

## 2026-2027 MGM Viking Band Percussion Auditions

Simply follow the guidelines below and the information given by the instructors, and you will make incredible advancements as a musician and performer. Remember, you are auditioning for a spot in this program, and proving to the instructors that you belong here. We don't expect perfection on day one, but if you show us that you are not willing to put in the work, you WILL NOT be asked to return, regardless of skill level or past involvement with the MGM Band Program. We are coming together to create the best ensemble we can be, in both marching and concert settings, and one person with a bad attitude can ruin that for everyone. You can be taught to play, but we can't teach drive or ambition.

You will play a variety of instruments and be placed on the one that we think will fit you and the ensemble the best. There are only so many marching spots available so do not be discouraged if you do not receive the spot you wanted. The front ensemble is equally/if not more important to the band as a whole. If you have a "center snare or I will quit" attitude, we kindly ask that you take your talents elsewhere. ALL SPOTS ARE OPEN! Returning members are not guaranteed the same instruments they have played before!

### Practice Tips:

- Always practice with a metronome!
- Practice how you perform. Bad practice habits are bad performance habits.
- Start slow, work up to full tempo. If you can't play it slow, you can't play it fast.
- Practice small segments. Perfect one beat, one measure, one phrase at a time. Rehearsal is when we put everything together.
- Never practice what you're good at. Work on what you actually need to work on.
- Know the difference between practice and rehearsal. If you don't know your music, we can't tell you how to play it better.
- Count! You will never be above the basics. The best musicians in the world still count and subdivide.
- It's easier to do the work than to not do the work. You will have a very bad time if you come to a rehearsal unprepared. However, if everyone shows up prepared, we can spend a lot more time having fun.
- Nervousness comes from a lack of preparation. Come into the audition knowing you can play everything perfectly, and you'll have nothing to be worried about.
- Relax! This probably seems like a lot of information, but everyone at the audition wants you to succeed. Again, you're not expected to be perfect on day one. A good work ethic and preparation will get you much farther than skill alone.
- Ask questions! Student leaders will be announced after auditions but any returning member is a good source of information
- Mark Time! When you are practicing, always mark time or tap your foot. It helps much more than you think it does.

## **MGM Percussion Audition dates.**

### **Auditions:**

Auditions this year will consist of 3 days after school until 5PM. Thursday April 30th, Friday May 1st and Monday May 4th.. Thursday April 30th and Friday May 1st will be for battery percussion (Marching Drums) and Monday May 4th will be for Front Ensemble (Mallet Instruments)

During auditions, we will be working as a group and will switch around on different instruments working on the attached exercises, so please be prepared to be flexible on the music you may not know as well.

### **Instruments to audition on:**

- Snare (3 Spots)
- Bass (4 Spots)
- Tenors (2 Spots)
- Front Ensemble- Marimba, Vibraphone, Xylophone, Auxiliary etc.

Please select your top two options for auditions and those will be the instruments you will audition on. Due to limited spots on certain instruments, you may not receive your #1 option.

Please prepare all exercises in the packet. Due to time constraints, all exercises may not be played during your audition.

No one will be “cut” from auditions based on score, but they might be based on attitude. Drumline Positions are HIGHLY competitive. If you show up willing to work, we would love to have you. Results will be sent to directors on the day following the conclusion of auditions and posted to [mgmband.com](http://mgmband.com) as well as the MGM Viking Band Facebook page!

Please bring:

- A binder with sheet protectors with your music
- Drum sticks (Preferably marching, but any will do) and a practice pad

If you have any questions please reach out to Mrs. Pruit at [spruit@mcpss.com](mailto:spruit@mcpss.com) or Mr. Warren at [jwarren@mcpss.com](mailto:jwarren@mcpss.com)

We look forward to seeing you at auditions and having a wonderful 26-27 school year!

Jason Warren  
MGM Band Director

Sarah Pruit  
MGM Assistant Band Director

8-8-16

♩ = 100

Snare Drum  
Marching Tenor Drums Var 1  
Marching Tenor Drums Var 2  
Marching Bass Drum Var 1  
Marching Bass Drum Var 2  
Drum Set  
Marimba

This section contains the drum and marimba parts for the first system. It features seven staves. The Snare Drum, Marching Tenor Drums (two variations), and Marching Bass Drums (two variations) are written on a drum set staff with a 4/4 time signature. The Drum Set part includes asterisks to denote specific drum sounds. The Marimba part is written on a grand staff (treble and bass clefs) in 4/4 time. The tempo is marked as ♩ = 100.

♩ = 100

S. D.  
T. D.  
T. D.  
B. D.  
B. D.  
Dr.  
Mar.  
Pno.

This section contains the drum, marimba, and piano parts for the second system, starting at measure 5. It features eight staves. The Snare Drum, Tenor Drums (two variations), and Bass Drums (two variations) are written on a drum set staff with a 4/4 time signature. The Drum Set part includes asterisks. The Marimba part is written on a grand staff. The Piano part is written on a grand staff. The tempo is marked as ♩ = 100.

# 16th Grid

TRW 2007

Snare Drum  
Quads  
Marching Bass Drum  
Cymbals  
Mallets  
Timpani

Measures 1-4 of the first system. The score is in 4/4 time. Snare Drum, Quads, and Marching Bass Drum play a continuous 16th-note pattern. Cymbals play a pattern of quarter notes with rests. Mallets play a continuous 16th-note pattern. Timpani play a pattern of quarter notes.

S. D.  
Quads  
B. D.  
Cym.  
Mal.  
Timp.

Measures 5-8 of the second system. The score continues with the same instruments and patterns as the first system. A measure rest is indicated at the beginning of measure 5.

S. D.  
Quads  
B. D.  
Cym.  
Mal.  
Timp.

Measures 9-12 of the third system. The score continues with the same instruments and patterns as the first system. A measure rest is indicated at the beginning of measure 9. The Cymbals part includes accents (^) and a decrescendo (V) over the notes in measures 10 and 11.

Be sure that battery uses two distinct stick heights. Mallets work in ALL keys.

# Tap-Timing

TRW 2007

Check Pattern

Snare Drum

Quads

Marching Bass Drum

Cymbals

Mallets

Timpani

4

S. D.

Quads

B. D.

Cym.

Mal.

Timp.

7

S. D.

Quads

B. D.

Cym.

Mal.

Timp.

This can be performed with the check pattern between every bar or straight through as written. Be aware of evenness of sound and rhythm throughout. Pit should work in ALL k

# Triplet Rolls

Kelvin Tran

♩. = 100 - 140

Snare  
Tenor  
Bass

4  
S. D.  
T. D.  
B. D.

7  
S. D.  
T. D.  
B. D.

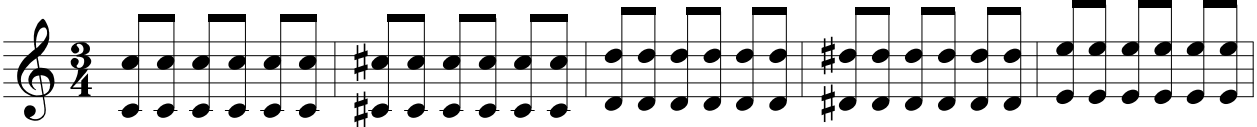
11  
S. D.  
T. D.  
B. D.

14  
S. D.  
T. D.  
B. D.


18  
S. D.  
T. D.  
B. D.

# 6 3 2 1

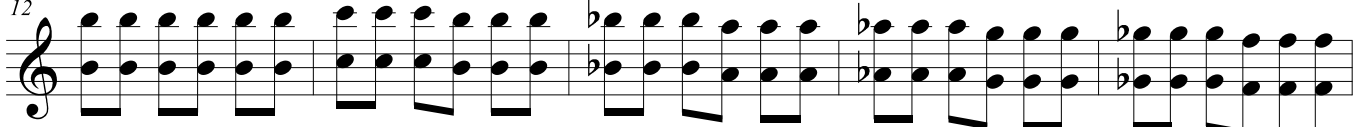
Mallets




Mal. <sup>6</sup>



Mal. <sup>12</sup>



Mal. <sup>17</sup>



Mal. <sup>22</sup>



# Chromatic Warm Up

Constantinides

Mallets

Musical staff for Mallets, 6/8 time signature, treble clef. The staff contains six measures of music with eighth notes and chromatic accidentals.

Mal.

Musical staff for Mallets, treble clef. The staff contains six measures of music with eighth notes and chromatic accidentals.

Mal.

Musical staff for Mallets, treble clef. The staff contains six measures of music with eighth notes and chromatic accidentals.

Mal.

Musical staff for Mallets, treble clef. The staff contains six measures of music with eighth notes and chromatic accidentals.

Mal.

Musical staff for Mallets, treble clef. The staff contains three measures of music with quarter notes and chromatic accidentals, ending with a double bar line.