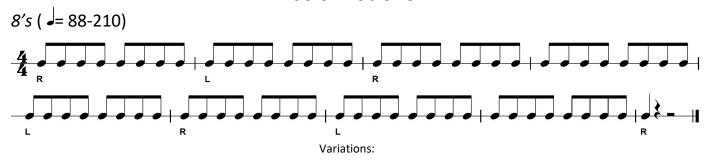
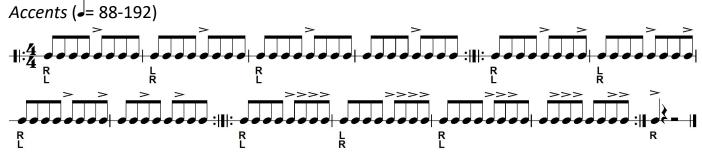
Pioneer Indoor 2018 Battery Exercises

Compiled by Jennings and Martiniak

Basic Motions



All Dynamics, Crescendo Each Hand, Decrescendo Each Hand, Double Stroke on the Last 8th Note of Each Hand, Accent on Beat 3 of Each Measure, "Fill it in" starting on 2 and ending on 4 each phrase



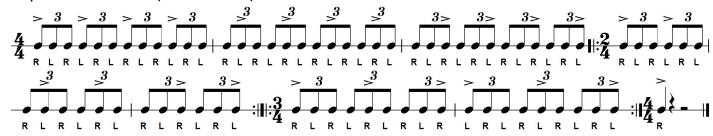
Variations:

All Dynamics (e.g., Body at *mp* and Accents at *f*, Body at *mf* and Accents at *f*, Body at *f* and Accents at *ff*), Entire Exercise with Right or Left Hand

 16^{th} Accent Grid (= 88-152)



Triplet Accent Grid (= 100-176)



Variations for All Grids:

All Dynamics, Off the Left Hand, Accent Pattern Backwards, Accent Pattern Backwards Off the Left Hand, Rudiments on Downbeats (Diddles, Flams, Cheeses, Flam-Fives, etc.), Rudiments on Accents, Double Accents, Double Accent Backwards

Timing/Tempo Control

 16^{th} Tap Timing (= 88-152) R R L R R L R R L R R L L R L RLLRL $16^{th} Timing - Two Hand (= 88-152)$ RLRLRLRL RLRLRL RLRL RLRL Variations for Both 16th Timing Exercises: All Dynamics, Off the Left, Alternating Sticking, Alternating Off the Left, Diddle Sticking (rrll across all 16th note spaces, including rests, but not playing the rests) Triplet Timing – One Hand (= 100-180) R RLRLRLRL RLRLRL RLRLRLRR Triplet Timing – Two Hand (J= 100-180) RLRLRL RLRLRLR Variations for Both Triplet Timing Exercises: All Dynamics, Off the Left Triplet/16th (Tempo Varies Based on Variation Played)

Variations:

All Dynamics, Accent Triplet Downbeat, Diddle Sticking Across Entire Exercise, Diddle Sticking Only 16th's or Triplets, Diddle on Every 16th Note, Diddle on Every Triplet Note, Reverse Order of 16th's and Triplets, Replace Triplets and 16th's with other rhythms

Rebound Control A-B (= 88-168)LL L L R R R R R R L L L L L L Variations: All Dynamics, Entire Exercise Double-Stopped, Fill it in, Fill it in with Flams on first note of doubles Pats (= 112-270. Mark Time to Half Note above = 220) RRL R LLR LL RRL R LLRRL R LL RRL R LLRRL R LL RRLLRRLLRRLLRRLL Variations: All Dynamics, Slurred Across Triplets, Alternating Paradiddle Sticking Off the Right and Off the Left, Inverted Roll Sticking *Triplet Diddle* (= 108-192) RLRLRLRLRL RLRLRLRLRL RLRLRLRLRLRL RLRLRLRLRL Variations: All Dynamics, Accent All Downbeats **Rolls** Duple Rolls (= 112-270. Mark Time to Half Note above = 220)



All Roll Exercise Variations:

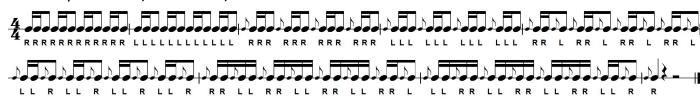
All Dynamics, Tap Rolls, Accented Tap Rolls, Crescendo/Decrescendo, fp Crescendos, With One Measure Roll Tag, With Five Measure Roll Tag

Multi-Stroke/Flams



Variations:

One Height at Any Dynamic, Decaying with Downbeat Accents, Accent Each Third Note, Fill it in



Variations:

One Height at Any Dynamic, Decaying with Downbeat Accents

Motion Mixer (**J**=88-144)



Variations:

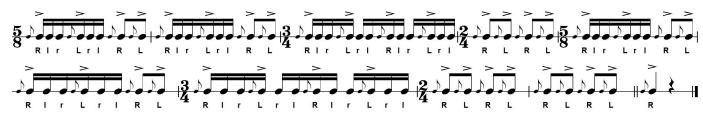
All Dynamics, Tacet Hand Plays Downbeats on Rim, Ensemble Split: Snares Start with A, Quads Start with B, Basses Start with C

Stick Control (= 88-144)



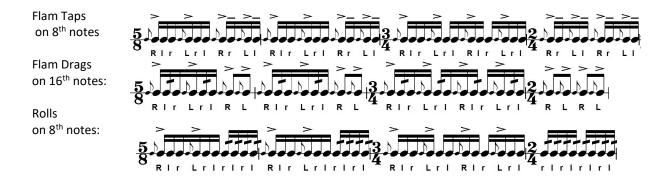
Variations: All Dynamics, Off the Left

Chuggeda (= 88-138)

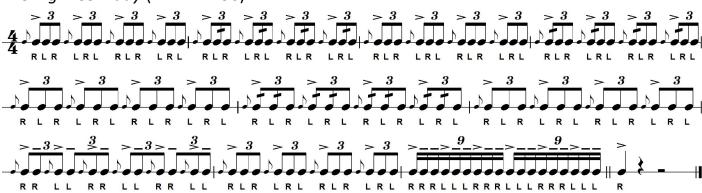


Variations:

All Dynamics, Replace 16th note groupings and 8th Note Groupings with Various Rudiments. Let Your Imagination Run Wild. Examples Below:

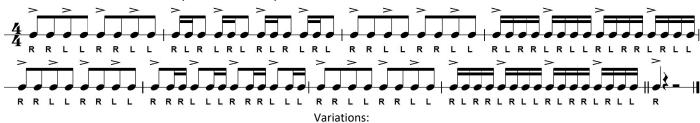


The Big Tree-Fiddy (J= 112-156)



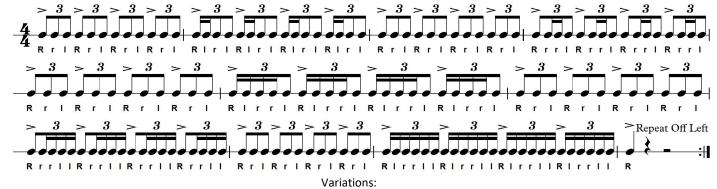
Variations:
All Dynamics, Play Without Flams

Paradiddles

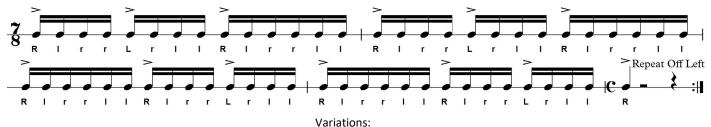


All Dynamics, One Height Only, Off the Left

Paradiddle-diddle Breakdown (J= 108-144)



All Dynamics, One Height Only



All Dynamics, One Height Only, Replace Paradiddle-diddles with Double Paradiddles



Bass Etude (J= 190)

Bryan T. Harmsen



Preparing for the Audition

As you prepare the material in this packet please be very diligent in focusing on timing, sound, and dynamics. While these exercises do not make up all of the material used during the course of the season, they provide a great basic structure to develop consistent sound quality and dynamic contrast. As in any musical situation, striving for perfect rhythm is essential. While there are tempo ranges listed on each exercises, we suggest playing each of these at a very slow tempo to start in order to develop a great understanding of detail within each passage and exercise. Please be aware, we will focus highly on the "how" versus the "what" as we evaluate each performer.

Here are a few basic notes regarding interpretation of the dynamics: mp - 3" height mf - 6" height f - 9" height f - 12" height. If you see two dynamics separated by a slash (f/mp), this means that the accents should be played at the first listed dynamic and the taps should be played at the second listed dynamic. Tenudo markings generally refer to half-way point between two listed. "Ping shots" will be marked with $\frac{\triangle}{2}$, whereas "Gawk shots" with be marked with $\frac{\triangle}{2}$. Practice all combinations of "tap" volume and accent volume that you can think of in the exercises.

Whether you are auditioning for Snare drum, Quads, or Bass drum, you should prepare the entirety of this packet on one drum/unison. Additional splits for bass drums and around patterns for quads will be given at auditions. Bass drummers should be prepared to play on a variety of different drums. Individual auditions will consist of exercises from within this packet.