

MTB Drums Rock & Pop

Grade 5 Technical Exercise 1

Single and double strokes, flams, drags, five stroke rolls.

This exercise is to be played at 75 beats per minute alongside a click or metronome.

Left handed drummers may wish to reverse the sticking patterns indicated.

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



LLR R RRL L LLR R RRL L



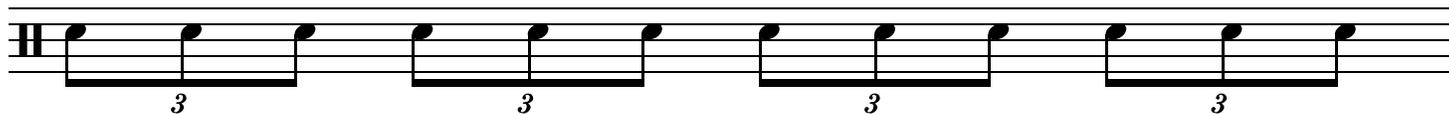
RRL L R LLRR L RRL L R LLRR L



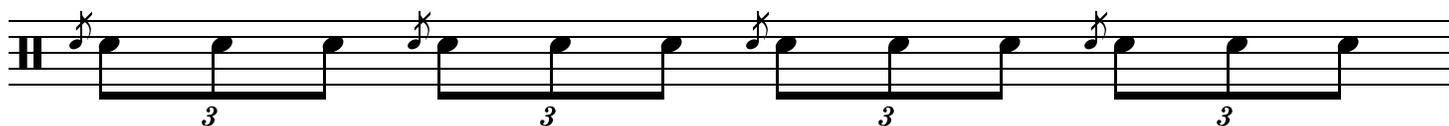
R L R L R L R L R L R L



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



LR L R RL R L LR L R RL R L



LL R R L RRL L R LLR R L RRL L R 2

RRL L R L LLRR L R RRL R L R LR

Grade 5, Technical Exercise 2

The repeat is to be played in the exam, 8 bars in all.

From bar 2, variations and developments are welcome within the style of the groove. For the first time on bar 4, a fill is to be played with a sense of continuity and complementing the character of the piece. For the repeat, bar 8, a fill is to be played given as an ending phrase.

The notes notated as a diamond on the ride cymbal are to be played on the bell of the cymbal. Snare notes with lines through them are to be played as rim shots. The small snare notes in brackets are to be played as ghost notes.

$\text{♩} = 100$

Fill, first time continuity,
second time ending.

Grade 5 Technical Exercise 3

This exercise is a study of the movement of rhythmic elements from Drum Kit to other percussion instruments, namely hand percussion or other stylistically appropriate mediums.

The previous technical exercise in the grade, Technical Exercise 2, is to be held as a "Rhythmic template" for a developed percussion accompaniment/solo.

The following notation serves as an indication of the primary elements in the pattern to be captured. However, this is only a basic indication and the full interpretation/development of the groove is the creative responsibility of the candidate.

The repeat is to be played, 8 bars in total.

♩ = 100

Fill first time continuity
Second time ending.