

*Welcome to*

*Percussion  
Academy*

*Grade 6*

*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***

# **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)***





7 STROKE ROLL

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

$\text{♩} = c92$

9 STROKE ROLL

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

$\text{♩} = c140$

6 STROKE ROLL

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

$\text{♩} = c76$

FLAM TAP

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

$\text{♩} = c84$

FLAM ACCENT

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

$\text{♩} = c94$

FLAM ACUE

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

$\text{♩} = c148$

FLAM PARADIDDLE

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

$\text{♩} = c148$

## DRAG PARADIDDLE

$\text{♩}=\text{c}120$

//R L R R rrL R L L

Musical notation for Drag Paradiddle: A single staff with a treble clef and a common time signature. The tempo is marked as quarter note = 120. The rhythm consists of eighth notes. The notes are: quarter rest, eighth note G4, eighth note A4, quarter note B4, quarter note C5, quarter note B4, eighth note A4, eighth note G4, quarter note F4, quarter note E4, quarter note D4, quarter note C4. There are two 'X' marks under the first and third eighth notes. The piece ends with a repeat sign and a double bar line.

## DRAG &amp; STROKE

$\text{♩}=\text{c}92$

//R R rrL L //R R rrL L

Musical notation for Drag & Stroke: A single staff with a treble clef and a common time signature. The tempo is marked as quarter note = 92. The rhythm consists of eighth notes. The notes are: quarter rest, eighth note G4, eighth note A4, quarter note B4, quarter note C5, quarter note B4, eighth note A4, eighth note G4, quarter note F4, quarter note E4, quarter note D4, quarter note C4. There are two 'X' marks under the first and third eighth notes. The piece ends with a repeat sign and a double bar line.

## DOUBLE DRAG &amp; STROKE

$\text{♩}=\text{c}100$

//R //R L rrL rrL R

Musical notation for Double Drag & Stroke: A single staff with a treble clef and a common time signature. The tempo is marked as quarter note = 100. The rhythm consists of eighth notes. The notes are: quarter rest, eighth note G4, eighth note A4, quarter note B4, quarter note C5, quarter note B4, eighth note A4, eighth note G4, quarter note F4, quarter note E4, quarter note D4, quarter note C4. There are two 'X' marks under the first and third eighth notes. The piece ends with a repeat sign and a double bar line.

## RATAMACUE

$\text{♩}=\text{c}112$

//R L R L rrL R L R //R L R L rrL R L R

Musical notation for Ratamacue: A single staff with a treble clef and a 4/4 time signature. The tempo is marked as quarter note = 112. The rhythm consists of eighth notes. The notes are: quarter rest, eighth note G4, eighth note A4, quarter note B4, quarter note C5, quarter note B4, eighth note A4, eighth note G4, quarter note F4, quarter note E4, quarter note D4, quarter note C4. There are two 'X' marks under the first and third eighth notes. The piece ends with a repeat sign and a double bar line.

## PARADIDDLE DIDDLE

$\text{♩}=\text{c}120$

RLR RLL R LRL L RR L

Musical notation for Paradiddle Diddle: A single staff with a treble clef and a 6/8 time signature. The tempo is marked as quarter note = 120. The rhythm consists of eighth notes. The notes are: quarter rest, eighth note G4, eighth note A4, quarter note B4, quarter note C5, quarter note B4, eighth note A4, eighth note G4, quarter note F4, quarter note E4, quarter note D4, quarter note C4. There are two 'X' marks under the first and third eighth notes. The piece ends with a repeat sign and a double bar line.

## DOUBLE PARADIDDLE

$\text{♩}=\text{c}128$

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

Musical notation for Double Paradiddle: A single staff with a treble clef and a 4/4 time signature. The tempo is marked as quarter note = 128. The rhythm consists of eighth notes. The notes are: quarter rest, eighth note G4, eighth note A4, quarter note B4, quarter note C5, quarter note B4, eighth note A4, eighth note G4, quarter note F4, quarter note E4, quarter note D4, quarter note C4. There are two 'X' marks under the first and third eighth notes. The piece ends with a repeat sign and a double bar line.

## TRIPLE PARADIDDLE

$\text{♩}=\text{c}172$

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

Musical notation for Triple Paradiddle: A single staff with a treble clef and a 4/4 time signature. The tempo is marked as quarter note = 172. The rhythm consists of eighth notes. The notes are: quarter rest, eighth note G4, eighth note A4, quarter note B4, quarter note C5, quarter note B4, eighth note A4, eighth note G4, quarter note F4, quarter note E4, quarter note D4, quarter note C4. There are two 'X' marks under the first and third eighth notes. The piece ends with a repeat sign and a double bar line.

# SUPER COOL

$\text{♩} = c100$

**f**

1.

2.

**mf**

**BELL**

**p** **mf**

**p** **f**

**BELL** **FILL.....**

**mf**

**H.H.**

**f** **SOLO IN 5/4 for 30 secs** **D.S. at CODA**

**CODA** **ACCELL & RPT AD LIB** **f** **p**

Detailed description: This is a percussion score for a piece titled 'SUPER COOL' at Grade 6 level. The tempo is marked as quarter note = c100. The score consists of ten staves of music. The first staff is in 4/4 time, marked **f**, and features a complex rhythmic pattern with many rests. The second staff is in 9/8 time, marked **mf**, and continues the rhythmic complexity. The third staff is marked **BELL** and **mf**. The fourth staff is marked **p** and **mf**. The fifth staff is marked **p** and **f**. The sixth staff is marked **BELL** and **FILL.....**. The seventh staff is marked **mf** and **H.H.**. The eighth staff is marked **f** and **SOLO IN 5/4 for 30 secs**, with a **D.S. at CODA** instruction. The ninth staff is marked **CODA**, **ACCELL & RPT AD LIB**, **f**, and **p**. The score includes various musical notations such as rests, beams, slurs, and dynamic markings.



# THE PUZZLE

♩=c92

ff *mf*

Musical staff 1: Drum set notation. It begins with a 4/4 time signature and a tempo marking of ♩=c92. The first measure contains a sixteenth-note pattern with a dynamic marking of *ff*. This is followed by three measures of similar sixteenth-note patterns, each with a bracket above labeled '6'. The fourth measure has a dynamic marking of *mf* and features a bell sound effect (marked with a circled X) and a snare drum sound effect (marked with an asterisk). The staff ends with a repeat sign.

FILL..... BELL

Musical staff 2: Drum set notation. It starts with a repeat sign, followed by a 'FILL.....' section indicated by diagonal slashes. This is followed by a 'BELL' section with a circled X and asterisk, and a snare drum sound effect (marked with an asterisk). The staff ends with a repeat sign.

SNARES OFF

Musical staff 3: Drum set notation. It starts with a repeat sign, followed by a snare drum sound effect (marked with an asterisk) and a circled X. The instruction 'SNARES OFF' is written above the staff. The staff ends with a repeat sign.

f 6 BARS SIMILE

Musical staff 4: Drum set notation. It begins with a dynamic marking of *f* and a sixteenth-note pattern. The instruction '6 BARS SIMILE' is written above the staff. The staff ends with a repeat sign.

FILL..... SNARES ON C. BELL & H.H. mf

Musical staff 5: Drum set notation. It starts with a 'FILL.....' section indicated by diagonal slashes. This is followed by a 'SNARES ON' section with a circled X and asterisk. The instruction 'C. BELL & H.H.' is written above the staff. The dynamic marking *mf* is below the staff. The staff ends with a repeat sign.

Musical staff 6: Drum set notation. It features a snare drum sound effect (marked with an asterisk) and a sixteenth-note pattern. The staff ends with a repeat sign.

2 mp mf

Musical staff 7: Drum set notation. It starts with a double bar line and a dynamic marking of *mp*. This is followed by a snare drum sound effect (marked with an asterisk) and a sixteenth-note pattern. The dynamic marking *mf* is below the staff. The staff ends with a repeat sign.

f

Musical staff 8: Drum set notation. It begins with a dynamic marking of *f* and a sixteenth-note pattern. The first ending bracket is labeled '1.' and contains three measures of sixteenth-note patterns, each with a bracket above labeled '3'. The staff ends with a repeat sign.

2. CHOKE

Musical staff 9: Drum set notation. It starts with a dynamic marking of *mf* and a sixteenth-note pattern. The second ending bracket is labeled '2.' and contains two measures of sixteenth-note patterns, each with a bracket above labeled '6'. The instruction 'CHOKE' is written above the staff. The staff ends with a repeat sign.

# SO HOT

$\text{♩} = c100$

*f* *mf* *H.H.*

*f*

*p* *Cresc...*

*f*

*RPT ad lib*  
*ACCELL & CRESC..*

*SOLO 45 SECS LEADING TO:*

*mf*

*D.S. al CODA*

*CODA*

*p*

*ff*

# OUTA TIME

*♩=c84* **H.H.** *FILL.....*

*mf*

*f*

**4 BARS TOM SOLO**

**SNARES OFF**

*mf*

*mp* *f*

**GRADUALLY OPEN OUT //** **SNARES ON** **OUT OF TIME SOLO** **20 SECS** **D.C.al CODA**

**R R L L R R L L R R L L R R L L R R L L R R L L R**

**CODA**

*mp* *f*

# SWING IT UP

*♩=c140*  
**RIDE**

*f*  
*mf*  
*f*  
*p* *f*  
*f* **FILL.....**

**BELL**

*mf*  
*p* *f*  
*mp* **CODA**  
**FILL.....** **CODA** *f*

# CALL THE SHOTS

$\text{♩} = c154$  *RIDE*

*fp* *mf*

*mp*

*mf* *CLICK*

*H.H. (open & close by hand)*

*8 BAR SOLO IN TRIPLETS* *mf*

*RIMS*

*mp*

*RIDE* *CLICK* *ACCELL.....*

*mf*

$\text{♩} = c200$

*mp (2nd x mf)* *STICK ON STICK R.SHOTS*

*CHOKES*

*cresc..... ff*

# ROUND ABOUT FIVE

$\text{♩} = c140$

*mf*

*ff*

*RIDE*

*mf*

(STRAIGHT QUAVERS)

*D.C. al CODA*

*p*

*CODA BELL*

*mf* *mp*

*ff*

# JAZZIN' AROUND

$\text{♩} = c108$

*mp*

$\text{♩} = c108$

**BELL**

*mf*

1. 2.

**2 BELLS**

*mf*

**2 CYMBALS**  
DAMP //

**BRUSHES (L.H. SWISH)**

*mp* *mf*

*D.C. al CODA*  
(to sticks)

7

*mp* *mf* *f*

**CODA**

*mf*

*ff*

# SWITCHING

♩ = c72

Musical staff with dynamics *fp* and *f*. The staff shows a melodic line starting with a half note, followed by eighth notes, and ending with a half note. A dynamic hairpin indicates a crescendo from *fp* to *f*.

*RIDE*

Musical staff with dynamic *mf*. The staff shows a rhythmic pattern of eighth notes with 'x' marks above them, followed by a rest and a half note.

Musical staff with dynamic *f*. The staff shows a melodic line with eighth notes and a half note, ending with a half note. A dynamic hairpin indicates a crescendo to *f*.

*H.H.*

Musical staff with dynamic *mf*. The staff shows a rhythmic pattern of eighth notes with 'x' marks above them, followed by a first ending bracket.

Musical staff showing second and third endings. The second ending is a half note, and the third ending is a half note with accents.

*CHOKE* *MUTE SNARE*

Musical staff with dynamics *mp* and *mf*. The staff shows a melodic line with a triplet and a half note. A dynamic hairpin indicates a crescendo from *mp* to *mf*.

Musical staff with dynamic hairpin. The staff shows a melodic line with a half note and a half note. A dynamic hairpin indicates a crescendo.

*OPEN OUT.....TO* *LET RING*

Musical staff with dynamics *fp* and *f*. The staff shows a melodic line with a half note and a half note. A dynamic hairpin indicates a crescendo from *fp* to *f*.



# SHOW MIX

♩=c160 *SNARES OFF*

*BELL*

*f*

*f*

*mf* **REPEAT AD LIB AND FADE TO *pp***

*f*

*2 DIFFERENT BELLS*

♩=c120 *H.H.*

*mp*

1. *D.C. al CODA*

*mf*

*CODA IN TIME SOLO 45 SECONDS*

*f*

*f*

*ppp*

# DOUBLE HIT

$\text{♩} = c84$

*f* *mf*

*mp*

*CHOKE* *CHOKE*

*f*

*CHOKE*

*f*

*H.H.+*  
*CYM*  
*BELL*

*mf*

*mf*

*FILL.....*

*FILL.....*

*SOLO OUT OF TIME APPROX 20 SECONDS*

$\text{♩} = c60$

*mp* *mf*

DOUBLE HIT

The first staff of music is in 2/4 time and consists of two measures. The first measure is marked with a forte *f* dynamic and contains a continuous eighth-note pattern. The second measure is marked with a fortissimo *ff* dynamic and contains a similar eighth-note pattern, with four groups of five notes each bracketed and labeled with the number '5'.

The second staff is in 2/4 time and contains a single measure with a fermata over the note. A circled 'X' is placed above the staff. To the right of the staff, the text *D.C. al CODA* is written.

The CODA section is in 4/4 time and consists of two measures. The first measure is marked with a forte *f* dynamic and contains a continuous eighth-note pattern. The second measure contains a similar eighth-note pattern, with a fermata over the final note. The section ends with a double bar line.

GRADE 6  
MAZE

♩=84

6

*f*

H.H.

*mf*

R.SHOT

cresc.....

*p*

*f*

*mf*

1.

2.

RIDE

*f*

MAZE

*H.H.*

*dim..... p*

*f*

The musical score is written for a snare drum in 4/4 time. The first staff begins with a dynamic marking of *dim.* (diminuendo) and a dotted line indicating a gradual decrease in volume. The second staff begins with a dynamic marking of *f* (forte) and features several accents (>) over the notes. The piece concludes with a double bar line.

# 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.

## H.H.+ C.BELL

$\text{♩}=\text{c}94$   
mf

*f*

$\text{♩}=\text{c}120$   
*RIDE*  
mf

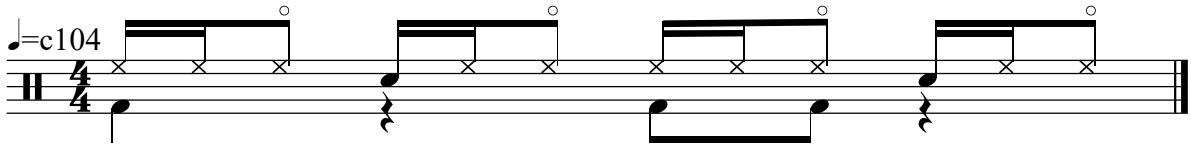
*f*

$\text{♩}=\text{c}72$   
*RIDE*  
mf

*ff*

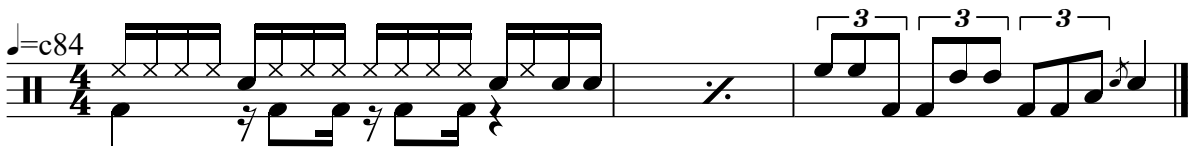
## ENSEMBLE

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>7</b>	<b>5</b>	<b>4</b>	<b>3</b>	<b>2</b>	<b>6</b>	<b>9</b>	<b>12</b>
<b>4</b>	<b>4</b>	<b>4</b>	<b>4</b>	<b>4</b>	<b>8</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

$\text{♩} = c120$

fill.....

### ROCK

$\text{♩} = c120$

fill.....

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

$\text{♩} = c100$

fill.....

### DISCO 8'S

$\text{♩} = c98$

fill.....

### SHUFFLE

$\text{♩} = c120$

fill.....

### BLUES

$\text{♩} = c90$

fill.....



BOSSA NOVA

♩=c120

fill.....

SWING

♩=c136

fill.....

LATIN CHA

♩=c136

fill.....

TANGO

♩=c120

fill.....

MAMBO  
SNARE OFF

♩=c152

fill.....

SIXTEENS











♩=c120

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		<b>CODA</b> 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)
Point to the snare drum rim			$\text{♩} = 120$ Metronome Mark. Indicates tempo i.e. 120 beats per minute
" " shell			$\text{♩}$ Repeat previous bar
" " lugs			 Stave
" " tuning rods			 Bar line
" " release lever			<b>ff</b> fortissimo
Explain the main difference between the heads of the snare drum (strength).			<b>f</b> forte
Name the heads of the snare drum (batter & snare).			<b>mf</b> mezzo forte
Name the drums & cymbals.			<b>mp</b> mezzo piano
Name two additional cymbals.			<b>p</b> piano
Name two brand names of drum kits.			<b>pp</b> pianissimo
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)
<b>D. S. al coda</b> (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)
<b>D. S. al fine</b> (repeat from  sign to fine)			
<b>D.C.</b> Da Capo (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)			

	<i>Unpitched clef</i>	<b>CHOKE</b>	<i>Catch (dampen) the cymbal (usually the crash cymbal) with the hand immediately after striking it</i>
	<i>Fermata (pause)</i>	<b>Rall</b>	<i>Rallentando (gradually slower)</i>
<i>dim...</i>	<i>Diminuendo</i>	<b>Rit</b>	<i>Ritardando (gradually slower)</i>
<i>decresc...</i>	<i>Decrescendo</i>	<b>Accell</b>	<i>Accelerando (gradually faster)</i>
	<i>Final double bar line</i>	<b>a tempo</b>	<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>
<b>FINE</b>	<i>The finish</i>		<i>Repeat previous note</i>
//	<i>Cesura (silent pause)</i>	<b>Segue</b>	<i>Carry on to the next section without pausing</i>
<b>Voce</b>	<i>Voice</i>	<b>Ad Lib</b>	<i>Ad libitum (at liberty)</i>
<b>Colla</b>	<i>With the (follow)</i>	<b>Simile</b>	<i>Continue in similar style</i>
<b>Tacet</b>	<i>Silent, do not play</i>	<b>Primo</b>	<i>First</i>
<b>Tempo 1 or Tempo Prima</b> <i>Resume original tempo</i>			

*Candidate's signature.....*

*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.*