Illinois State University
PULSE Basketball Drumline
2019-20 Audition Requirements

Members of the ISU Basketball Drumline who wish to play snare, tenors, or bass are required to perform an individual audition. (*EXCEPTION: Members of the 2018-19 Basketball Drumline or Fall 2019 Big Red Marching Machine Drumline are not required to re-audition for Basketball Drumline <u>unless</u> moving to a different instrument.*) In-person auditions will be held on Monday, December 2, from 7:00-8:30pm in Cook Hall 212. If you have a conflict with this date and time, please contact Dr. Ben Stiers (benstiers@ilstu.edu) to set up an alternate audition time. Video auditions are also an option—please see below.

Video audition guidelines: Video auditions should consist of one continuous take. Perform all of the excerpts below for your instrument, with an audible metronome click at the prescribed tempo for each excerpt. Make sure the camera captures your entire body and the playing surface. Playing on an actual drum is preferable, but if you do not have access to the drum you need, you are welcome to record yourself playing on a practice pad—bass drummers can play on a flat pad snare-drum style. (Tenor drummers will need a set of tenors or a tenor practice pad.) Videos can be emailed to benstiers@ilstu.edu. Feel free to send the video file, or upload to YouTube (or another similar service) and send me a link—whichever is easiest.

<u>Audition Repertoire</u>
Snare drum (traditional grip):
1) 16th-note timing, one repetition at 120BPM (mark time)
2) Triplet Rolls, one repetition at 144 BPM (mark time)
3) *Walking*, C-end (take repeats, take coda after E), 110 BPM (mark time)
4) *SCV Double Beat*, A-D, 152 BPM (don't mark time)
5) Sightreading

Tenors:
1) 16th-note timing, one repetition at 120BPM (mark time)
2) Triplet Rolls, one repetition at 144 BPM (mark time)
3) *Walking*, B-E (with repeats), 110 BPM (mark time)
4) *SCV Double Beat*, B-E, 152 BPM (don't mark time)
5) Sightreading

Bass Drums:
1) 16th-note timing, one repetition at 120BPM (mark time)
2) Triplet Timing, one repetition at 144 BPM (mark time)
3) *Walking*, Beginning-D **on a bass drum part of your choice**, 110 BPM (mark time)
4) *SCV Double Beat*, E-H **on the bass drum 2 part**, 152 BPM (don't mark time)
5) Sightreading

Cymbals:
There is no audition required to play cymbals.

Additional Resources:
The ISU Drumline's basic approach to drumming is largely based on the techniques described in Bill Bachman's book *Rudmiental Logic*. Additionally, Bachman's *Quad Logic* and *Bass Logic* books provide excellent descriptions of the techniques specific to those instruments. These books are highly recommended for supplementary practice and study.

ISU BIG RED MARCHING MACHINE DRUMLINE 2018
MUSIC NOTATION GUIDE

This guide will help to clarify the notation system used in the BRMM drumline this season. The system is designed with a large amount of detail so that ensemble members can prepare their parts more fully during independent practice, which in turn will cut down on the amount of rehearsal time needed to address uniformity issues.

Dynamics/stick heights
For snare drums, tenors, and bass drums, a combination of standard written dynamics and special symbols will be used to indicate volume. If it helps during the learning process, levels of volume can be thought of in terms of stick heights, but these height suggestions are by no means "set in stone" and may need to be adjusted for balance within both the drumline and the BRMM as a whole.

tap (approx. 3")	*mp* accent (6")	*mf* accent (9")	*f* accent (12")	*ff* accent (full extension)	*ff* accent with arm lift

*Unless otherwise noted, the 3" tap height will be the standard height for all unaccented notes at *all* dynamic levels. In general, only the accents change heights drastically as the dynamic level changes.

**Fortissimo accent strokes ("full extension") should peak at—but not past—a vertical stick position.
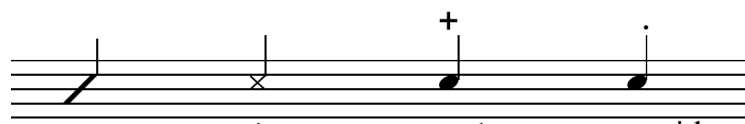
Bass Drums

This ensemble's standard configuration is seven drums. *Depending on when the music was written, the bottom drum may be in one of two spots.*

1	2	3	4	5	6	7	*or*	7

Applicable techniques for snare drum will be notated the same way for bass drums. Additional bass-specific notation as follows:

unison	rim	upper edge of head	mute with opposite hand

Snare drum

The regular playing zone in the center of the head will be notated in the third space of the staff. Standard notation techniques (open rolls, flams, etc.) will be notated as normal. Other techniques are as follows:

| edge of drum | move from edge to center | move from center to edge | on rim | single buzz stroke (full length) | single buzz stroke (short) | hand-to-hand buzzes (buzz roll) |

| ping | full rimshot | backstick | cross-stick | neighbor's drum | double stop | air stroke | ride/ hi-hat on cymbal | cymbal crash |

The ping will be the standard rimshot technique. The full rimshot will only be used where specifically stated in writing. If a rimshot is written on the "full rimshot" line but has no accompanying written explanation, assume it is a typo and play a ping until told otherwise.

Tenors

The conventional notation system for six drums will be used:

| R spock | L spock | 1 | 2 | 3 | 4 |

Applicable techniques for snare drum will be notated the same way on tenors. Additional tenor-specific notation as follows:

| rims | rimshots | crossovers | skank | muffle |

Cymbals

Cymbals will be divided into four groups:

Notation for cymbals is designed so that the *shape of the notehead* determines the playing position, and the *articulation* above the note determines the technique to be used. Techniques will be discussed more fully in rehearsal.

Normal playing position (cymbals held out in front of the body, right over left, 45-degree angle): normal noteheads.
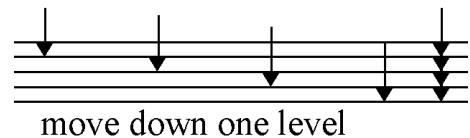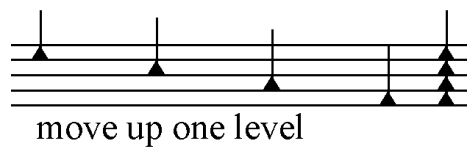
| crash | hi-hat | choke | sizzle | crunch | slide-choke |
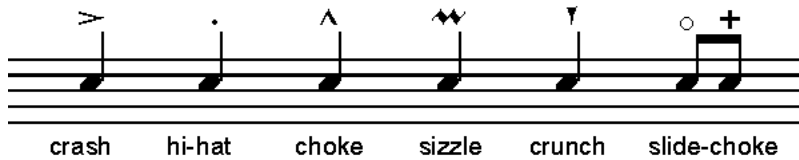
"Up" playing position (cymbals held in "A" position, 90-degree angle, tops of cymbals at eye level): X noteheads.

| crash | ting | choke | zing | slide-choke |
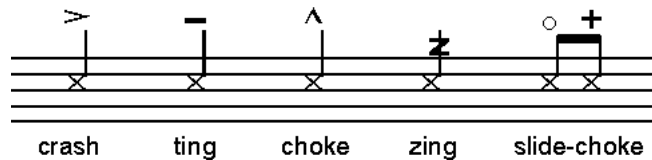
"Side" playing position (cymbals held at sides as at attention, but front edges angled toward each other): diamond noteheads.

| muted tap | open tap | choked tap | scratch |
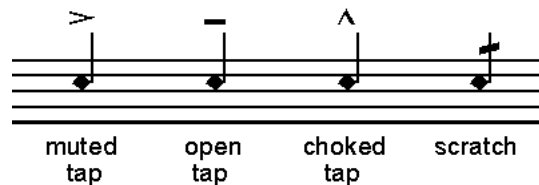
A move from one position to another on a specific count will be indicated with arrow noteheads:

move up one level   move down one level

16th-note timing
PULSE 2018

Gusseck
arr. Stiers

Triplet Rolls

PULSE 2018

Stiers

C "8 & 25" - play accents 6" to 9"
depending on tempo.

Walking
ISU Drumline 2017

Snare

M. Malgoza
arr. Boughey/Stiers

SCV Double Beat
ISU Drumline 2017

Snare

Murray Gusseck/arr. Stiers

SCV Double Beat
Snare