

*Welcome to*

*Percussion  
Academy*

*Grade 1*

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

# LEGEND

<b>CRASH</b> 	<b>CYM BELL</b> 	<b>RIDE</b> 	<b>CLOSED H.H.</b> 
<b>OPEN H.H.</b> 	<b>CLOSE H.H.</b> 	<b>SLACK H.H.</b> 	<b>SNARE</b> 
<b>RIM SHOT</b> 	<b>RIM CLICK</b> 	<b>GHOSTED NOTE</b> 	<b>HIGH TOM</b> 
<b>MID TOM</b> 	<b>FLOOR TOM</b> 	<b>BASS</b> 	<b>PEDAL H.H.</b> 

# RUDIMENTS

REVERSE THE STICKING FOR A LEFT-HANDED KIT CONFIGURATION

### SINGLE STROKES

*♩=c100*

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

### DOUBLE STROKES

*♩=c100*

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

### PARADIDDLE

*♩=c100*

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

### FLAMS

*♩=c80*

lR rL lR rL

GRADE 1

# CHOKEY

$\text{♩} = c92$

The score for 'CHOKEY' consists of two staves in 4/4 time. The first staff begins with a dynamic of *f* and includes notations for *H.H.* (Hi-Hat) and *CHOKE*. The second staff starts with a dynamic of *p* and includes *CHOKE* and *RIDE* notations. Dynamics range from *p* to *f*. The piece concludes with a *f* dynamic and a *CHOKE* notation.

# CROWDED

c 90 b.p.m.

The score for 'CROWDED' consists of two staves in 3/4 time. The first staff starts with a dynamic of *mf* and includes *H.H.* and *click* notations. The second staff begins with a first ending marked '1.' and a dynamic of *f*, followed by a second ending marked '2.' also in *f*. The piece ends with a dynamic of *p* and a *dim* (diminuendo) instruction.

# COOL BLUE

*slow blues tempo*

RIDE

The musical notation for 'COOL BLUE' consists of four staves. The first staff is labeled 'RIDE' and has a 12/8 time signature. It features a series of eighth notes with 'x' marks above them, indicating a ride cymbal pattern. The second staff has a dynamic marking of *mf* and includes a circled 'x' above a note. The third staff continues the ride cymbal pattern. The fourth staff has a dynamic marking of *f* and features a descending eighth-note line with a circled 'x' above the final note.

# ROCK 'EM UP

$\text{♩} = c100$

The musical notation for 'ROCK 'EM UP' consists of four staves. The first staff is in 4/4 time with a tempo marking of  $\text{♩} = c100$  and a dynamic marking of *mf*. It includes a circled 'x' above a note and is labeled 'H.H.'. The second staff has dynamic markings of *f*, *p*, and *f*, and is labeled 'RIDE'. The third staff has dynamic markings of *mf* and is labeled 'H.H.'. The fourth staff has dynamic markings of *p* and *f* with hairpins, and is labeled 'H.H.'. Above the notes in the third and fourth staves are rhythmic patterns: 'R R L L R R L L' and 'H.H.'.

# SWING THE BELL

$\text{♩} = \text{c}138$  CYM BELL

Musical score for 'SWING THE BELL' in 3/4 time, tempo  $\text{♩} = \text{c}138$ . The score consists of four staves. The first staff is labeled 'CYM BELL' and features a melody with accents and a 'RIDE' pattern. The second staff has dynamics *mf* and *f*. The third staff has dynamics *mp* and *f*. The fourth staff is labeled 'CYM BELL' and has a dynamic of *p*. The piece concludes with a double bar line.

# SWING OUT

$\text{♩} = \text{c}120$   
RIDE

Musical score for 'SWING OUT' in common time, tempo  $\text{♩} = \text{c}120$ . The score consists of two staves. The first staff is labeled 'RIDE' and features a melody with accents and triplets. The second staff has dynamics *mf* and *f*. The piece concludes with a double bar line.

# ODD ONE OUT

♩=c120

*RIDE*

Musical notation for the first staff of 'ODD ONE OUT'. It features a 5/4 time signature and a tempo of ♩=c120. The staff contains a series of rhythmic patterns: a dotted quarter note followed by a quarter note, a quarter note followed by a quarter note, and a quarter note followed by a quarter note. There are also rests and a final triplet of eighth notes. The dynamic marking is *mf*.

Musical notation for the second staff of 'ODD ONE OUT'. It continues the rhythmic patterns from the first staff. The dynamic marking is *mp*, and there is a crescendo leading to a final *f* dynamic.

Musical notation for the third staff of 'ODD ONE OUT'. It continues the rhythmic patterns. The dynamic marking is *mf*.

Musical notation for the fourth staff of 'ODD ONE OUT'. It features a triplet of eighth notes and ends with a double bar line. The dynamic marking is *f*.

# BRUSHED OFF

*R.H. BRUSH ON RIDE*

*L.H. STICK*

♩=c120

Musical notation for the first staff of 'BRUSHED OFF'. It features a common time signature and a tempo of ♩=c120. The staff contains a series of rhythmic patterns: a dotted quarter note followed by a quarter note, a quarter note followed by a quarter note, and a quarter note followed by a quarter note. There are also rests and a final quarter note. The dynamic marking is *mp*. The text '2 BRUSHES' is written above the staff.

Musical notation for the second staff of 'BRUSHED OFF'. It features a triplet of eighth notes and a quarter note. The dynamic marking is *mf*.

Musical notation for the third staff of 'BRUSHED OFF'. It features a triplet of eighth notes and a quarter note. The dynamic marking is *mf*.



# ROUND AND ROUND

*SNARE OFF*

$\text{♩} = c92$

*mf* *f* *mf* *f* *f* **CHOKE**

Detailed description: This musical score is for a snare drum piece titled 'ROUND AND ROUND'. It is in 2/4 time with a tempo of approximately 92 beats per minute. The score consists of three staves. The first staff begins with a dynamic of *mf* and features a rhythmic pattern of eighth notes with a snare drum accompaniment of quarter notes. The second staff continues this pattern, with dynamics alternating between *mf* and *f*. The third staff features a more complex rhythmic pattern with accents and ends with a **CHOKE** instruction.

# JAMAICA WAY

$\text{♩} = c130$

**BELL**

*mf* *f*

Detailed description: This musical score is for a bell piece titled 'JAMAICA WAY'. It is in 2/2 time with a tempo of approximately 130 beats per minute. The score consists of four staves. The first staff begins with a dynamic of *mf* and features a rhythmic pattern of quarter notes with a bell accompaniment of quarter notes. The second staff continues this pattern, with dynamics alternating between *mf* and *f*. The third and fourth staves feature a more complex rhythmic pattern with accents and end with a **CHOKE** instruction.

# THREE'S A CROWD

$\text{♩} = c92$

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

RIDE

*mf* (2x *mp*)

*f*

# MONTEGO

$\text{♩} = c108$

MUTE R R L R L R R L L

SNARE

*mf*

R R L R L R R L L

*f*

*D.C. al CODA*

CODA

*mp* *f*

# EAST SIDE SHUFFLE

♩=c112

H.H.

Musical staff for H.H. part 1. The staff is in 12/8 time. It begins with a *mf* dynamic and features a series of eighth notes with 'x' marks above them. The piece concludes with a *p* to *f* crescendo and a circled 'x' at the end.

Musical staff for H.H. part 2. It continues the eighth-note pattern from the first staff, ending with a circled 'x'.

RIDE

Musical staff for RIDE part 1. It features a series of eighth notes with 'x' marks above them, starting with a *mf* dynamic.

Musical staff for RIDE part 2. It begins with a *p* dynamic, followed by a *RIT.....* marking, and then a *CHOKE* marking. The piece ends with a *p* to *f* crescendo and a circled 'x'.

# RUMBLE

♩=c120

Musical staff for RUMBLE part 1. The staff is in 4/4 time. It begins with a *p* dynamic and features a series of eighth notes. The piece concludes with a *f* dynamic and a circled 'x'.

Musical staff for RUMBLE part 2. It features a first ending (1.) and a second ending (2.) with a circled 'x' at the end.

Musical staff for RUMBLE part 3. It begins with a *mf* dynamic and features a series of eighth notes.

Musical staff for RUMBLE part 4. It begins with a *p* dynamic and features a series of eighth notes. The piece concludes with a *p* to *f* crescendo and a circled 'x'.

# CHILL TIME

$\text{♩} = c112$   
H.H.

*p* *mf*

RIDE *mf* FILL

H.H. *p* *mf* FILL

*p* *f*

# JUST COASTING

$\text{♩} = c104$  FINE

*f* (on D.C. *mp* Cresc...)

RIDE *mf* *f*

H.H. *p* *mf*

D.C. al 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.

$\text{♩} = c105$   
H.H.  
4/4  
*mf*

*f*

$\text{♩} = c100$   
RIDE  
3/4  
*mf* *f*

$\text{♩} = c100$  SNARES OFF  
2/4  
*mf*

*mp* *f*

## ENSEMBLE

*Candidates will be requested to accompany a piece of music for approximately 45 seconds. Drum fills may be inserted as appropriate but are not necessary. An example of the required standard of rhythm for this grade is:*

♩=c110

## 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:*

♩=c110

## TIME SIGNATURES

*Candidates will be requested to state the time signature of a 4 bar phrase played twice by the examiner. The pulse will be given. Examples for this grade are:*

♩=c90

♩=c90

♩=c90

# 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

ROCK  
♩=c120

3/4 ROCK  
♩=c100

BLUES  
♩=c90

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

<i>note</i>	<i>rest</i>		Crescendo
			Dot extends the time value of the note/rest by 50%
			Accent (play note stronger (louder))
		D.C.	Da Capo (play from the beginning)
			Time signature. Indicates the number & type of beat per bar.
	<i>repeat section of music between the dots</i>		Metronome Mark. Indicates tempo i.e. 120 beats per minute
<i>Point to the snare drum rim</i>			Repeat previous bar
" "	<i>shell</i>		Staff
" "	<i>lugs</i>		Bar line
" "	<i>tuning rods</i>		Final double bar line
" "	<i>release lever</i>	<b><i>ff</i></b>	fortissimo
<i>Explain the main difference between the heads of the snare drum (strength).</i>		<b><i>f</i></b>	forte
<i>Name the heads of the snare drum (batter &amp; snare).</i>		<b><i>mf</i></b>	mezzo forte
<i>Name the drums &amp; cymbals.</i>		<b><i>mp</i></b>	mezzo piano
		<b><i>p</i></b>	piano

*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.***