

Thank you for your interest in joining the Valdosta State University Blazin' Brigade Drumline for the 2022 season! The Blazin' Brigade Drumline audition for all sections is comprised of two rounds; a video audition of basic exercises and an in-person ensemble audition. Video auditions are due no later than _____ at 11:59:59 pm. The in-person ensemble audition will take place the first day of drumline camp on Wednesday August 3rd, 2022 at 9 am in the Fine Arts Building. In this packet you will find a schedule for the audition process, audition instructions and exercises, and answers to frequently asked questions. All members, new and returning, are to audition.

Please complete the VSU Blazin' Brigade Drumline Audition Information form at:
<https://www.valdosta.edu/colleges/arts/music/blazin-brigade/>.

Please note that auditions for the Blazin' Brigade are comprised of a two-part process: 1. The individual audition video, and 2. full ensemble auditions/rehearsal. The individual audition video will help the instructional staff tentatively place potential members into a section; the full ensemble audition/rehearsal will help instructional staff evaluate potential members as they work as a unit. Potential members are evaluated on consistency of technique and sound quality as well as tempo control and rhythmic accuracy. Cuts can be made by the instructional staff at any point during the audition process, video or in-person. Rehearsal times are subject to change.

- 9:00-12:00 am: Full Ensemble Audition/Rehearsal (Battery: Whitehead Auditorium; Front Ensemble: Percussion Studio A 1040)
- 12:00-1:30 pm: Lunch (on your own)
- 1:30-5:00 pm: Full Ensemble Rehearsal (Whitehead Auditorium and Percussion Studio A)
- 5:00-6:30 pm: Dinner (on your own)
- 6:30-8:30 pm: Full Ensemble Rehearsal

Potential members could be moved around to determine their best fit within the ensemble. If a potential member's skill set or attitude is deemed to be a poor fit or potential issue during the course of the season, that member may be cut as determined by the instructional staff. No potential members, new or returning, are guaranteed a placement on the Blazin' Brigade Drumline. In the event the number of potential members auditioning exceeds the number of instruments owned by the Blazin' Brigade, a marching cymbal line may be created at the discretion of the instructional staff.

Video auditions for the battery (snares, tenors, and basses) will include the following four exercises demonstrating fundamental skills. The video should show the potential members full body with the hands and feet clearly visible. Any video that doesn't meet this minimum standard will be disqualified. If you do not have access to the instrument you are auditioning for, practice pads should be sufficient for instructional staff to evaluate the quality of technique.

Battery (all should be played while clearly and visibly marking time):

1. 8-8-16 (play the snare line; splits for tenors and basses will be reserved for the ensemble audition; 12 inches)
2. VSU Bucs (accent/tap)
3. 16th Timing (version A w/ the check pattern)
4. Triplet Diddle/Rolls

Front Ensemble:

1. 8-6-4-3-2-1 (diatonic only)
2. Green scales (three (3) major keys)
3. 16th Timing (version A w/ the check pattern)
4. Four-Mallet: Measures 1-15 of 7-7-5-5-8 (Optional if no experience with four-mallet technique)

Auxiliary/accessory rack:

1. Coordination exercise

Potential members should bring appropriate playing implements: marching snare drum sticks, tenor sticks, and/or bass drum mallets. Front ensemble members should bring keyboard mallets and at least one pair of drum sticks. The VSU Blazin' Brigade Drumline will provide all instruments for the 2022 marching season. The following implements are what we use in the battery and front ensemble; depending on supply issues, all members should be able to purchase sticks and mallets from the Blazin' Brigade (but please bring what you have to camp).

Battery:

Snare: Innovative Percussion Paul Rennick Field Series Marching Snare Drumsticks
Tenors: Innovative Percussion Paul Rennick Multi-Stick Tenor Stick
Basses: Innovative Percussion Field Series Marching Bass Drum Mallets

Front:

Marimba: Innovative Percussion James Ancona
Vibraphones: Innovative Percussion James Ancona
Xylophone: Innovative Percussion
Bells: Innovative Percussion
ALL: Innovative Percussion Chris Lamb Drumsticks

The exercises from the video audition and audition cadence will be used during the ensemble audition. Additional materials may be handed out during the ensemble audition to help instructional staff evaluate potential members' reading skills and quickness in learning. All potential members are highly encouraged to memorize the individual audition materials. Final member placement for the Blazin' Brigade Drumline will occur during/after the morning rehearsal.

For questions regarding the Blazin' Brigade Drumline audition process and/or marching season, please contact:

Dr. Ryan M. Smith
Assistant Professor of Percussion
Percussion Area Chair
Marching Percussion Coordinator
ryanmsmith@valdosta.edu
229-249-2711 (e-mail preferred)

Tucker Prestridge
Blazin' Brigade Drumline Instructor
tjprestridge@valdosta.edu

For questions regarding Blazin' Brigade Marching Band registration, band camp, housing (for camp), etc., please contact:

Dr. Skye Holmes
Assistant Director of Bands/Director of Athletic Bands
skholmes@valdosta.edu
229-333-5809

2022 VSU Blazin' Brigade Drumline Battery Audition Packet

8-8-16

Ryan M. Smith

Begin at 12" (call 16", 9", 6", and 3")

Snare

Tenor

Bass

- A. Unison (play all 8ths)
- B. Split 8ths (as written)
- C. Split 16ths
- D. Split 16th triplets
- E. Split 32nds

Snare

Tenor

Bass

VSU Bucs

Ryan M. Smith

S/T/B

The score consists of six measures of music for S/T/B in 4/4 time. Each measure contains a sequence of eighth notes with accents (>) above them. The notes are grouped in pairs across the measures. The dynamic markings are: Measure 1: *R etc.*; Measure 2: *L etc.*; Measure 3: *R etc.*; Measure 4: *L etc.*; Measure 5: *L etc.*; Measure 6: *R*.

7

Measure 7 contains two groups of eighth notes with accents (>) above them. The dynamic markings are: *R sim.* and *L*.

11

Measure 11 contains three groups of eighth notes with accents (>) above them. The dynamic markings are: *R*, *L*, and *R*.

16th Note Timing

With check pattern

A. 
R L R L sim. R L R sim. R R L sim.



R L L sim. L R L sim.

2x



4x



Without check pattern

B. 
R L R sim. R R L sim. R L L sim. L R L sim.

2x



4x

Triplet Diddle

Musical notation for 'Triplet Diddle' in 4/4 time. It consists of four staves of music. Each staff contains a sequence of eighth-note triplets. The first three staves are continuous, while the fourth staff ends with a final triplet followed by a quarter rest and a double bar line.

Triplet Timing

With check pattern

Musical notation for 'Triplet Timing' in 4/4 time, featuring hand alternation patterns. It consists of three staves. The first staff is labeled 'With check pattern' and includes rhythmic patterns with 'R L R etc.' and 'R L L R R L L R' footprints. The second staff includes a '2x' repeat sign and patterns with 'R L R L R L R L L R' and 'R L R L R L R R L L' footprints. The third staff includes a '4x' repeat sign and patterns with 'R L R L R L L R' and 'R L R L R L R' footprints. The piece concludes with a quarter rest and a double bar line.

Blazin' Brigade Drumline Audition Cadence 2022

Snare

100bpm

The musical score for the Snare drum is written on three systems of five-line staves. The first system begins with a double bar line and a common time signature. The notation includes eighth and sixteenth notes, rests, and dynamic markings such as *mf*, *p*, *f*, and *mf*. A 9-measure rest is indicated by a '9' above a bracket. The second system starts with a measure rest '6' and continues with rhythmic patterns and dynamic markings like *mp*. The third system starts with a measure rest '8' and includes triplets and dynamic markings like *f* and *ff*. The notation is accompanied by a series of rhythmic letters (r, l, R, L) and symbols (x, ^, >) placed below the staff to indicate specific drum strokes and accents.

mf *p* *f* *mf*

6 *mp*

8 *f* *ff*

Blazin' Brigade Drumline Audition Cadence 2022

Tenors

100bpm

The musical score is written for tenors at 100bpm. It consists of three staves of music. The first staff begins with a *mf* dynamic and includes accents, slurs, and a *fp* marking. The second staff starts with a *mp* dynamic and features a *f* dynamic later on. The third staff begins with a *f* dynamic and ends with a *ff* dynamic. The notation includes various rhythmic patterns, triplets, and a 9-measure phrase. Drum notation uses 'r' for right and 'l' for left, with 'R' and 'L' for specific drum parts. A 'B' symbol is used for a bass drum hit. The score concludes with a final cadence.

Blazin' Brigade Drumline Audition Cadence 2022

Bass Drums

100bpm

The musical score for Bass Drums is written on two staves. The tempo is 100bpm. The notation includes various rhythmic patterns, accents (>), and dynamic markings (mf, fp, f, ff). The first staff contains measures 1 through 6, and the second staff contains measures 7 through 12. The notation uses 'r' for right hand and 'l' for left hand, with 'R' and 'L' for specific drum sounds. There are also triplets and accents throughout the piece.

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

7
RL r LR l RL r r LR l l RL r l r l R r l r l r l r l r l r l r l R r l R R r l R L R R R L R

f
ff

2022 VSU Blazin' Brigade Front Ensemble Audition Packet

8-6-4-3-2-1

Diatonic

8 6 4 3 2 1

16th Timing (version A)

16 With check pattern

R L R L sim. R L R sim. R R L sim.

R L L sim. L R L sim.

2x

4x

Front Coordination Exercise

This short example is written in the style of what might be expected for an auxillary rack or keyboard player with auxillary instrument. There is no expectation to play the actual instruments listed; play the rhythm and sticking as written w/ sticks on a practice pad.

Ryan M. Smith

♩ = 112

HH
SD

5 Cowbell

R R R L R R R L R etc. R R L L R R L L L R L

mf

f R R R R R R R R R R sim. L R L R R R R R R R R L *fp* R L etc. *ff*