

Smack Talk

Simon Troup

♩=115 Blues Rock ♩ = $\frac{3}{4}$

A

[1]

B

[5]

[8]

[11]

[14]

Guitar Solo (12 bars)

C

[17]

[20]

Develop

[21]

[23]

Slam Dunk Funk

Kit Morgan

♩=88 *Funk*

The drum notation is written on a five-line staff with a treble clef and a 4/4 time signature. It includes various rhythmic symbols such as quarter notes, eighth notes, sixteenth notes, and rests, along with dynamic markings like *f* (forte) and *mf* (mezzo-forte). Section A (measures 1-4) starts with a *f* dynamic and features a complex pattern of eighth and sixteenth notes. Section B (measures 5-12) continues the pattern with some variations. Section C (measures 13-16) includes a repeat sign and a first ending bracket. The piece concludes with a second ending (measures 17-18) and a final double bar line.

Technical Exercises

In this section the examiner will ask you to play a selection of exercises drawn from each of the five groups shown below. In addition there is a Fill exercise which you will play using the designated backing track. You do not need to memorise the exercises (and can use the book in the exam) but the examiner will be looking for the speed of your response.

The stickings shown (L & R) are there as a guide for right handed drummers. Left handed drummers should reverse the sticking patterns. **All exercises must be played to a metronome click.** Groups A–D should be played at the tempo shown for each exercise.

Group A: Single and Double Strokes

Single and double strokes in eighth notes, eighth-note triplets and 16th notes played alternately as a continuous exercise. To be played first time with singles and second with doubles. The tempo is ♩ = 80.

Group B: Paradiddles

Single paradiddle in 16th notes using the whole kit (bass drum follows the right hand). The tempo is ♩ = 80.

Triple paradiddle in 16th notes using the whole kit (bass drum follows the right hand). The tempo is ♩ = 80.

Group C: Flams and Ruffs

Flam accent and single drag tap. The tempo is ♩ = 80.

Improvisation & Interpretation

You will be asked to play a written two bar groove, vary it in the following four bars and then improvise a two bar solo. The test will be played to a backing track using the bass drum, hi-hat (closed and open), snare drum, ride cymbal and crash cymbal. You have 30 seconds to prepare and then you will be allowed to practise during the first playing of the backing track, before playing it to the examiner on the second playing of the backing track. This test is continuous with a one bar count-in at the beginning and after the practice session. The tempo is ♩ = 80-120.

♩ = 100 *Funk*

1 2 3 4 Develop

Solo

[5]