

*Welcome to*

*Percussion  
Academy*

*Grade 3*

*A series of graded examinations  
Designed by drummers, for drummers.*

## **LIVE EXAMINATIONS**

*There are 2 forms of live, face to face examination available:  
ACADEMY GRADE and PERFORMANCE GRADE*

### **ACADEMY GRADE EXAMINATION:**

*Consists of:*

- 1. A selection of rudiments chosen by the examiner. played (and may be read) from this book.*
- 2. Three pieces to be played.*

*One of the pieces must be chosen from this book,  
and two from either this book or our backing track section.*

- 3. Supporting tests:*

#### **Sight reading**

*Study for a maximum of 1 minute and then attempt to play a short solo piece.*

#### **Ensemble**

*Accompany a soundtrack chosen by the examiner.*

#### **Repetition**

*Repeat a phrase after a second playing by the examiner.*

#### **Time signature**

*On being given the pulse, recognise the time signature of a  
rhythm, played twice by the examiner.*

#### **Musical genre**

*Candidates will be requested to play the genres listed on the genres page*

#### **Viva Voce**

*Candidates will be asked a maximum of 6 questions relating to either the pieces  
played or the drum kit, see the viva voce page.*

### **PERFORMANCE EXAMINATION:**

*Consists of:*

*4 pieces only to be played.*

*One of the pieces must be chosen from this book  
and three from either this book or our list of backing tracks.*

*No supporting tests are required for performance grade examinations.*

***A LIST OF BACKING TRACKS IS AVAILABLE ON OUR WEBSITE:***

***[www.percussionacademy.co.uk](http://www.percussionacademy.co.uk)***

# **RECORDED EXAMINATIONS**

*There are 2 forms of recorded examination available:  
PERFORMANCE GRADE and RECITAL GRADE*

## **PERFORMANCE GRADE EXAMINATION**

*The entire exam must be one continuous recording.*

*Each recording must be labelled with the candidate's name and the grade.*

*Consists of:*

*4 pieces only to be played.*

*One of the pieces must be chosen from this book*

*and three from either this book or our list of backing tracks.*

*No supporting tests are required for performance grade examinations.*

*Candidate to:*

*State their name at the start of the recording,*

*State the name of each piece prior to playing it.*

*GRADES 6-8 only: proof of identity should be shown at the beginning of the recording. If not possible a parent/guardian may show proof of identity and confirm the identity of the candidate.*

## **RECITAL GRADE EXAMINATION**

*Each piece may be a separate recording, each labelled with the candidate's name and the title of the piece to be performed.*

*Consists of:*

*4 pieces only to be played.*

*One of the pieces must be chosen from this book*

*and three from either this book or our list of backing tracks.*

*No supporting tests are required for performance grade examinations.*

*Candidate to:*

*State their name and the title of the piece to be performed.*

*Although Recital recordings are examined by our specialist examiners under the same strict conditions as all other Percussion Academy examinations, they do not attract UCAS points.*

*For further details of Recital exams please visit the Percussion Academy website.*

**IN DEPTH DETAILS OF RECORDED EXAMS AND A LIST OF  
BACKING TRACKS IS AVAILABLE ON OUR WEBSITE:**

***www.percussionacademy.co.uk***

# LEGEND

**CRASH**                      **CYM BELL**                      **RIDE**                      **CLOSED H.H.**

This block shows four drum symbols on a five-line staff. From left to right: CRASH is represented by a circled 'x' with a vertical line; CYM BELL is a circled asterisk with a vertical line; RIDE is a circled 'x' with a vertical line; and CLOSED H.H. is a circled 'x' with a vertical line. A double bar line is at the beginning of the staff.

**OPEN H.H.**                      **CLOSE H.H.**                      **SLACK H.H.**                      **SNARE**

This block shows four drum symbols on a five-line staff. From left to right: OPEN H.H. is a circled 'x' with a vertical line and a small circle above it; CLOSE H.H. is a circled 'x' with a vertical line and a plus sign above it; SLACK H.H. is a circled 'x' with a vertical line and a diagonal slash above it; and SNARE is a solid black oval. A double bar line is at the beginning of the staff.

**RIM SHOT**                      **RIM CLICK**                      **GHOSTED NOTE**                      **SMALL TOM**

This block shows four drum symbols on a five-line staff. From left to right: RIM SHOT is a solid black oval with a vertical line and an accent (>) above it; RIM CLICK is a solid black oval with a vertical line; GHOSTED NOTE is a solid black oval with a vertical line; and SMALL TOM is a solid black oval with a vertical line. A double bar line is at the beginning of the staff.

**MID TOM**                      **FLOOR TOM**                      **BASS**                      **PEDAL H.H.**

This block shows four drum symbols on a five-line staff. From left to right: MID TOM is a solid black oval with a vertical line; FLOOR TOM is a solid black oval with a vertical line; BASS is a solid black oval with a vertical line; and PEDAL H.H. is a circled 'x' with a vertical line. A double bar line is at the beginning of the staff.

# RUDIMENTS

REVERSE THE STICKING FOR A LEFT-HANDED KIT CONFIGURATION

## SINGLE STROKES

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

$\text{♩} = c100$

## DOUBLE STROKES

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

$\text{♩} = c136$

## PARADIDDLE

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

$\text{♩} = c128$

## FLAMS

lR rL lR rL lR rL lR rL

$\text{♩} = c112$

## DRAGS

lR rrL lR rrL lR rrL lR rrL

$\text{♩} = c72$

## RUFFS

lrlR rlrL lrlR rlrL

$\text{♩} = c80$

## 5 STROKE ROLL

R R L L R L L R R L

$\text{♩} = c120$



# CHANGING TIMES

*c*104

The score consists of seven systems of music for a drum set. The first system starts with a 5/4 time signature, a *p* dynamic, and a crescendo leading to *f*. It then changes to 4/4 time with *H.H.* and *mf* dynamics. The second system features a 5/4 time signature with *p* and *f* dynamics. The third system is in 4/4 time with *f* dynamics. The fourth system is in 4/4 time with *f* dynamics. The fifth system is in 4/4 time with *H.H.* and *mf* dynamics. The sixth system is in 5/4 time with *RIDE* and *mf* dynamics. The seventh system is in 4/4 time with *mp* and *ff* dynamics. The score includes various drum notations such as *H.H.*, *RIDE*, and *mf*, and dynamic markings like *p*, *f*, *mf*, *mp*, and *ff*. It also features time signature changes from 5/4 to 4/4 and back to 5/4.

# ROCK DOTS

$\text{♩} = c104$   
*ff* *mf* H.H.

*FINE*  
1. *CHOKE* 2.

*f* *FILL.....*

*mf*

*mf*

*mp*

*f* *D.S. al FINE*



# FLAMMED

$\text{♩} = c108$  H.H.

The musical score is written for a drum set and consists of several systems of music. The first system is in 4/4 time with a tempo of c108. It features a snare drum line with a triplet of eighth notes and a dynamic range from *p* to *f*. The second system continues the snare line with a triplet and a dynamic of *mf*. The third system shows a snare line with a triplet and a dynamic of *f*, followed by a snare line with a triplet and a dynamic of *f*. The fourth system is labeled 'RIDE' and features a snare line with a triplet and a dynamic of *mf*, followed by a snare line with a triplet and a dynamic of *mp*. The fifth system is in 3/4 time with a tempo of c160 and features a snare line with a triplet and a dynamic of *f*. The sixth system is labeled 'tempo 1' and features a snare line with a triplet and a dynamic of *p*. The seventh system is labeled 'H.H.' and features a snare line with a triplet and a dynamic of *mf*. The eighth system features a snare line with a triplet and a dynamic of *mp*. The ninth system features a snare line with a triplet and a dynamic of *ff*.

*p* *f* *mf*

1. 3. 2.

*f* *f*

RIDE *mf* 1. 2.

*mp* *f*

$\text{♩} = c160$

1. 2. *p*

tempo 1 H.H. *mf*

3. *mp* *ff*

# MIX UP

$\text{♩} = c120$  H.H.

*p*  $\curvearrowright$  *f*

2 2 FILL.....

(no repeat  
on D.S.) BELL

2

1. 2. FINE

*mf*

NEAREST CYMBAL BELL

*p* RALL.....

*f*

*D.S. al FINE*  
(no repeat)

# ODDS ON

*c104* *H.H.*

*ff* *mf*

*mp* (2nd X *mf*) *FILL.....*

*RIDE* *f*

*f*

*RRLRLRLRLRLRL*

*RRLRLRLRLRLRL* *D.C. al CODA*

*CODA* *BELL* *f* *Dim..... p*

# JAZZMIN

$\text{♩} = c152$

*pp* *ff* *mf*

*RIDE*  
*RIM CLICK*

1. *ff*

2. *ff*

*f*

*Rall.....*

*a tempo*  
*brushes (l.h. swish)*

*mp*

1. *mf*


2. *mf*



*mf*

*RALL.....*


*BELL*  
*(use butt of brush)*

# FIVE TO FOUR

*mf*  $\text{♩} = c152$  *RIDE*  *FILL.....*

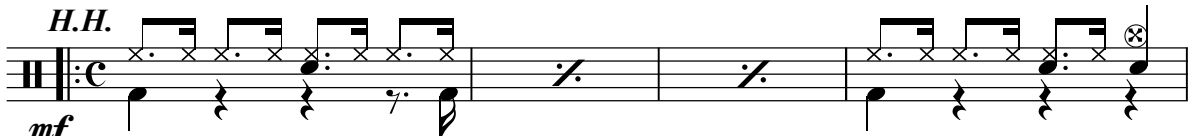


*pp* *mp* *mf*

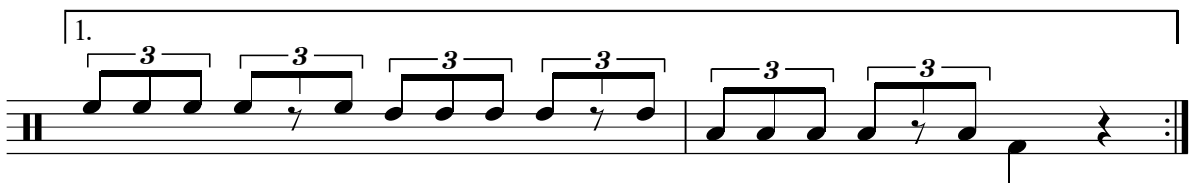


*f* *ff*

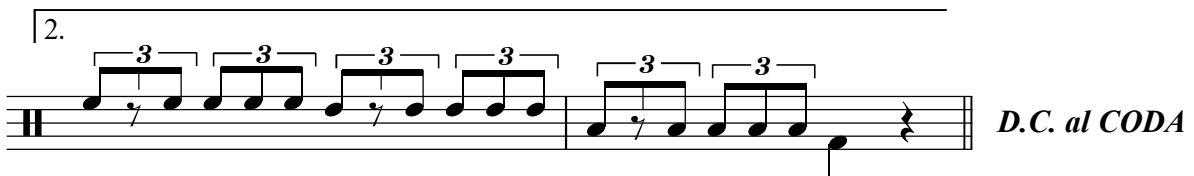
*H.H.* *mf*



1.

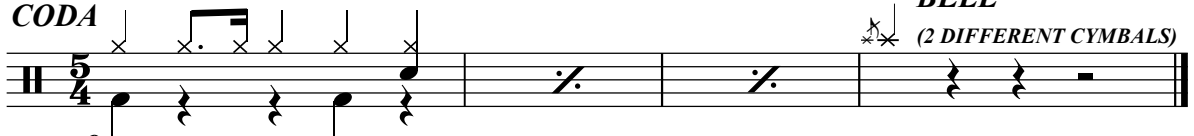


2.



*D.C. al CODA*

*CODA* *BELL* *(2 DIFFERENT CYMBALS)*



*mf* *p*

# ROUND ABOUT

$\text{♩} = c152$   
**RIDE**  
RIM CLICK  
*mf*

**PICK UP 1 BRUSH**  
SPLASH  
*mp*

*Cresc..... mf*

**2 BRUSHES**

*f*

1. **FILL.....**

2.

# SWING SO FAR

$\text{♩} = \text{♩} = \text{♩}$   
♩=c200

*f*

*H.H.(CLOSED)*

*mp*

*mf*

*mf*

*RIDE*

*mp* *Cresc.....*

*D.C.  
al  
CODA*

*CODA*

*mf*

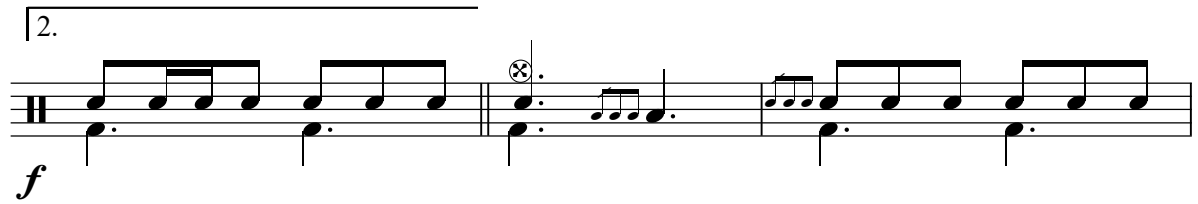
# YORK TOWN

$\text{♩} = c108$

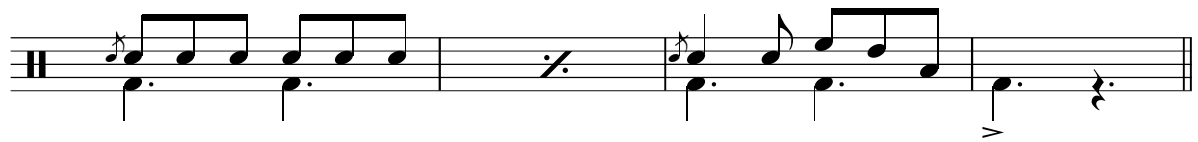


*mf* (Cresc 2x)

2.



*f*



*p* *f*

4



*CHOKE*



# TIAWANA

$\text{♩} = c128$  *F. TOM RIM*

Musical staff for *F. TOM RIM*. The staff is in 4/4 time and begins with a *CLICK* annotation. The first four measures contain quarter notes with 'x' marks above them. The next two measures are repeat signs. The final four measures contain eighth notes with 'x' marks above them. The dynamic marking *mp* is at the beginning.


Musical staff for *RIDE*. The staff is in 4/4 time and begins with a *CLICK* annotation. The first four measures contain quarter notes with 'x' marks above them. The next two measures are repeat signs. The final four measures contain eighth notes with 'x' marks above them. The dynamic marking *mf* is at the beginning.


Musical staff for *RIDE* continuation. The staff is in 4/4 time. The first four measures contain quarter notes with 'x' marks above them. The next two measures are repeat signs. The final four measures contain eighth notes with 'x' marks above them.

Musical staff for *D.C. al CODA*. The staff is in 4/4 time. It begins with a repeat sign, followed by a measure with a circled cross symbol. The next two measures are repeat signs. The final four measures contain quarter notes. The dynamic marking *mp* is at the end.

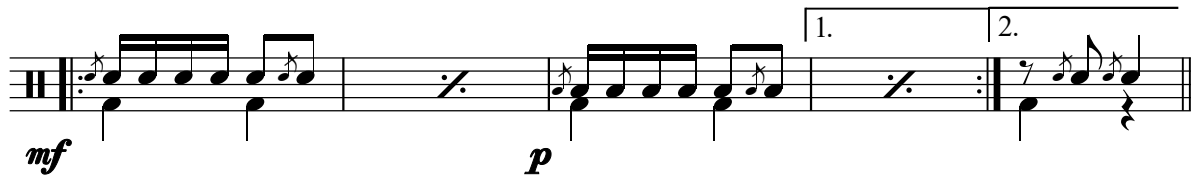
Musical staff for *CODA*. The staff is in 4/4 time. It begins with a circled cross symbol. The first four measures contain eighth notes. The next four measures contain eighth notes. The final measure contains a quarter note with a circled cross symbol. The dynamic marking *mp* is at the beginning and *f* is at the end.

# SPLASH AROUND

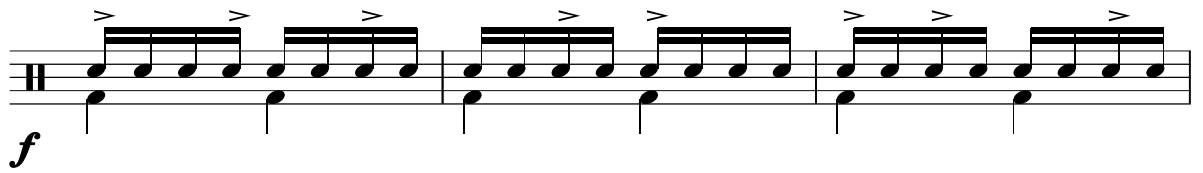
$\text{♩} = c100$  



*f*



*mf* *p*



*f*



*p* *f*

## SPLASH H.H.



*mf*

*D.C. al CODA*



## CODA

*CHOKE*



*f*

# SHUFFLED

$\text{♩} = c128$   
*RIDE*  
C  
*mf*

*f*

$\text{♩}$

*D.C. al CODA*

*CODA*  
*f*

*Rallentando*  
*mf* *Cresc.....* *ff*

# ROX

$\text{♩} = c104$

Musical notation for the first system of 'ROX'. It features a 4/4 time signature and a dynamic range from *p* to *ff*. The notation includes a series of eighth notes, a half note with an accent, and a section marked *H.H.* with a snare drum symbol. The system concludes with a repeat sign.

Musical notation for the second system of 'ROX', consisting of two first endings. The first ending leads back to the beginning of the piece, while the second ending concludes with a *FINE* marking.

Musical notation for the third system of 'ROX', featuring a *RIDE* pattern and a *FILL* section. The *RIDE* section is marked *f* and includes a series of eighth notes with 'x' marks. The *FILL* section is marked with diagonal lines and ends with a repeat sign.

Musical notation for the fourth system of 'ROX', featuring a *H.H.* pattern. The notation includes a series of eighth notes with 'x' marks and a dynamic marking of *mf*. The system ends with a repeat sign.

Musical notation for the fifth system of 'ROX', featuring a series of eighth notes and a dynamic marking of *mp*. The system ends with a repeat sign.

Musical notation for the sixth system of 'ROX', featuring a series of eighth notes and a dynamic marking of *f*. The system concludes with a *D.S. al FINE* marking and a final note with an accent.



# CONFUSED

$\text{♩} = c112$  *CHOKE* *RIDE*

*mp* *f*

2 2 *FILL.....*

(no repeat on D.S.)

*BELL*

*mf*

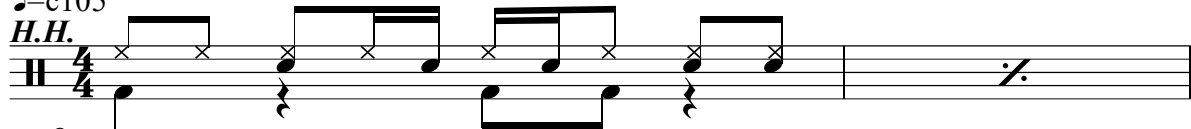
2

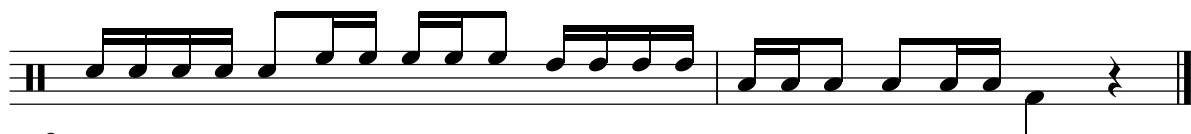
1. *CHOKE* *FINE* 2. *FILL.....*

*ff* *f*

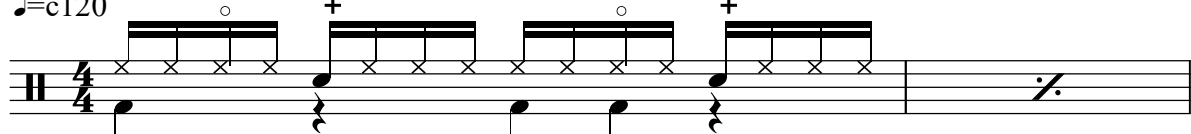
## SIGHT READING

The candidate will be requested to play one piece of music similar to one of the samples below. One minute will be allowed for studying the piece prior to playing.

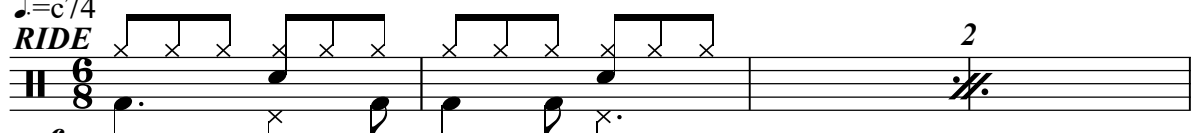
$\text{♩}=\text{c}105$   
**H.H.**  
  
*mf*

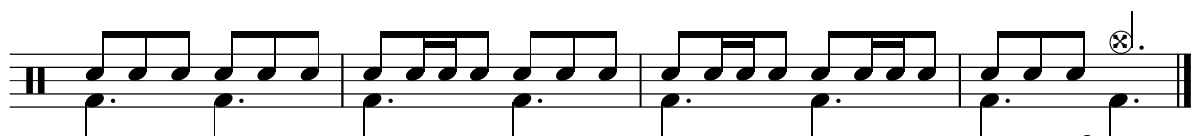


*f*

$\text{♩}=\text{c}120$   
  
*mf*



$\text{♩}=\text{c}74$   
**RIDE**  
  
*mf*



*f*

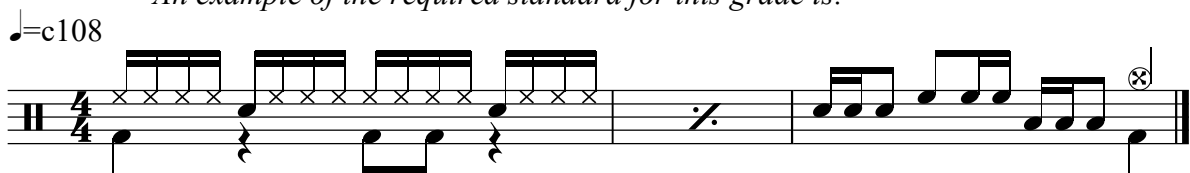
## ENSEMBLE

*Candidates will be requested to accompany a piece of music for approximately 45 seconds. Drum fills to be inserted as appropriate.  
An example of the required standard of rhythm for this grade is:*



## REPETITION

*Candidates will be requested to repeat a pattern played by the examiner.  
The examiner will play the pattern twice.  
An example of the required standard for this grade is:*



## TIME SIGNATURES

*Candidates will be requested to state the time signature of a 4 bar phrase played twice on the snare drum by the examiner. The pulse will be given and the first beat of each bar accented. Time signatures for this grade are:*

<b>4</b>	<b>3</b>	<b>2</b>	<b>6</b>	<b>12</b>
<b>4</b>	<b>4</b>	<b>4</b>	<b>8</b>	<b>8</b>



# MUSICAL GENRES

Candidates will be requested to improvise 3 bars in one of the following styles, ending with a fill bar.

## EXAMPLES OF REQUIRED STANDARD FOR THIS GRADE

### RHUMBA

SNARE OFF

$\text{♩} = c120$

*f* *fill.....*

### ROCK

$\text{♩} = c120$

*fill.....*

### $\frac{3}{4}$ ROCK

$\text{♩} = c100$

*fill.....*

### LATIN CHA

$\text{♩} = c112$

*fill.....*

### SHUFFLE

$\text{♩} = c120$

*fill.....*














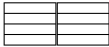







### BLUES

$\text{♩} = c90$

*fill.....*

# VIVA VOCE

Candidates will be asked a maximum of 6 questions from the following list.

<u>note</u>	<u>rest</u>		
 semibreve			
 minim			Decrescendo/Diminuendo (decresc/dim)
 crotchet			Crescendo (cresc)
 quaver			Dot extends the time value of the note/rest by 50%
 semiquaver			Accent (play note stronger (louder))
 demisemiquaver		<b>CODA</b>	Usually the final section
			Grace note
		$\frac{4}{4}$	Time signature. Indicates the number & type of beat per bar.
Point to the snare drum rim		$\frac{12}{8}$	Compound time signature (indicates 12 quavers per bar)
" " shell		$\text{♩} = 120$	Metronome Mark. Indicates tempo i.e. 120 beats per minute
" " lugs		$\text{♩}$	Repeat previous bar
" " tuning rods			
" " release lever			Staff
Explain the main difference between the heads of the snare drum (strength).			Bar line
Name the heads of the snare drum (batter & snare).		<b><i>ff</i></b>	fortissimo
Name the drums & cymbals.		<b><i>f</i></b>	forte
Name two additional cymbals.		<b><i>mf</i></b>	mezzo forte
Name two brand names of drum kits.		<b><i>mp</i></b>	mezzo piano
Name the parts of a drum stick (butt, shaft, shoulder, neck, tip).		<b><i>p</i></b>	piano
Name the three most popular woods from which drum sticks are manufactured. (Hickory, Maple, Japanese Oak).			1st time ending
State the reason for the cymbal tilter beneath the bottom hi hat cymbal, (to prevent airlock).			2nd time ending
 Dal Segno sign			Staccato (play in a short detached manner)
 Coda sign (play the coda section)			Tie (let the 1st note ring on for the combined length of both notes. In reality, unless the first note is rolled, the second note is treated as a rest)
<b>D. S. al coda</b> (repeat from  sign to  sign then play coda section)			L. V. (let vibrate)
<b>D. S. al fine</b> (repeat from  sign to fine)			Play type of note indicated by the total amount of tails, for the length of the note minus the extra tails, i.e. 8 demi semi quavers.(a roll)
<b>D.C. Da Capo</b> (play from the beginning)			
<b>D. C. al coda</b> (repeat from beginning to  sign then play coda section)			
<b>D. C. al fine</b> (repeat from beginning to fine)			



*Unpitched clef*



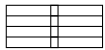
*Fermata (pause)*

*dim... Diminuendo*

*decresc... Decrescendo*



*Final double bar line*



*Double bar line*



*Repeat section of music  
between the dots*



*Repeat preceding number of bars as  
indicated*

***FINE*** *The finish*

*// Cesura (silent pause)*



*Repeat previous note*

***CHOKE*** *Catch (dampen) the cymbal (usually the crash cymbal)  
with the hand immediately after striking it*

***Rall*** *Rallentando (gradually slower)*

***Rit*** *Ritardando (gradually slower)*

***Accell*** *Accelerando (gradually faster)*

***a tempo*** *Resume tempo*



*Strong accent (play note stronger (louder))*



*Triplet (3 notes played in  
the time normally taken for 2)*



*Sextuplet (6 notes played in  
the time normally taken for 4)*

*Examiner's signature (live exams) .....*

*Each candidate will be required to present their individual copy of the book  
In live exams the examiner will sign the book.  
If necessary the book may be re-used for examination retakes by the same candidate.  
The book to be signed each time.*

***Photocopies, PDF's etc, of this book are not allowed.***