

2025-2026 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 4:30. Tuesday March 18th, Wednesday March 19th and Thursday March 20th. Tuesday and Wednesday will be for the Battery, and Thursday will be for Front Ensemble. If a student does not make the battery section, they will be encouraged to come to the front ensemble day.

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
- Bass (4-5)
- Tenors
- Marching Cymbals
- 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 via Remind on the day following the conclusion of auditions!

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 or Mr. Warren at jwarren@mcpss.com

We look forward to seeing you at auditions and having a wonderful 25-26 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 first system of the drum and marimba parts. It features seven staves: Snare Drum, Marching Tenor Drums Var 1, Marching Tenor Drums Var 2, Marching Bass Drum Var 1, Marching Bass Drum Var 2, Drum Set, and Marimba. The tempo is marked as ♩ = 100. The Snare Drum part uses a rhythmic notation with 'r' and 'l' characters. The Marching Tenor Drums parts use eighth notes. The Marching Bass Drum parts use sixteenth notes. The Drum Set part uses asterisks for cymbal patterns. The Marimba part is written in a treble clef with eighth notes.

♩ = 100

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

This section contains the second system of the score. It features eight staves: Piano, S. D., T. D., T. D., B. D., B. D., Dr., and Mar. The tempo is marked as ♩ = 100. The Piano part is written in a grand staff with a treble and bass clef. The S. D., T. D., B. D., and Dr. parts use rhythmic notation. The Mar. part is written in a treble clef with eighth notes. A double bar line is present at the end of the system, with a '5' above it.

16th Grid

TRW 2007

Musical score for the first system (measures 1-4) of the 16th Grid. The score is in 4/4 time and includes parts for Snare Drum, Quads, Marching Bass Drum, Cymbals, Mallets, and Timpani. The Snare Drum, Quads, and Marching Bass Drum parts feature a continuous 16th-note pattern. The Cymbals part has a pattern of quarter notes with rests. The Mallets part has a continuous 16th-note pattern. The Timpani part has a pattern of quarter notes.

Musical score for the second system (measures 5-8) of the 16th Grid. The score is in 4/4 time and includes parts for S. D., Quads, B. D., Cym., Mal., and Timp. The S. D., Quads, and B. D. parts feature a continuous 16th-note pattern. The Cym. part has a pattern of quarter notes with rests. The Mal. part has a continuous 16th-note pattern. The Timp. part has a pattern of quarter notes. A measure rest of 4 measures is indicated at the beginning of the system.

Musical score for the third system (measures 9-12) of the 16th Grid. The score is in 4/4 time and includes parts for S. D., Quads, B. D., Cym., Mal., and Timp. The S. D., Quads, and B. D. parts feature a continuous 16th-note pattern. The Cym. part has a pattern of quarter notes with rests. The Mal. part has a continuous 16th-note pattern. The Timp. part has a pattern of quarter notes. A measure rest of 8 measures is indicated at the beginning of the system.

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

Tap-Timing

TRW 2007

Check Pattern

This system contains six staves: Snare Drum, Quads, Marching Bass Drum, Cymbals, Mallets, and Timpani. The Snare Drum staff features a rhythmic pattern of eighth notes with 'r' and 'l' markings below. The Quads staff has a similar eighth-note pattern. The Marching Bass Drum staff has a steady eighth-note line. The Cymbals staff has quarter notes with accents (^) and decrescendos (V). The Mallets staff has a continuous eighth-note line. The Timpani staff has a simple eighth-note line.

4

This system contains six staves: S. D., Quads, B. D., Cym., Mal., and Timp. The S. D. staff has eighth notes with 'r' and 'l' markings and slash marks. The Quads staff has eighth notes with slash marks. The B. D. staff has eighth notes. The Cym. staff has quarter notes with '+' markings. The Mal. staff has eighth notes. The Timp. staff has quarter notes.

7

This system contains six staves: S. D., Quads, B. D., Cym., Mal., and Timp. The S. D. staff has eighth notes with 'r' and 'l' markings and slash marks. The Quads staff has eighth notes with slash marks. The B. D. staff has eighth notes. The Cym. staff has quarter notes with '+' markings. The Mal. staff has eighth notes. The Timp. staff has quarter notes.

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

$\text{♩} = 100 - 140$

Snare
Tenor
Bass

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

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

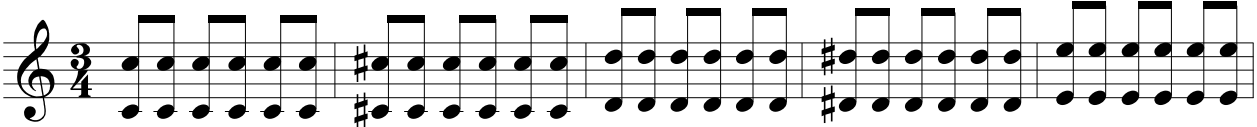
11
S. D.
T. D.
B. D.

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


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

6 3 2 1

Mallets



Mal. ⁶



Mal. ¹²



Mal. ¹⁷



Mal. ²²



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.

