

Instructions for Specific Exercises

Below are some instructions or tips about some of the exercises that you might find helpful.

8s

Battery

- Play with full rebound, even the 16ths.
- Play at a variety of heights and tempos.
- Lower heights should have a firm sound.
- Basses – play unison, 8ths, 16th, 3s, and 4s.

Keyboards

- Play block chords as written, but you should also practice various combination of permutations. 1,4/2,3 in 8th notes, 1324 in 16th notes, 4231 in 16th notes, etc. Play through as many combinations as you can think of.

Accent/Tap

Battery

- Control the downstroke to keep taps low, use rebound for consecutive higher notes.
- Tap sound should be full.
- Practice mainly at 12/3”.

Keyboards

- For the Div part – pick a note (upper or lower) to learn. We may change your note at the camp, but hopefully that would be a quick adjustment.

Triplet Accent

Battery only

- Marking time correctly is important in this one.
- Try adding flams if you want, but only if you can play the check perfectly and consistently with your feet.

20 Rolls

- Play at a variety of tempos and heights.
- Maintain good diddle quality.
- Your feet/the pulse will change to the dotted eighth at the marking.

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Battery

- Learn the check first. Work on the sound quality/heights, and memorize.
- You will put rudiments in this one after you've memorized the check. Duple-based rudiments (flam taps, inverts, paradiddles, etc.) go on the groups of 4 notes, triple based rudiments (flam drags, cheese, etc.). go on the groups of 3.
 - Duple-based rudiments for this exercise: paradiddles (16th and 32nd based), flam taps, inverts, 3 strokes.
 - Triple-based rudiments for the exercise: flam drags, cheese, paradiddle-diddles, double paradiddles.
 - For the whole exercise (all notes, not just groups of 3 or 4): flam the check, diddles on any of the 16ths in each group (1st of the group, 2nd of the group, etc.), rolls.

Questions? Post your question in the audition group, or email Dr. Rosener at rosendb@auburn.edu.

AU Drumline Exercises 2021

8s

♩=110-150

4/4

r l r l r

6

l r l r l

11

r l r l

15

r l r l

Accent Tap

♩=110-160

18

r l r l

22

r l r l

26

r l r r r l l l r r r l r l l r l r r l l l r r r

30

l l l r r r l l l r l r r l r l l r l l r l l l r l r r l l r l r r l r l l r l l r r l r l l r l l r r l l l

34

r l l r r r l r l l l r r l l l r r r l l l

Triplet Accent

(also add diddles and flams on 1st, 2nd, 3rd partial)
♩ = 140-180

40

46

51

20 Rolls

♩ = 100-132

54 (>)

accent on repeat only

58

62

66



75764

♩ = 90-120

69

7/4

mf

73

5/4

77

7/4

f

81

6/4

SJ #2 Auburn Drumline Grooves/Stand Jams

♩ = 100

trad/Doug Rosener

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

etc. R L R L R L R L R L R L R L R L R R L L L R L R R L L L R L R R L L

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

R L R R L L etc. R L R R L L R R R R L R L R L R

S.J. #6 - Ode to NT

♩ = 120

f

mf RLRLRL

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

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

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

S.J.10 JoJo

$\text{♩} = 170$ **3X**

33rim

rim click

38

41

stick click

3X

45

49

r l r r l l r l r r l l r l r r l l r l r r l l r l r r l l r

4X

53

r r l r r l r r l etc.

Snare Drum

Joe's Jam

Joe Murfin rev. Doug Rosener 2013

rim

mp R R L R L R L L

5 R R L L R R R L R L R R L R L L R L R L

9 R R R 10 14 2

17 *mf* R R stick shot R L R R L L R L

20 R R L L R L R L L R R L *f*

24 R R L L

27 6 L R L R L R L R R L L

30 R R L R R L R R L R R L R R L R *mp*

33 3 R L R R L L R L R R L L R L R R R R