives good strong sound quality throughout. Hands should not be tense, but controlled and relaxed.
Technique	The technique is essential to everything we learn on our instruments and remains the same no matter what you are playing. The technique must remain consistent throughout all you play.
Performance	Performing is a key aspect of this activity. The auditionee must exude confidence and performance quality.
Foot Timing (Drumline only)	It is very important to practice with proper foot timing. Always, starting with the left foot, your feet should hit the ground on every quarter note. L,R,L,R, etc. These are used as a timing tool such as a metronome and are essential to the marching arts.

Preparation	Must in this packet needs to be prepared to the best of your ability. ALL OF IT. Make sure that you come to	
	the audition ready to do your complete best, which is what our program demands constantly.	

Audition Dates
-To be decided by Mr. C

Practice

Practicing is a necessary part of all musical and skillful growth and this program is not exempt from that. Make sure when practicing to always use the best technique you can, and never practice without using a <u>metronome</u>. These two things are absolutely key to your success in any percussion program. We always must <u>practice the way we would wish to perform</u> and practicing to audition is no exception.

Metronome

A metronome is a tool used to practice keeping yourself in time at different tempos while practicing/performing. Although it would be best to purchase one of these either to prepare for auditions with or to practice music, there are alternatives. You can use one for free online at www.metronomeonline.com.

Dynamics for Percussion

Just as any musician has, percussion has dynamics. They are absolutely key in performance and in our activity same as any other instrument. They are transferred into heights that the stick or mallet is away from the instrument.

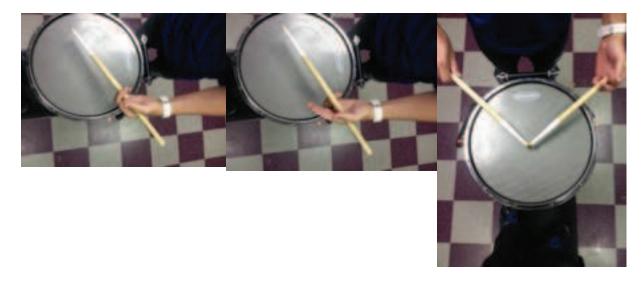
Dynamic	Symbol	Height
Pianissimo	рр	1.5" This is grace note height and is used for all flams

Dynamic	Symbol	Height
Piano	рр	3"
Mezzo-piano	mp	4"
Mezzo-forte	mf	5"
Forte	f	9"
Fortissimo	ff	12"
Triple Forte	fff	15"

Snare Drum Technique

Sticks should form a 90 degree angle over the center of the drum. Arms should be relaxed while sticks should not be higher than 2 finger distance from the rim of the drum. Approach to the drum should be straight up and down, making sure not to slice out in either direction.

- Place L.H. stick in-between thumb and forefinger.
- Wrap forefinger around stick and connect the pad of your thumb to your first knuckle.
- Wrap middle finger around the stick directly next to forefinger
- Place ring finger directly under the stick so it rests on your cuticle
- Place pinky finger underneath ring finger to provide support.



- Movement for hands should be relaxed, and moved straight up and down.
- Make sure not to squeeze the stick when contact with the drum is made.
- Keep all fingers on the stick at all times.

Tenors

Sticks should begin with the right hand over drum 2 and the left hand over drum 2. Make sure to stay in the bottom 3rd of the drum heads as that is where you get the best resonance for tenors. Approach to the drum should be straight up and down, making sure not to slice out in either direction. Movement around the drums should be relaxed and smooth, making sure only to rotate from the shoulders, and not to move around your upper body. As read on the staff, tenors read as follows: G-spock drum, E-drum 1, C-drum 2, A-drum 3, F-drum 4.



Playing Zones

Playing zones will be on the inside third of each drum (aside from the spock drum in which the playing zone is dead center.) The closer you get to the center of the drums or to the rim of the drums the more dead it will sound.

Bass Drum

Sticks should come up comfortably from the bottom of the drum, NOT the side, and beads should reach the center of the head. Arms should remain relaxed, loose, and high on the drum Grip of the mallet should be the same as the tenors above. Approach to the drum should be straight out on either side, with 15" being parallel to the floor. No less, no more. When reading bass drum music on the staff, the following notes correspond to the following drums: G-1, E-2, C-3, A-4, F-5, and B-unison (All play)

Begin with both arms hanging down to your side with the thumbs on the top of the mallets and your hands by your legs. The mallets should point forward and down at a 45 degree angle. Next, bring your arms up (bending at the elbows) until the forearms are approximately parallel to the ground. The position of the hand, wrist, and mallet should not change. This playing position should feel very relaxed and natural. From this position, we will adjust the carrier and stand so the center of the bass head is lined up with the head of the mallet. It is important to adjust the drum to the player, not the player to the drum. Once the drum has been positioned to fit the player, bring your forearms toward the drum so that they touch the bass drum rim. Memorize what part of your arm touches the rim so that you will be able to always find the center of the bass head. The size of the drum will determine whether your forearm, wrist, or fingers make contact with the hoop.

In playing position, the mallets should be parallel to the drumhead. Your arms should hand naturally on both sides of your body. The amount of space between your elbows and ribs depends on the size of your body frame. Your upper body needs to remain relaxed and free of tension at all times



Rotation

All strokes are initiated from a simple rotation of the forearm. Let the weight of the mallet help with the rotation. As bass drummers, we play AGAINST gravity. You can practice this by sitting with your arms resting on a table, as if in playing position. The motion we use for bass drumming is almost always legato. However, there are instances in which the music calls for a different type of sound and, accordingly, a different stroke style. Although some of the bass drum sound comes from muffling and tuning, there is no substitute for consistent technique from player to player.

The path that the stroke takes while playing should be a straight line that matches the angle of the mallet. If you were able to draw a three-dimensional chalk line in the air with the mallet head, the profile view would look like a straight line that follows the angle of the mallet. Consistency is key when delivering an equal amount of energy from each stroke to the drum head.

The stick height system established for snares and tenors has a somewhat different definition for bass drums because of the orientation of the playing surface. When in playing position, with the mallets parallel to the bass head, the mallets are actually set at the 1" stick height. Rotate the forearms out 90 degrees so that the mallets are perpendicular to the head to establish the **forte** stick height. The **piano** stick height can be achieved with a one-third rotation from the playing surface. The **mezzo forte** stick height can be achieved with a two-thirds rotation from the playing surface. The **fortissimo** stick height is rotated another third beyond the forte position. These measurements are merely a general guide as dynamics will always be determined by the needs of the music.



IF YOU ARE AUDITIONING FOR BASS OR TENORS

Please make sure to learn each exercise on 1 drum first to focus on rhythms and stickings, and then work on playing the splits AFTER you have those down. This will make learning them much easier.

Falcon Legatos

Snare

Played at varying tempos, at varying heights. ALWAYS with fee

Chris Holtzem











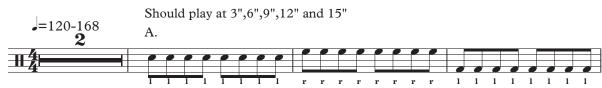




Falcon Legatos

Tenor

Chris Holtzem















Falcon Legatos

Bass

Chris Holtzem















Doubles Departeux

Snare

Christopher Holtzem















Doubles Departeux

Tenor

Christopher Holtzem















Doubles Departeux

Bass

Christopher Holtzem





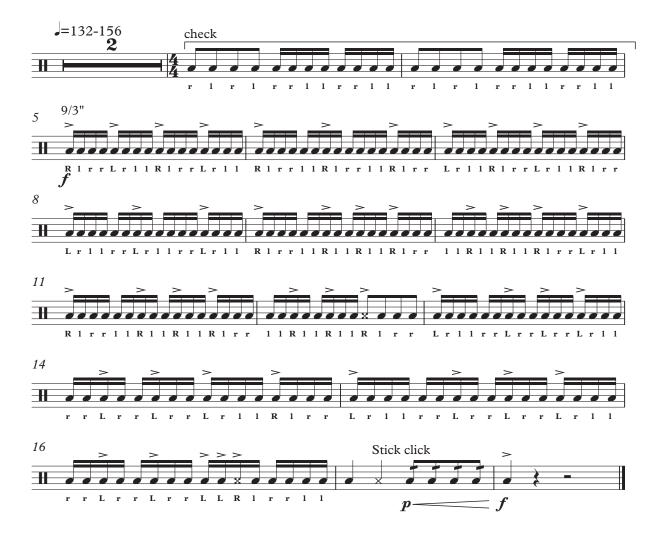




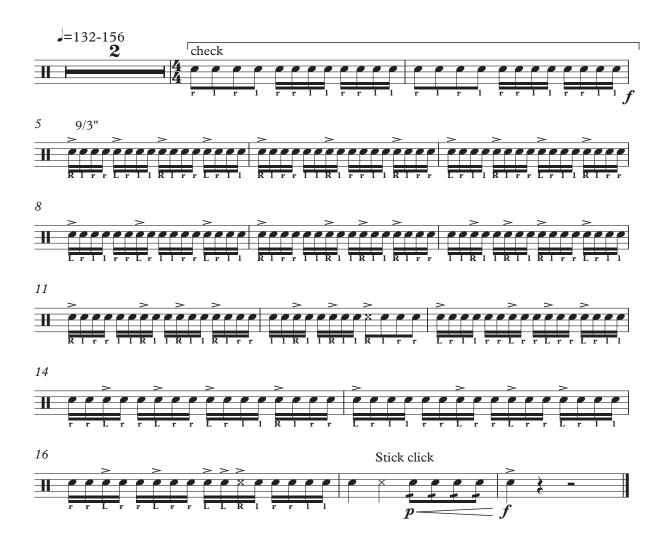


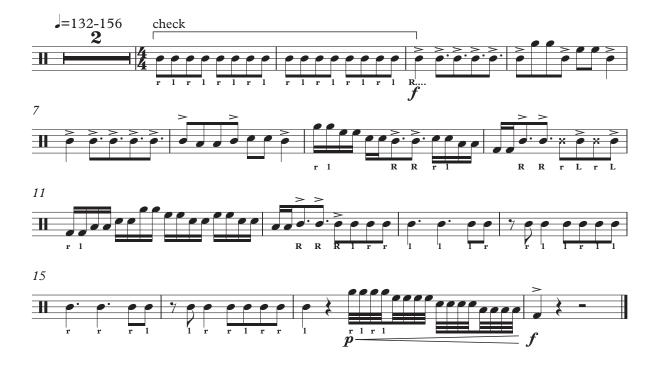






Tenor





Snare

Swiss Cake Rolls

Check is with buzz, 1st 4 measures











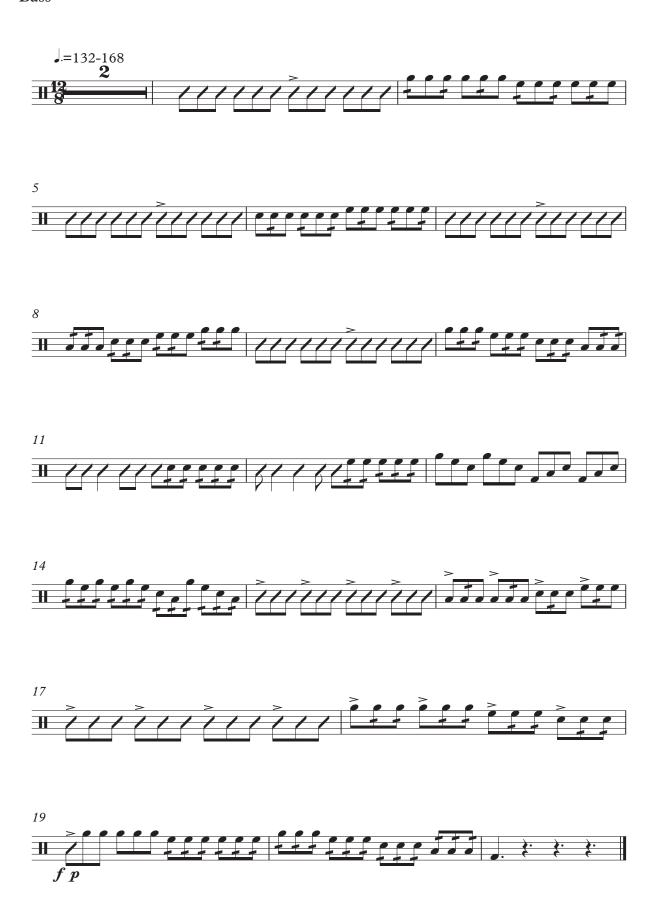




Swiss Cake Rolls

Tenor





AUDITION SHEET (Bring this with you to audition)

Name
Grade
Instrument desired
2nd Choice
Email
Phone-()
Why do you want to participate in Percussion?
Any special talents you have?
Right now rehearsals are yet to be set. Are there any days/ times of the week you WON'T be available?