

JMU MARCHING ROYAL DUKES

2025 BATTERY PERCUSSION

OVERVIEW

Thank you for your interest in the 2025 JMU Marching Royal Dukes battery percussion section. Our goal as a staff is to create a positive and fun experience as well as give you a well-rounded education in the world of marching percussion. The exercises in this packet will be used throughout the audition process, with an added marching component on the live audition day.

IMPORTANT DATES

June 1st, 2025: Video auditions due

June 28th, 2025: Live audition day

APPROACH

It is important to note that our philosophies are not the right OR wrong way of approaching marching percussion, it is just how we approach it here in the MRDs. In general terms when auditioning, it is important to make sure you are comfortable behind the instrument, play in a natural and relaxed manner to achieve a full sound, and most importantly, have fun!

Please email Josh Sheppard at sheppajc@dukes.jmu.edu for any questions regarding this packet and/or auditions.

INFO. & VIDEO INSTRUCTION

(DUE June 1ST, 2025)

TECHNIQUE

Snare drums use traditional grip.

Tenors and **bass drums** use matched grip.

Cymbals will have their own section dedicated to technique and video requirements.

GENERAL VIDEO REQUIREMENTS

The video should include your **instrument** and **full body**, with an **audible metronome**.

The player must **mark time to everything**. We mark time starting off **the left foot**.

The whole video can be recorded in separate takes (Please take one continuous video per exercise). The staff does ask that you **label each exercise on-screen along with the bpm used**.

PLEASE READ CAREFULLY AND FOLLOW THE INSTRUCTIONS EXACTLY!

BY INSTRUMENT VIDEO REQUIREMENTS

(TENORS: Please follow around instructions)

Snare Drum/Tenors:

8-8-16: 1 rep @ 140 bpm, 1 rep @ 155 bpm, 1 rep @ 170 bpm.

(All @ Forte) (Tenors on around)

RUDIMENT SHEET:: 1 rep of the first 7 lines @ 130 bpm

(Tenors on drum 2)

SUBTLE SHIFTS: 1 rep @ marked tempos (use Tonal Energy metronome file from Facebook page or mp3 file) (Tenors on around)

PARADIDDLES: 1 rep @ 164 bpm (Tenors on drum 2), 1 rep @ 180 bpm (Tenors around)

RLB: 2 reps @ 160 bpm (Tenors around).

FLAMS 25: 2 reps @ 108 bpm. (Tenors on around)

2024 SHOW EXCERPT: 1 rep @ 86 bpm

Bass Drums:

8-8-16: 4 rep @ 160 bpm (1st rep play snare part, 2nd rep play 1s, 3rd rep play 2s, 4th rep play Float Variation) (Split of drum auditioning on).

SUBTLE SHIFTS: 1 rep @ marked tempos (use Tonal Energy metronome file from Facebook page or mp3 file) (Split of drum auditioning on).

PARADIDDLES: 1 rep @ 164 bpm, 1 rep @ 180 bpm (Split of drum auditioning on).

RLB: 2 reps @ 160 bpm (Split of drum auditioning on).

FLAMS 25: 2 reps @ 108 bpm (Split of drum auditioning on).

2024 SHOW EXCERPT: 1 rep @ 86 bpm (Split of drum auditioning on)

CYMBAL TECHNIQUE OVERVIEW:

Because marching cymbals are such a unique and integral color of the battery percussion, we have provided an overview of marching cymbal techniques along with the video requirements.

Set Position:

- Set position is where we hold the cymbals while either standing at “set” or “attention”. There are many different positions that the players will use. This is the first thing people see in the lot or at performances. A line by their set positions can tell a lot. We want these to always look the same.

“Set”

- This is the position you will be in when called to “set” by a staff member or section leader. In this position, your arms will be controlled, but you will have to learn to remain relaxed. Cymbals should not rest on your hips.
- Use your fingers to keep the cymbals straight up and down, and just slightly off your hips. Knots should be in line with the seams of your pants.
- Elbows should be back and will bend slightly.
- The shoulders should be relaxed.
- The cymbals must remain perpendicular to the ground and parallel to each other. They must seem straight and not angled if viewed by a spectator.
- Your cymbal straps should be comfortable and not extremely tight.
- We will use off-hand techniques often so try to have the strap more on the loose side than tight.
- You want your hand to take up as much space on the cymbal as you can and have your fingers spread out.

- ** When beginning from attention, the cymbals will be brought up directly to the position of the first note to be played unless otherwise defined. The cymbals will be brought up on beat three before each exercise begins. You will flip up to all positions except the Klank position. For the Klank position the cymbals will be brought straight up while keeping them parallel.**

Playing Positions:

- There are six positions in which the cymbals will be played:
- 1. Horizontal Playing Position
- 2. High Hat Position
- 3. Vertical Playing Position
- 4. Klank Position
- 5. Tap Position
- 6. Zischen/“Scrape” Position
- Horizontal Playing Position:
 - o Cymbals are at a 45-degree angle with the “southeast” edge slightly tilted down. The right cymbal is over top of the left. Cymbals are in the center of your body at waist height. Cymbals should be an inch apart and the edges should be even. Each forearm is at a 45-degree angle. **Examples of sounds produced with this position: (Horizontal crashes/crash chokes, Suncoasts)**
- High Hat Position:
 - o Cymbals are in the center of the body at waist height with the right over the left. They are pressed together, and the edges should be even. The cymbals should be completely flat, not tilted up or down. The back of the cymbal’s edges should be anchored in the belly and played using this area as

a hinge. Think alligator mouth opening and closing. Examples of sounds produced with this position: (High Hat, Dings, Horizontal Sizzles, Sucks)

- Vertical Playing Position:

- Thumbs should be even with your nose. Cymbals should be an inch apart. The cymbals are both at the same height, so the edges should be even. Elbows are slightly out with each forearm at a 45-degree angle. You should be able to see out of the cymbals, however, we should not be able to see the inside of the cymbals from the audience perspective. Examples of sounds produced with this position: (Vertical crashes/crash chokes, V Sizzles)

- Klank Position:

- Cymbals are resting on your hip bones and tilted towards each other. Each cymbal should be at a 45-degree angle. The right cymbal should overlap the left cymbal by one inch. The cymbals should be an inch apart. Examples of sounds produced with this position: (Klank "Tap Choke", Clunk "Muted Tap", Zipper)

- Tap Position:

- Left cymbal remains at Vertical Playing Position. The right cymbal is at a 45-degree angle, one inch above the left. The right cymbal is the only one that moves. Examples of sounds produced with this position: (Tap, Tap choke, Double Taps)

- Zischen or "Scrape" Position:

- The left cymbal remains in the Vertical Playing Position. The right cymbal is at a 45-degree angle. The edge of the right cymbal is contacting the left cymbals just above the bell on the inside. Examples of sounds produced with this position: (Scrapes, Whale Calls)

VIDEO REQUIREMENTS – CYMBALS

- ****Must demonstrate 8 reps of these techniques in whole notes @ 120 bpm. Please use the links below to reference the techniques listed.****
 - Horizontal Crash
 - Horizontal Crash Choke
 - Vertical Crash
 - Vertical Crash Choke
 - Suncoast/Sizzsuck
 - Scrape
 - Tap
 - <https://www.youtube.com/watch?v=ZdjoOxCGGZw>
 - <https://www.youtube.com/watch?v=1A66Ag7t0hU>
- 8-8-16: 1 rep @ 140 bpm, 1 rep @ 155 bpm, 1 rep @ 170 bpm, playing part 1
- SUBTLE SHIFTS: 1 rep @ marked tempos (use Tonal Energy metronome file from Facebook group or mp3 file), playing treble clef F part and treble clef B part (Unisons and anything labeled with 1).
- PARADIDDLES: 1 rep @ 164 bpm, 1 rep @ 180 bpm, playing treble clef F part and treble clef B part (Unisons and anything labeled with 1)
- RLB: 1 rep @ 160 bpm, playing treble clef F part and treble clef B part (Unisons and anything labeled with 1)
- FLAMS 25: 1 rep @ 101 bpm), playing treble clef F part and treble clef B part (Unisons and anything with 1)
- CYMBAL AUDITION ETUDE: 1 rep @ 108 bpm.

HEIGHTS

Marching percussion dynamics generally follow a 3 inch height system. As the strokes increase in height, the bead travels around the wrist in an arch that is perpendicular from the playing surface. See the chart below for height definitions.

<i>pp</i>	1"	beads as close to the head as possible
<i>p</i>	3"	horizontal stick angle
<i>mp</i>	6"	slightly above horizontal
<i>mf</i>	9"	45 degree stick angle
<i>f</i>	12"	almost vertical
<i>ff</i>	15"	vertical, arm usage
<i>fff</i>	18"+	big lift, arm extension

♩=120-176

RUDIMENT SHEET

Snares

Flam Accents R L R L R L R L	Flam Taps R L R L R R L L R R L L R R L L
Flam Paradiddle R L R L R L R L R L R L R L R L R L	Single Flammed Mill R L R L R R L L R L R L R L R L R L
Flam Paradiddlediddle R L R L R L R L R L R L R L R L R L	Pata-FlaFla R L R L R L R L R L R L R L R L R L
Swiss Army R L R L R R L L R R L L R R L L R R L L	Inverted Flam Taps R L R L R L R L R L R L R L R L R L
Flam Drags R L R L R L R L R L R L R L R L R L	Swiss-A-Diddle R L R L R L R L R L R L R L R L R L
Choo-Choo R L R L R L R L R L R L R L R L R L	Cheeses R L R L R L R L R L R L R L R L R L
Flam Fives R L R L R L R L R L R L R L R L R L	Book Reports R L R L R L R L R L R L R L R L R L
Flam Five Pata-FlaFla R L R L R L R L R L R L R L R L R L	Double Flam Drags R L R L R L R L R L R L R L R L R L
Cheese FlaFla R L R L R L R L R L R L R L R L R L	Inverted Cheese R L R L R L R L R L R L R L R L R L
Egg Beater R L R L R L R L R L R L R L R L R L	Egg Beater Combo R L R L R L R L R L R L R L R L R L
Cheese Cha R L R L R L R L R L R L R L R L R L	Cheese Combo R L R L R L R L R L R L R L R L R L
Hertas R L R L R L R L R L R L R L R L R L	Herta-Combo R L R L R L R L R L R L R L R L R L

mf

mf

Single 7's **Single 3's**

fl mf *mf*

Drags **Drag Variation**

FuBars **Fu-Chezezez**

Dutch-A-Duz **Dutch-A-Chuz**

Fla-Flam Taps **Floppies**

Paradiddles **4's**

2-4's **Car Starters**

Swiss Kicks **Hand to Hand Transfer**

526.0"

8-8-16

♩ = 120-200

SnareLine

TenorLine

BassLine

Float Variation

Cymbal Line

1 2 3 4 1 2 3 4 2 4 3 2 1 4 3 2 1 2 3 4 3 4 3 2 3 2 1 3 2 1 2 3

5

Snare

Tenors

BassDr

Cym.L

4 3 2 1 4 3 2 1 3 1 2 3 4 1 2 3 4 3 2 1 2 1 2 3 2 3 4 2 3 4 3 2 1

Be prepared to play at a large variety of tempos, dynamic levels, and shapings (crescendo/decrescendo).
Bass Drums should be prepared to play unisons, 2's, 3's, 4's with their splits as well as the Floats Variation below.

Paradiddles

Nate Fuerst

The musical score for the drum part of 'The Sound of Silence' (measures 1-6) is as follows:

- Snare:** Measures 1-6 feature a continuous eighth-note pattern. Measure 1 starts with a **f** (forte) dynamic. Measures 2-6 continue the pattern with varying dynamics and accents.
- Tenor:** Measures 1-6 feature a continuous eighth-note pattern. Measure 1 starts with a **f** (forte) dynamic. Measures 2-6 continue the pattern with varying dynamics and accents.
- Bass Dr:** Measures 1-6 feature a pattern of eighth notes and rests. Measure 1 starts with a **f** (forte) dynamic. Measures 2-6 continue the pattern with varying dynamics and accents.
- Cymbals:** Measures 1-6 feature a pattern of eighth notes and rests. Measure 1 starts with a **f** (forte) dynamic. Measures 2-6 continue the pattern with varying dynamics and accents.

B

7 8 9 10

Snare

Tenor

Bass Dr

Cymbals

CC

Taps

1 2 3 4 5

The musical score for 'C' (Cymbal) is presented across three measures (15, 16, and 17). The parts are arranged vertically: Snare, Tenor, Bass Dr, and Cymbals. The notation includes various rhythmic values, dynamic markings (accents), and articulation marks (accents, slurs, and slurs with accents). The Cymbals part is marked with 'TC' (Tonal Cymbal) in measure 17.

Measure 15: Snare (R | l | r | r | l | l | r | r | l | l | R | l | r | r | l | l), Tenor (R | l | r | r | l | l | R | l | r | r | L | r | l | l | r | r), Bass Dr (R | l | r | r | l | l | R | l | r | r | l | l | R | l | r | r), Cymbals (TC).

Measure 16: Snare (r | r | l | l | R | l | l | R | l | l | R | L), Tenor (L | r | l | l | R | l | l | R | r | r | L | R | L), Bass Dr (R | R | R | R), Cymbals (TC).

Measure 17: Snare (R), Tenor (R), Bass Dr (R), Cymbals (TC).

A

1 *f* R | r r | | r r L r | | r r | | 2> R | r r | | R | r r L r | | R |

3 r r | | R | r r L r | | R | r r 4> L r | | r r | | R | r r | | r r

5 L r | | r r L r | | R | r r L r 6 L r | | r r L r | | R | r r L r | |

B

7 R | r r | | R | | R | | R | r r 8> L r | | r r L r r L r r L r | |

9 R | r r | | R | r r | | R | | R 10 R | | R | | R | r r | | r r 11 L r | | r r L r r L r r L r | |

12 R | r r | | R | | R | | R | r r 13 L r | | r r L r | | r r L r r L r r L r | | r r | |

14 r r L r r L r r L r | | r r | |

C

15 R | r r | | r r | | R | r r | | 16 r r | | R | | R | | R L 17 R

Nate Fuerst

A

Sizz

f

2

3

TC

1

3

4

4

CC

2/4

5

2

B

CC

8

CC

9

Taps

10

1

2

3

4

5

11

CC

1/2

3

4

5

Press

12

CC

1/2

3

4

5

Press

13

Crash

Taps

14

1

2

3

4

5

C

2

17

TC

Josh Sheppard

44 45 46 47 48 49

Snare

Tenor

Bass Dr

Cymbals

5

3

5

3

3

3

9

3

5

6

Zing

1 2 3 4 5 1/5 2/4 3

p

ff

ff

ff

ff

ff

Subtle Shifts

♩ = 95

1 *f* R r r R... L I I L... R r r R... L I I L... R r r R...

6 L I I L... R r r R... R r r L I I L... R r r L I I R r r L I I R r r L I I R r r L I I

11 **A** R r r L I I R r r L I I R r r L I I R r r L I I R *ff* R ... L ...

16 R ... L ... *Diggits* 17 18 19 20 21 R R I I r I R I r L r I R L R I r L L r I R R I r L L L

B **♩ = 190** *f* R R R I I I R R R I I I r r r L L L r r r L L L R R L R L r I r I r I r *p*

28 I r I r r I r I R *f* L R r r r L I I I R r r L I I R r r r L I I I R r r r L I I I

C 33 34 35 36 37 38 *ff*⁺ R R L L *ff* R R L L *f* R R L L *mf* R R L L R R I I r r I I r r I I

39 **D** **♩ = 95** *p* r r I I r r I I r I r I r I r I *f* R I r I R ... L r I r L ...

42 R I r I R ... 43 R I r I R ... 44 5 5

Snare

45

3 3 5 3

46

3 3 3 9

47

3

48

5 6

49

p *ff*

Subtle Shifts

$\text{♩} = 95$

1 f $R r r R \dots$ $L l l L \dots$ $R r r R \dots$ $L l l L \dots$ $R r r R \dots$

6 $L l l L \dots$ $R r r R \dots$ $L l l L \dots$ $R r r L l R r r L l l$ $R r r L l l R r r L l l$

11 $R r r L l l R r r L l l R r r L l l R r r L l l R$ $R \dots$ $L \dots$ ff

16 $R \dots$ $L \dots$ $R R l l r l R l r L r l R L R l r L L l R R l r l L L L$ $\text{♩} = 190$

23 f $R R R l l l R R R l l l r r r L L L r r r L L L R R L R L r l r l r l r$ p

28 $r l r l r l r l R L R r r r L l l l R r r L l l R r r r L l l l$ f

33 ff^+ $R R L L R R L L R R L L R R l l r l r l r l l$ ff f mf

39 $r r l l r r l l r l r l r l r l$ p $\text{♩} = 95$ $R l r l R \dots$ $L l r l L \dots$ f

42 $R l r l R \dots$ $R l r l R \dots$

Tenor

45 *p* *ff*

46

47

48

49

p *ff*

The musical score for the Tenor part consists of two staves. The first staff contains measures 45 and 46. Measure 45 begins with a piano (*p*) dynamic and features a series of eighth-note triplets and quintuplets, some with accents. Measure 46 continues with similar patterns, including a nonet. The second staff contains measures 47, 48, and 49. Measure 47 starts with a piano (*p*) dynamic and includes a triplet. Measure 48 features a quintuplet and a sextuplet. Measure 49 concludes with a forte (*ff*) dynamic and a final note with an accent. The piece ends with a double bar line.

Subtle Shifts

$\text{♩} = 95$

1 *f* R ... L ... R ... L ... R ...

6 L ... R ... L ... R ...

11 *ff* **A** 13 R R I R R I R I L L r L L r L r R ... *Diggits*

17 18 L ... 19 20 R R 21 R L R R R

$\text{♩} = 190$

B 23 R R R 24 R R R 25 R R R 26 R R R 27 R R L *p*

28 *f* 29 R R R R R R R R

C 33 *ff*⁺ R R L L 34 *ff* R R L L 35 *f* R 36 *mf* 37 38

39 *p* **D** $\text{♩} = 95$ *f* R I r I R ...

41 L r I r L ... 42 R I r I R I r I r I r r 43 R I r I R I r I r I r r

V.S.

Bass Dr

44 *>* *5* *>* *5* 45 *>* *3* *3* *>* *5* *>* *3*

46 *>* *>* *3* *>* *3* *>* *3* *>* *9* *>* 47 48 *3* *5* *6* *>* *>* *>* *>* 49 *^*

p *ff* R L R

Detailed description: This musical score is for a Bass Drum part, spanning measures 44 to 49. The notation is on a single five-line staff. Measure 44 begins with a double bar line and a '44' measure number. It contains two groups of eighth notes, each marked with an accent (>) and a '5' indicating a quintuplet. Measure 45 starts with a '45' measure number and contains three groups of eighth notes, each marked with an accent (>) and a '3' indicating a triplet. Measure 46 starts with a '46' measure number and contains four groups of eighth notes, each marked with an accent (>) and a '3' indicating a triplet, followed by a group of eighth notes marked with an accent (>) and a '9' indicating a nonuplet. Measure 47 starts with a '47' measure number and contains a single eighth note. Measure 48 starts with a '48' measure number and contains two groups of eighth notes, each marked with an accent (>) and a '3' indicating a triplet. Measure 49 starts with a '49' measure number and contains three groups of eighth notes, each marked with an accent (>) and a '6' indicating a sextuplet, followed by a single eighth note marked with an accent (^). The score concludes with a double bar line. Dynamics are indicated by 'p' (piano) below measures 46-47 and 'ff' (fortissimo) below measures 48-49. Hand indicators 'R' (Right) and 'L' (Left) are placed below the staff at the end of measure 49.

Subtle Shifts

♩ = 95

HC 1 HC 2 3 Sizz SC 4 5 6 7 8

f

9 TC 10 11 HH Press 12 A HC 13 14 HC 15

2 4 1 3 5 2 4 3 1 2 3 4 5 4 3 2

16 HC 17 3 3 18 HC 19 3 3 20 HC 21 190

1 5 2 4 3 1 5 2 4 2 1 5 2 4 3 1 5 2 4 2

B 23 24 25 26 27 28 29 HC HC

f 2 4 2 4 2 4 1 3 5 1 3 5 **p** 4 2 3 5 1 3 **f**

30 31 HC 32 HC 33 C HC 34 2 36 3 39

1/2 4/5 1/2/3 4/5 **ff**

D 41 42 43 44 45 46 47 48 49 HC

f 5 4 3 2 1 5 4 3 2 1 5 4 1 2 1 2 3 4 3 4 5 4 1 5 1 5 2 4 2 4

44 45 Zing 46 47 48 49 HC

1 2 3 4 5 1/5 2/4 3 **p** **ff**

RLB

Josh Sheppard

A = 160

Edge

Snare

10

1

2

3

4

5

6

7

8

9

10

11

Tenor

Bass Dr

Cymbals

Visual Sequence

12 13 14 15 16 17 18 19 20 21

Snare

Tenor

Bass Dr

Cymbals

22 23 24 25 26 27

Snare

Tenor

Bass Dr

Cymbals

Detailed description: This image shows a musical score for four percussion instruments: Snare, Tenor, Bass Drum, and Cymbals, spanning measures 22 to 27. The Snare and Tenor parts are written on a single staff with a treble clef and a key signature of one flat (B-flat). The Bass Drum part is on a single staff with a bass clef. The Cymbals part is on a single staff with a treble clef. The score includes various rhythmic patterns, including eighth and sixteenth notes, rests, and triplets. The Snare and Tenor parts have a consistent rhythmic pattern of eighth notes and rests. The Bass Drum part has a more complex pattern, including eighth and sixteenth notes, and rests. The Cymbals part is mostly silent, with a few cymbal rolls indicated by horizontal lines.

28 29 30 31 32 to 33

Snare

Tenor

Bass Dr

Cymbals

to Cente

The musical score is for a drum kit performance of 'The Sound of Silence'. It consists of four staves: Snare, Tenor, Bass Dr, and Cymbals. The score is divided into measures 34 through 39. The Snare and Tenor parts feature complex rhythmic patterns, including triplets and sixteenth notes, with dynamic markings of *f* (forte) and *p* (piano). The Bass Dr part also features complex rhythmic patterns, including triplets and sixteenth notes, with dynamic markings of *f* and *p*. The Cymbals part includes specific techniques like HC (Hi-C), Sizz (Sizzle), Tap, and SC (Swamp Cymbal), with dynamic markings of *f* and *p*. The score is divided into measures 34 through 39. The Snare and Tenor parts feature complex rhythmic patterns, including triplets and sixteenth notes, with dynamic markings of *f* and *p*. The Bass Dr part also features complex rhythmic patterns, including triplets and sixteenth notes, with dynamic markings of *f* and *p*. The Cymbals part includes specific techniques like HC (Hi-C), Sizz (Sizzle), Tap, and SC (Swamp Cymbal), with dynamic markings of *f* and *p*.

40 41 42 43 44 45

Snare

Tenor

Bass Dr

Cymbals

C

p

2 3 1 5 4 3 1 2 4 5

to

46 47 48 49 50 51 52 53

Snare

Tenor

Bass Dr

Cymbals

D

f

Center

HC

to

54 55 56 57 58 59

Snare

Tenor

Bass Dr

Cymbals

ff

HC

Josh Sheppard

A Edge $\text{♩} = 160$

p

7

13

19

25

31 to Center **B**

f *p*

37 to Guts

f *p*

42 to **C** Center

f *p*

V.S.

Snare

D

55 56

R | r | r | ...

57 *3* *3* *3* *3* 58 *3* *3* *3* *3* *3* 59

R r L l R R L R L *ff*

Tenor

RLB

Josh Sheppard

$\text{♩} = 160$

A

1 2 3 4 5

p

6 7 8 9 10 11

12 13 14 15 16

17 18 19 20 21 22

23 24 25 26 27 28

29 30 31 32 33

B

35 36 37 38

f *p* *f* *p*

39 40 41 42 43

C

44 45 46 47 48

f

V.S.

Tenor

49

r l r L r l R l r L r l R l r l r l r l L R l r l r l r l r l r l L R l r l r L L r l r l R R r L l R r L

D

R l r l r l ... R l r l r l r l r l r l L R l r l r l r l r l r l L

57

R l r l r l r l r l r l L R r L l R R L R L R

ff

Bass Dr

C Center

f

47 48 49 50 51

D

52 53 55

56 57 58 59

ff

R r L R L r L L R R l r l r l R R l r l r l R R R l r L R l r L

R L R L R r L l R R L R R l r l r l ...

6 3 3 6 6 6 6 6 3 3 R R L R L R

RLB

A ♩ = 160
Visual Sequence **33**

B HC Sizz Tap 3 SC 3 36 HC 38 4 42 43

f *p* *f* *p*

44 45 **C** HC 47 HC 48 49 50 HC

4 5 *f*

51 HC 52 HC HC 53 HC HC HC **D** 55 3 58 59 HC

Flams 25

Josh Sheppard

[illegible]

D

24

Center

Snare

f

R l r r L r l l R l r r L r l l

25

Tenor

f

R l r r L r l l R l r r L r l l

26

Bass Dr

f

R R R R

Cymbals

f

1 2 3 4

27

Snare

ff

R l r r r L r l l l R l r r r L r l l l

28

Tenor

ff

R l r r r L r l l l R l r r r L r l l l

29

Bass Dr

ff

R r l l R R R R

Cymbals

HC

5 4 3 2

ff

A $\text{♩} = 108$

f

B b b ... R r L l ... R B b b ...

4 L l R r ... 5 B b b ...

6 R L l l R L l l R L l l R L l l 7 R B b b ... 8 R L l l R L l l R L l l R

B

10 11

R l r r L r l l R l r r l l R l r r L r l l r r L r l l R l r r L r l l r r L r l l R l r r l l

to

12 13 14 15

R l r r l l R r l R r l R l r r l l R r l R r l R l r r L r l l R l r r l l R l r L r l R l R R L r l l

C Edge

mp

17 18

R r r l R r r l r l R r r l R r r l r l R r r l R r r l r l R r r l R r r l r l R r r l R r r l r l

19 20 RH Pancake

R r r l R r r l r l R r r l R r r l R R l r l r L r R l r L r R l L r R l l l

21 22 23

Top = Odds
Bottom = Evens

l l R r L r R r L r R r l R l R l R r r l R l R l R r r l R r r l r l R r r l R r r l r l R r r l R r r l r l

mp

D Center

f

25 26

R l r r L r l l R l r r L r l l R L l l R L l l R L l l R L l l R l r r r L r l l l R l r r r L r l l l

V.S.

Snare

27 
ff R | r r r L r | | | R | r r r L r | | | *f* R | r r | | R | | R | r r | | R | | r L | R r | R r

29 
L | | r | | R L r | r | r | r R L r | r | r | r R L r | | R | | | R *ff*

Josh Sheppard

[illegible]

Tenor

28  29

f R | r r | R | R | r r | R | r | L | R r | R r | L | r | R L r | r | r | R L r | r | r | R L r | R | R | *ff*

A $\text{♩} = 108$

1 2 3 4 5 6

R... L...

B

7 8 10

11 12 13 14

C

15 17

R R R R I R R R L R R R I R R R L

D

23 25

26 27 29

R R I I R R R R R L R I R R

f *ff* *ff*

A $\text{VC} = 108$ f

2 3 VC 4 5 VC 6 7 VC 8 TC

B Press Sizz 10 11 12 Klunk 13 Tap 14 15

1 5 4 3 1 2 3 5 1 2 3 5 4 3 2

C f mp

1 2 3 4 2 3 5 1 4 3 5 1 4 2 3 5 1 3 4 2 5 1 5 3 5 1 4 2 18 19

D f

1 2 3 4 5 4 3 2 1 2 3 4

27 HC 28 29 ff

5 4 3 2

Icecream Floats

Tom Float

Full Battery

Check

Variation

Variation

Variation

Variation

Iccream Floats is a classic exercise that allows us to fill in the check and create countless variations. A few examples of variations are below but be prepared to fill-in with anything and everything. (Quads and basses be prepared to add arounds/splits)

[illegible]

Swiss Army Triplets

R | r | L | r | R | r | R | r | R | r | R | r | L | r | L | r | R | r | R | r | R | r | R | r | L | r | R | r | R | r | R | r | R | r |

R | r | L | r | R | r | R | r | R | r | R | r | R | r | L | r | L | r | R | r | R | r | R | r | R | r | R | r | R | r | R | r | R | r | R | r |

[illegible][illegible]

LEIGH HARLINE
Arr. Chris DeVona
Perc Arr. Josh Sheppard

Flowing ♩ = 72

6

7

2

9

Slightly Faster ♩ = 86 accel.

2

11

3

14

15

Edge Center

16

6

17

3

3

3

18

to Guts

3

3

19

to Center

20

21

to Edge

22

6

23

Half

3

6

Center

3

24

25

3

3

3

3

26

27

3

3

28

Edge Center

L R L r I R

R L r I R L

R L R L R L R L r I ...

R L R

mp *f* *p* *ff* *p* *f* *p* *ff*

Tenor

JMU MRD 2024

INTRO: OVER THE RAINBOW

LEIGH HARLINE
Arr. Chris DeVona
Perc Arr. Josh Sheppard

Flowing ♩ = 72 accel. 9 Slightly Faster ♩ = 86 accel. ♩ = 100

6 7 2 2 11 3 14

15 ♩ = 86 6 16 17 18

mp *f* *p* *ff*

19 20 21 22 23 24

p *f* *ff*

25 26 27 28

p *ff*

Bass

JMU MRD 2024

INTRO: OVER THE RAINBOW

LEIGH HARLINE
Arr. Chris DeVona
Perc Arr. Josh Sheppard

Flowing ♩ = 72 9 Slightly Faster ♩ = 86 accel. ♩ = 100

6 7 2 2 11 3 14

15 16 17 18

mp *f* *p* *ff*

19 20 21

p *f*

22 23 24 25

p *R R R R R* *R* *R L R L* *R R R R R*

26 27 28

R *R* *R L* *R L R L* *R L R L* *p* *ff*

Detailed description: This is a musical score for a bass line. It begins with a tempo of 72 beats per minute (♩ = 72) and a 'Flowing' character. The first staff contains measures 6 through 14, with a box around measure 9. The tempo then changes to 86 (♩ = 86) and 'Slightly Faster'. The second staff starts at measure 15 and includes dynamics like *mp*, *f*, *p*, and *ff*. The third staff continues from measure 19. The fourth staff starts at measure 22 and includes rhythmic patterns like 'R R R R R'. The fifth staff starts at measure 26 and includes a 'p' dynamic and a 'ff' dynamic. The notation includes various note values, rests, and articulation marks like accents and slurs. Fingering numbers (1-5) are present above many notes. The piece concludes with a final measure in the fifth staff.

Cymbals

JMU MRD 2024

INTRO: OVER THE RAINBOW

LEIGH HARLINE
Arr. Chris DeVona
Perc Arr. Josh Sheppard

Flowing ♩ = 72 accel. **9** Slightly Faster ♩ = 86 accel. ♩ = 100

6 7 2 2 11 3 14

15 ♩ = 86 **16** 17 2 19 20 21 22

HC 1 5 2 4 3 3 VC SC

f *p* *f* *p*

23 24 25 26 27 28

TC HC VC HC HC HC

ff

JMU Cymbal Audition Etude

Berkeley Harner

Moderato ♩ = 108

8

HC *p* *f* HCC HC HCC SC *mp* HCC *f* Flip Up to Vertical

f Taps Scrapes Sizzle HH *p* *f* HC *f* Flip Down

Technique Abbreviation Key:

HC = Horizontal Crash HCC = Horizontal Crash Choke

SC = Suncoast HH = High Hat

Attention:

Please begin the etude in set position. There should be four beats on the meternome before you begin playing.

Make sure to flip up to the horizontal playing position on the third beat and prep on beat four to begin the etude.

You should also flip down to set position at the end of the etude.