

## Technical Exercises

In this section the examiner will ask you to play a selection of exercises drawn from each of the four groups shown below. In addition there is a Fill exercise which you will play using the designated backing track. You do not need to memorise the exercises (and can use the book in the exam) but the examiner will be looking for the speed of your response.

The stickings shown (L & R) are there as a guide for right handed drummers. Left handed drummers should reverse the sticking patterns. All exercises must be played to a metronome click. Groups A-D should be played at  $\text{♩} = 75$ .

### Group A: Single and Double Strokes

**Group A: Single and Double strokes**  
Single and double strokes in eighth notes, eighth-note triplets and 16<sup>th</sup> notes. To be played first time with singles and second with doubles.

### Group B: Paradiddles

Single paradiddle in 16<sup>th</sup> notes using **the whole kit**

Triple paradiddle in 16<sup>th</sup> notes using **the whole kit**

### Group C: Flams and Ruffs

### Flam tap and ruffs in quarter notes

## Group D: Hands and Feet Patterns (sticking shown is optional)

### A. Pattern 1

Fill A

R L R L R L R L R L R L R L R L

### B. Pattern 2

Fill B

L R L L R L L R L L R L L R L L R L

### C. Pattern 3

Fill C

R L R L R L R L R L R L R L R L R L R L

### D. Pattern 4

Fill D

R L R L R L R L R L R L R L R L R L R L

## Group E: Fill

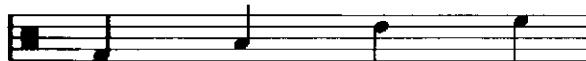
In the exam you will be asked to play the three bar groove shown followed by the second bar of one of the hands and feet patterns (Fills A-D) shown in Group D above chosen by the examiner. The snare is to be played with rim-shots and ghost notes. You will perform this exercise to the backing track with a repeat. The tempo is  $\text{♩}=80$ .

$\text{♩}=80$  Rock

Fill

# Drums Notation Explained

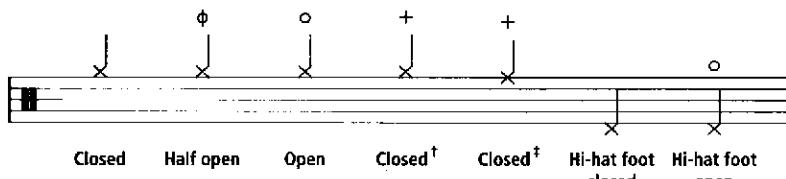
## BASS DRUM & TOMS



## SNARE



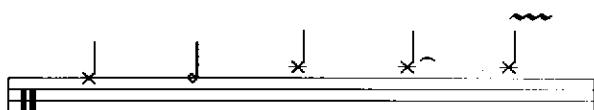
## HI-HAT



† Used on the first closed hi-hat that follows an open hi-hat.

‡ The hi-hat is closed without being struck. Note that the hi-hat closed (cross) symbol may appear above drum voices other than the hi-hat (as shown above). This simply means another drum voice is being played at the same moment that the hi-hat is being closed.

## OTHER CYMBALS



Ride      Ride (bell)      Crash      Crash\*      Crash roll

Allow all cymbals to ring on unless explicitly stopped, as indicated by the keyword 'Choice'. Occasionally 'bes' may be used (\*) to emphasise that cymbals should be allowed to ring on. This can avoid confusion during syncopations and pushes.

## GENERAL MUSIC NOTATION



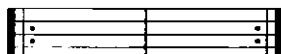
Accentuate note (play it louder).



Slashes are used to demarcate bars during solos, fills, developments and other ad lib. sections.

### D.S. al Coda

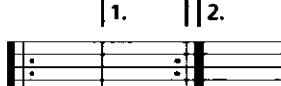
Go back to the sign (\$) then play until the bar marked **To Coda** (Ø) then skip to the section marked **Ø Coda**.



Repeat the bars between the repeat signs.

### D.C. al Fine

Go back to beginning of song and play until bar marked **Fine** (end).



When a repeated section has different endings, play the first ending only the first time and the second ending only the second time.



Repeat the previous bar. In higher grades these may also be marked *sim.* or *cont. sim.*



Repeat the previous two bars. In higher grades these may also be marked *sim.* or *cont. sim.*



In rudiments, each stem slash subdivides the note value by half.



## MUSICAL TERMS WITH SPECIFIC EXAMINATION DEFINITIONS

### Fill

Play an individual, stylistic fill.

### Develop

Extend the musical part in a stylistically appropriate manner.

### Cont. sim.

Continue in similar way but vary the pattern slightly.

### Rit. (ritardando)

Gradually slow the tempo.