

# North Carolina Bandmasters Association

## 9/10 Percussion Requirements

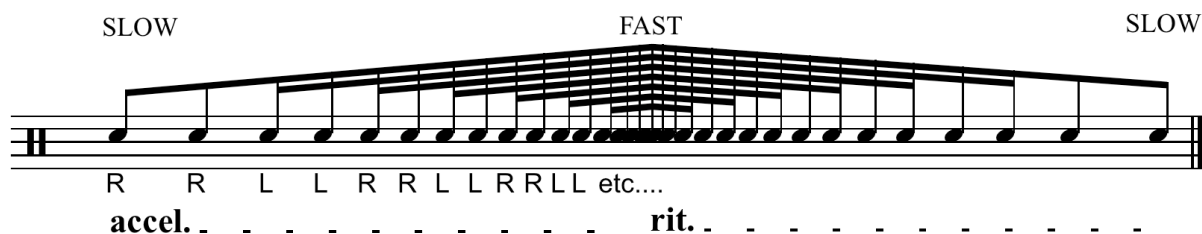
### SNARE

#### 25 pt. Technique:

**Orchestral Roll** (Orchestral Roll) - This is a "buzz" or "multiple bounce" roll. Start the roll with a dynamic of ppp, crescendo to fff and then decrescendo back to ppp (slow-fast-slow does NOT apply to this roll). Suggestion: To show control, sustain loudest (fff) volume before starting your diminuendo.



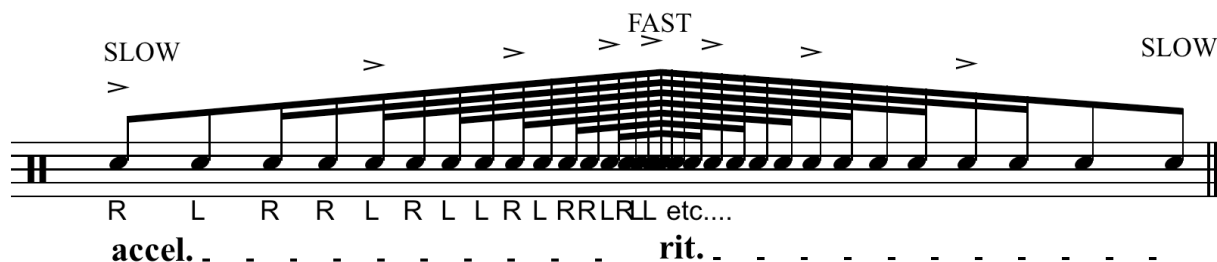
**Open (rudimental) Roll** - This is the "double stroke" roll, where each stick should bounce on the drum twice. Start slowly -- R.....R.....L.....L.....R...R...L...L...R..R..L..L..RRL etc... until you reach your fastest controlled speed, then slow back down until you reach your original starting speed (open-closed-open). The key is to be able to switch smoothly from "wrist strokes" only (meaning one wrist motion per drum hit) to "wrist/finger" combination strokes (one wrist motion per two drum hits - using the fingers on the second stroke) as you gradually change tempo. Suggestion: To show control, maintain top controlled speed before starting your ritardando.



**Flams** - Slow-Fast-Slow. Alternate sticking. (LR RL LR RL etc...). Suggestion: To show control, maintain top controlled speed before starting your ritardando.



**Paradiddles** - Slow-Fast-Slow. Alternate sticking (RLRR LRL etc...). Suggestion: To show control, maintain top controlled speed before starting your ritardando.



40 pt. Solo (Check yearly List)

35 pt. Sight Reading (Grade II to III)

### MALLETS

#### 25 pt. Technique:

Scales: 2 octave major scales and arpeggios (G, C, F, Bb, Eb, Ab, Db - note rhythm below)



C Chromatic Scale 2 octave



40 pt. Solo (Check yearly List)

35 pt. Sight Reading (Grade II to III)

### TIMPANI

25 pt. Technique:

**Interval Tuning**- 3<sup>rd</sup>, 4<sup>th</sup>, 5<sup>th</sup>

**Roll**- (ppp-fff-ppp)

- All Timpani rolls should be single stroke rolls (RLRLRL etc...)



40 pt. Solo (Check yearly List)

35 pt. Sight Reading (Grade II to III)

### Helpful Tips

#### SNARE

##### Materials

- Students may bring own instrument for the audition.

##### Technique

- For the Open Roll, Paradiddles, and Flams, there should be a natural progression from slow to fast to slow relative to the student's ability level. Students should start slow enough to exhibit a range of control within their ability level. Students should only play up to the fastest tempo that they can manage with good control.
- Students/Teachers should go to [www.vicfirth.com](http://www.vicfirth.com) to observe/study a professional performance example of each rudiment.

#### MALLETS

##### Materials

- There will be a xylophone and marimba in the audition room at each level, but students may bring in their own keyboard percussion instrument.

##### Technique

- The sticking on the scales should be an alternated pattern that shows smooth hand-to-hand flow and dexterity at the keyboard instrument of choice (Xylophone or Marimba).
- Scales should be played at a speed that shows complete control.
- It is not necessary to roll during the half notes at the conclusion of the scale and arpeggio, however the correct rhythms should be observed.

#### TIMPANI

##### Materials

- Students may use a pitch pipe, tuning fork, or bell set to find the first pitch of the tuning portion of their audition.

##### Technique and Tuning

- Students will play their single stroke roll on this drum.
- Students will then tune a Major 3<sup>rd</sup>, Perfect 4<sup>th</sup>, and Perfect 5<sup>th</sup> on a higher drum, based on the lower drums pitch. (This will be done WITHOUT the reference of a pitch pipe or tuning fork.) If the bottom drum is tuned incorrectly, the student will be judged on the accuracy of their interval. Judges should reference a tuner to insure consistency and fairness.
- Timing for tuning – all tuning done in 3 minutes max.

##### Solo

- Students may use a pitch pipe or a tuning fork to tune the drums for their solo.

##### Sight-Reading

- The sight-reading should be the same pitches as the solo.