

Welcome to

*Percussion
Academy*

Grade 4

*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 GRADE 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

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.**

A single musical staff with a double bar line on the left. Four symbols are placed above the staff: a circled 'x' with a vertical line, a star with a vertical line, a plain 'x' with a vertical line, and a plain 'x' with a vertical line.

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

A single musical staff with a double bar line on the left. Four symbols are placed above the staff: a circled 'x' with a vertical line and a small circle above it, a plain 'x' with a vertical line and a plus sign above it, a plain 'x' with a vertical line and a leaf-like symbol above it, and a solid black note head on a stem.

RIM SHOT **RIM CLICK** **GHOSTED NOTE** **HIGH TOM**

A single musical staff with a double bar line on the left. Four symbols are placed above the staff: a solid black note head on a stem with an accent (>) above it, a solid black note head on a stem, a solid black note head on a stem, and a solid black note head on a stem.

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

A single musical staff with a double bar line on the left. Four symbols are placed above the staff: a solid black note head on a stem, a solid black note head on a stem, a solid black note head on a stem, and a plain 'x' with a vertical line.

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

$\text{♩} = c120$

DOUBLE STROKES

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

$\text{♩} = c160$

PARADIDDLE

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

$\text{♩} = c160$

FLAMS

/R /R rL rL /R /R rL rL

$\text{♩} = c120$

DRAGS

//R //R rrL rrL //R //R rrL rrL

$\text{♩} = c88$

RUFFS

lrlR rlrL lrlR rlrL lrlR rlrL lrlR rlrL

$\text{♩} = c72$

5 STROKE ROLL

R R L L R L L R R L

$\text{♩} = c160$

7 STROKE ROLL

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

$\text{♩} = c164$

9 STROKE ROLL

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

$\text{♩} = c164$

FLAM TAP

/R R rL L /R R rL L /R R rL L /R R rL L

$\text{♩} = c100$

FLAM ACCENT

/R L R rL R L /R

$\text{♩} = c200$

FLAMACUE

/R L R L /R rL R L R rL

$\text{♩} = c112$

FLAM PARADIDDLE

/R L R R rL R L L /R L R R rL R L L

$\text{♩} = c132$

IN THE MIX

$\text{♩} = c104$

ff *mf* H.H.

2.

p *mf*

f *p* *mf* *f* *p*

mf

D.C. al CODA (NO REPEAT)

CODA

mp *ff*

FIVE TO GO

$\text{♩} = c100 +$

mf

p *f*

RIDE

RIDE BELL+H.H.

f

mp

f

H.H.

p

ff

D.S. al CODA

CODA

SHUFFLE AROUND

$\text{♩} = c120$

RIDE

Top staff: $\text{♩} = c120$, **RIDE**, $\text{♩} = c120$. Dynamics: *f*. Measure 4 ends with a fermata and a '2' above the bar line.

Bottom staff: Bass drum part with triplets. Dynamics: *f*.

H.H.

Top staff: **H.H.**, $\text{♩} = c120$. Dynamics: *mf*. Measure 4 ends with a fermata and a '2' above the bar line.

Bottom staff: Bass drum part with triplets. Dynamics: *p* and *f*.

4 BARS IN TIME SOLO IN TRIPLETS

BELL

Top staff: **BELL**, $\text{♩} = c120$. Dynamics: *p*. Measure 4 ends with a fermata and a '2' above the bar line.

Bottom staff: Bass drum part with triplets and a rim shot. Dynamics: *f*. Includes the instruction **(STICK ON STICK RIM SHOT)**. Measure 4 ends with a fermata and a '2' above the bar line.

H.H.

Top staff: **H.H.**, $\text{♩} = c120$. Dynamics: *mp*. Measure 8 ends with a fermata and a '2' above the bar line.

Bottom staff: Bass drum part with triplets. Dynamics: *sfz*. Measure 8 ends with a fermata and a '2' above the bar line.

f

TOP HAT

$\text{♩} = c112$
H.H.
f

3 3

p mp mf

1. f 2. f 6


RIDE


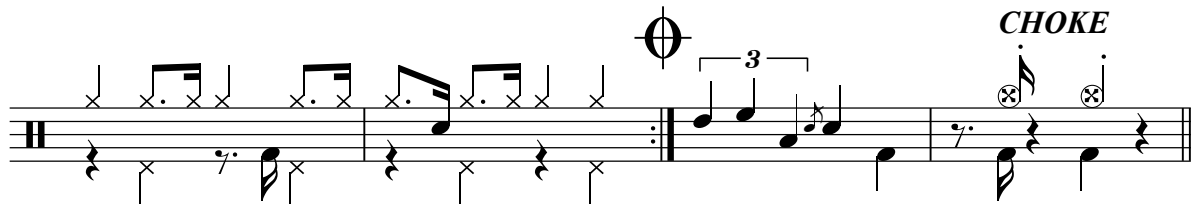
SOLO D.C. al CODA

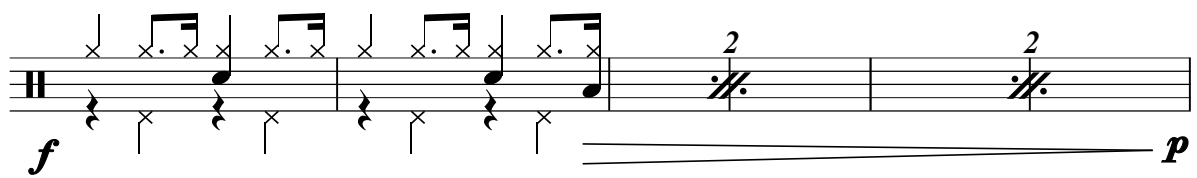
CODA
H.H.
mf

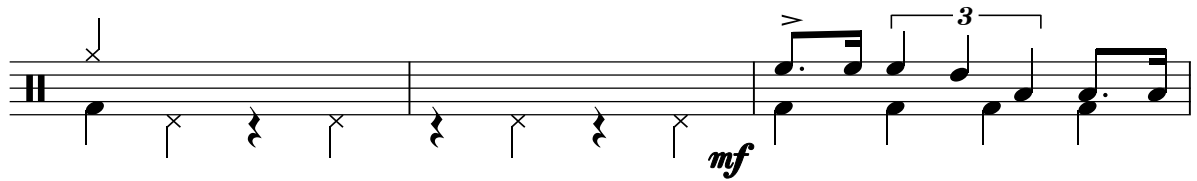
mp f

B. BOP

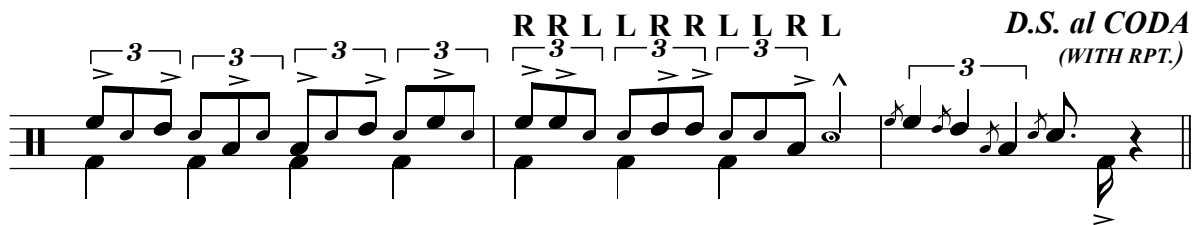
$\text{♩} = c144$  **RIDE**

f  **p**

mf 

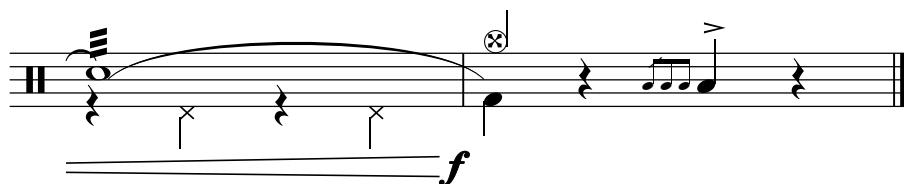
RRLRLRLRL **D.S. al CODA**
(WITH RPT.)



CODA

4 BARS IN TIME SOLO IN TRIPLETS

p 

f 

NINE O'CLOCK

$\text{♩} = c132$
f *mf* *RIDE*

p *f* *FINE*

TO BRUSHES *L.H. SWISH* *mp*

mf *p*

f

PICK UP STICKS

15 SECONDS SOLO, OUT OF TIME

D.S. al FINE

SINGLE HANDED

H.H. DAMPENED & RELEASED
BY HAND FOR 1st 6 BARS

$\text{♩} = c140$

mf

R L R L R L R

p *f* *mf* *RIDE*

f *ppp*

BELL

mf

4 BARS SOLO
LEADING TO...

f

R L R L R L R L R L

BOSS AROUND

♩=c132
BRUSHES

mp

mf **FINE**

TAKE STICK **RIDE (BRUSH)**
IN L.H.

mp

TO STICKS

p

f **FILL.....**

f

f **D.C. al FINE**

COOL SAMBA

$\text{♩} = c100$

fp *ff* *fp* *ff*

mf

mp

f

mf SNARES OFF

$\text{♩} = c100$

mf

RALL.....

mf

The score is written for three staves. The top staff is the piano part, starting with a dynamic of *fp* and *ff*. The middle staff is the snare part, starting with a dynamic of *mf* and *mp*. The bottom staff is the bass part, starting with a dynamic of *f* and *mf*. The tempo is marked $\text{♩} = c100$. The key signature has one sharp (F#). The time signature is 4/4. The score includes various articulations such as accents (>), slurs, and dynamic markings. There are also performance instructions like "SNARES OFF" and "RALL". The piece ends with a double bar line and a repeat sign.

LATIN TAN

$\text{♩} = c116$

ff

FINE
CHOKE

mp

mf

mf

$\text{♩} = c144$

mf

mf

mf

D.C. al FINE

mp *f*

CHILLED

♩=c124

H.H.

mf

2. *BRUSHES RIDE*

p

mf

TO STICKS *(RIDE)*

p *mf*

FILL

CHOKE

SHOW TIME

$\text{♩} = c116$

pp *f* *pp* *f* *pp* *f* *pp* *ff*

mf

f

p (2nd *x f*)

D.S. al CODA

CODA

p *f* *p* *f* *p*

INVERSION

$\text{♩} = c112$

ff *mf* *H.H.*

f

BELL *mf* *f*

SOLO

D.S.al CODA

CODA

mf

p *ff*

ROLL UP

$\text{♩} = c112$
H.H.
mf

RIDE
f *mp*

$\text{♩} = c72$
mf

Cresc.....

RALL.....
f *p*
D.C. al CODA

CODA
ff

SIXTEEN PLUS

$\text{♩} = c92$ **H.H. + BELL**

mf

ff

H.H.

mf *p*

f

1. 2. *Rall.....*

H.H. + BELL

a tempo

mf

ff

f

BREEZING THROUGH

$\text{♩} = c112$

p *f*

mf 1x+3x (2xmp) *p*

p

$\text{♩} = c116$

mf *p*

f *p*

mf *p*

p

f

FINE

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

$\text{♩}=\text{c}120$
RIDE

mf

CHOKE

$\text{♩}=\text{c}74$
RIDE

mf

f

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

$\text{♩} = c120$
4/4
fill.....

ROCK

$\text{♩} = c120$
4/4
fill.....

3/4 ROCK

$\text{♩} = c100$
3/4
fill.....

SHUFFLE

$\text{♩} = c120$
4/4
fill.....

BLUES

$\text{♩} = c90$
12/8
fill.....

BOSSA NOVA

$\text{♩} = c120$
4/4
fill.....

SWING




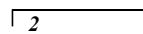

$\text{♩} = c136$
C
fill.....











LATIN CHA

$\text{♩} = c136$
4/4
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 (decrec/dim)
	crotchet		 Crescendo (cresc)
	quaver		 Dot extends the time value of the note/rest by 50%
	semiquaver		 Accent (play note stronger (louder))
	demisemiquaver		CODA Usually the final section
			 Grace note
			$\frac{4}{4}$ Time signature. Indicates the number & type of beat per bar.
			$\frac{12}{8}$ Compound time signature (indicates 12 quavers per bar)
			$\text{♩} = 120$ Metronome Mark. Indicates tempo i.e. 120 beats per minute
Point to the snare drum rim			 Repeat previous bar
" " shell			 Stave
" " lugs			 Bar line
" " tuning rods			ff fortissimo
" " release lever			f forte
Explain the main difference between the heads of the snare drum (strength).			mf mezzo forte
Name the heads of the snare drum (batter & snare).			mp mezzo piano
Name the drums & cymbals.			p piano
Name two additional cymbals.			pp pianissimo
Name two brand names of drum kits.			sfz Strongly accented
Name the parts of a drum stick (butt, shaft, shoulder, neck, tip).			 1st time ending
Name the three most popular woods from which drum sticks are manufactured. (Hickory, Maple, Japanese Oak).			 2nd time ending
State the reason for the cymbal tilter beneath the bottom hi hat cymbal, (to prevent airlock).			 Staccato (play in a short detached manner)
 Dal Segno sign			 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)
 Coda sign (play the coda section)			 L. V. (let vibrate)
D. S. al coda (repeat from  sign to  sign then play coda section)			 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)
D. S. al fine (repeat from  sign to fine)			
D.C. Da Capo (play from the beginning)			
D. C. al coda (repeat from beginning to  sign then play coda section)			
D. C. al fine (repeat from beginning to fine)			

	<i>Unpitched clef</i>	CHOKE	<i>Catch (dampen) the cymbal (usually the crash cymbal) with the hand immediately after striking it</i>
	<i>Fermata (pause)</i>	Rall	<i>Rallentando (gradually slower)</i>
<i>dim...</i>	<i>Diminuendo</i>	Rit	<i>Ritardando (gradually slower)</i>
<i>decresc...</i>	<i>Decrescendo</i>	Accell	<i>Accelerando (gradually faster)</i>
	<i>Final double bar line</i>	a tempo	<i>Resume tempo</i>
	<i>Double bar line</i>		<i>Strong accent (play note stronger (louder))</i>
	<i>Repeat section of music between the dots</i>		<i>Triplet (3 notes played in the time normally taken for 2)</i>
	<i>Repeat preceding number of bars as indicated</i>		<i>Sextuplet (6 notes played in the time normally taken for 4)</i>
FINE	<i>The finish</i>		<i>Repeat previous note</i>
//	<i>Cesura (silent pause)</i>		

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.