

Sam Houston State University 2022 BMB Drumline Audition Packet



Compiled by Dr. Brian Graiser

2022 BMB Drumline Application Instructions

First of all, thank you for your interest in joining the Bearkat Marching Band Drumline for the 2022 season! This is an exciting time for the BMB and the SHSU football program. The BMB may still choose to implement several necessary COVID-19 policies to ensure the health and safety of all students and faculty, including the possibility of social distancing and wearing face masks, but we expect life to look a lot more normal this Fall and we are excited to build on the success of last year as we look to transition to FBS involvement.

Here are the steps that you should take to join:

- ☐ Fill out all necessary forms on the BMB website ASAP, including the Summer Band Online Registration Form: <https://www.shsu.edu/academics/music/ensembles-divisions/ensemble/bands/bearkat-marching-band/>
- ☐ Fill out and return the included Drumline Application Form via email to brian.graiser@shsu.edu and jwl002@shsu.edu by **MONDAY, AUGUST 8th**.
- ☐ Attend the **Drumline Audition Camp** on SHSU's campus (Music Building, Room 201) from **AUGUST 11-14**. Housing information should be available in the BMB Online Registration Form.
- ☐ The first day of BMB Summer Band Camp will be **SUNDAY, AUGUST 14th**. Please check your email regularly for correspondences regarding that camp.

Thank you for your interest and preparation, I look forward to meeting and working with you! If you have *any* questions, about *anything*, PLEASE email me.

-Dr. Brian Graiser, Lecturer of Percussion and Marching Percussion Director

2022 BMB Drumline Audition Camp

CAMP SCHEDULE

Thursday, August 11th

5:00pm: all returning members assist in getting drums and equipment to room 201

6:00: all prospective members report to room 201; welcome and orientation,
faculty and leadership introductions

6:30-9:00: full ensemble rehearsal

9:00: dismissal

Friday, August 12th

9:00am: all prospective members report to room 201

9:00-10:30: full ensemble

10:30-12:00: sectionals and individual auditions (as needed)

12:00-1:00: lunch break

1:00-2:30: full ensemble

2:30-5:00: sectionals

5:00-6:00: dinner break

6:00-9:00: full ensemble **(THE LINE WILL BE SET DURING THIS BLOCK)**

9:00: dismissal

Saturday, August 13th

9:00am: all members report to room 201

9:00-10:30: full ensemble

10:30-12:00: sectionals and individual auditions (as needed)

12:00-1:00: lunch break

1:00-5:00: sectionals

5:00-6:00: dinner break

6:00-9:00: full ensemble

9:00: dismissal

Sunday, August 14th

9:00am: all members report to room 201

9:00-10:00: full ensemble

10:00-12:00: sectionals

12:00: dismissal for lunch, registration, and check-in

AFTERNOON TIME TBA: performance for the full BMB

Sam Houston State University Parking Map

ePermit Zones

Login to shsu.edu/park

- Zone 1** (Blue circle)
- Zone 2** (Green circle)
- Zone 3** (Orange circle)
- Overflow** (Brown circle)
Weekdays Only
7AM – 5:30PM
- Motorcycle** (Motorcycle icon)
Use designated
2-wheel spots
- ADA** (Wheelchair icon)

Residential

After 5pm, Zone 2, 3 and Residential ePermits have access to Zone 1 lots.

Pay By Hour

Use the ParkMobile App



App Codes

- Garage 1801
- Zone 1 1810
- Zone 2 1820
- Zone 3 1830



Parking Garage

1730 Avenue I
Huntsville, TX 77340
ADA spots available



Motorcycle

Use designated
2-wheel spots

Zone Designation

Zone designations are indicated by a letter within lot number icons. Zone 1 lots are separated by Avenue I into east and west. Residential lots are separated into north, south, east, and west.

W24 E16 N35 S21

Lot numbers shown for example purposes only.

Traffic Flow

→ One-Way Street



↔ Two-Way Street

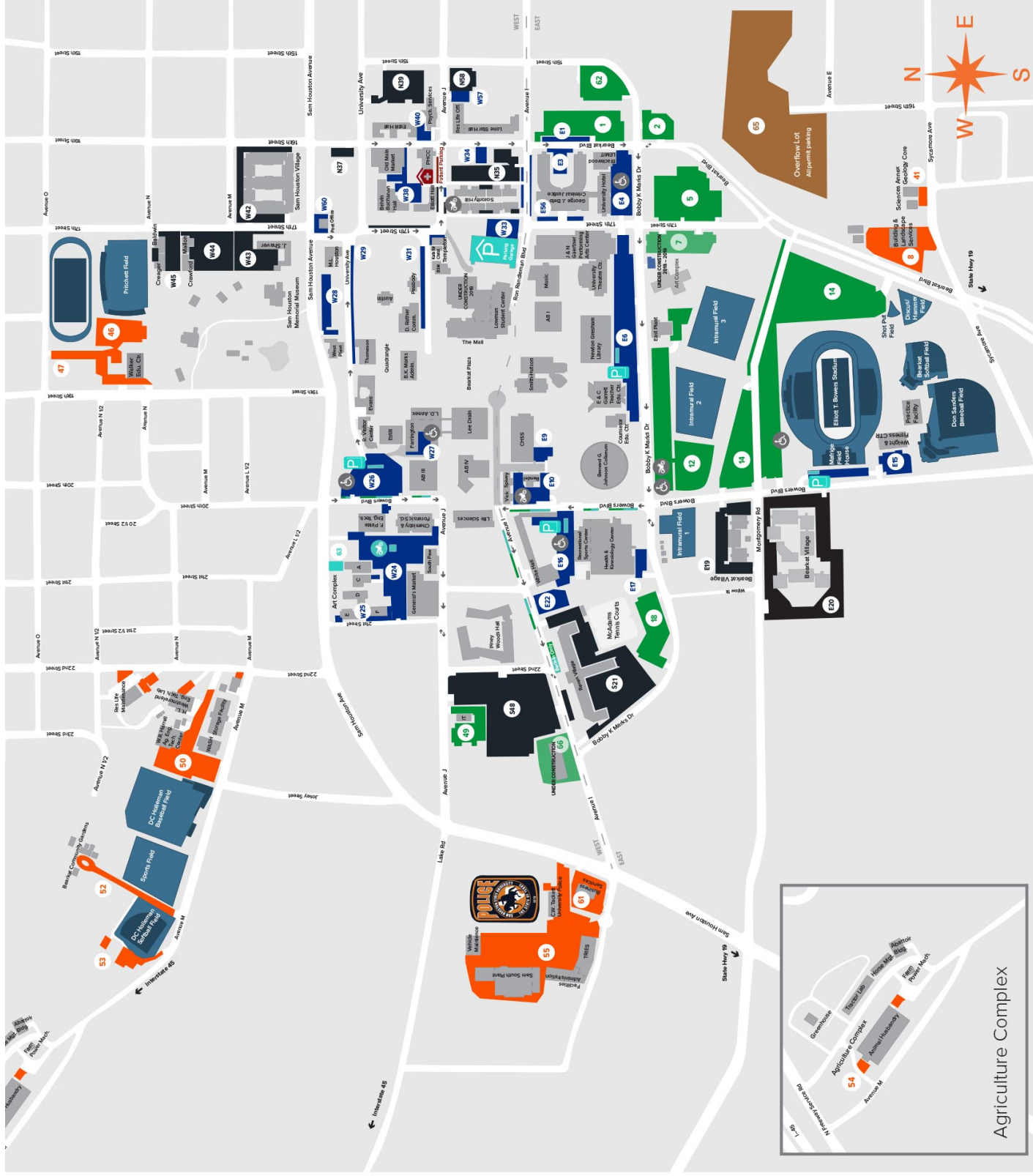


Parking & Transportation
DEPARTMENT OF PUBLIC SAFETY SERVICES
SAM HOUSTON STATE UNIVERSITY

shsu.edu/park [@shsusparking](https://shsu.edu/park) [35525Parking](https://shsu.edu/park) [35525Parking](https://shsu.edu/park)

shsu.edu/parking | (832) 324-1800 | parking@shsu.edu | 2424 Sam Houston Avenue Huntsville, TX 77340

Spring 2018



BMB Drumline Notation Guide

Dynamics correspond to the following stroke heights:

<i>Piano</i>	3 inches from the playing surface (tap height)
<i>Mezzo-piano</i>	6 inches from the playing surface
<i>Mezzo-forte</i>	9 inches from the playing surface
<i>Forte</i>	12 inches from the playing surface
<i>Fortissimo</i>	15 inches from the playing surface (full extension)
<i>Fortississimo</i>	15 inches plus inclusion of arm in the stroke

Adherence to the defined stroke heights is essential for our drumline to play together with proper dynamic shapes and balance. Be sure to pay close attention to your stroke heights when practicing.

- The written dynamic always corresponds to the height of accented notes. All unaccented notes should be played at 3" (*piano*) unless otherwise marked.
- A note marked with a marcato accent (^) is to be played one dynamic level louder than the written dynamic.
- A note marked with a tenuto (-) is to be played one dynamic level louder than the tap height. In most cases this will be 6" (*mp*), but may vary in specific musical passages. Sometimes this articulation is also used to illustrate the natural decay involved in the rebound of the stroke that occurs in rudiments like flam taps and swiss triplets.

Section Specific Notes

Snare drum:

- An "X" notehead with a circle around it is a rimshot. All rimshots should be played 1" from the head of the stick.
- An "X" notehead placed on the top line of the staff is a stick click.
- Markings of "E", "C", and "1/2" designate playing zones of edge, center and 1/2 way between the edge and center of the drumhead.

Tenors:

- An "X" notehead with a circle around it is a rimshot.
- An "X" notehead placed on the top line of the staff is a stick click.
- The numbers 1 and 2 above notes correspond to the two 6" spock drums. 1 is the right drum and 2 is the left.
- A "+" notehead denotes a crossover.
- An accent mark with a staccato denotes a rim shot that should be immediately followed by muffling the drumhead. This is commonly known as a skank.

BMB Drumline Notation Guide

Bass Drums:

- An "X" notehead on the center staff line is a unison rim-click. **All rim-clicks are to be played at a *mf* (9") dynamic level.**
- A staccato mark over a note means the note is to be played with one hand while the other hand muffles the center of the opposite drumhead.

Cymbals:

- Assume all notes are standard crashes unless otherwise marked.
- Notes written on the middle staff line are unisons to be played by all players.
- A "+" sign above a note denotes a crunch.
- A triangle shaped notehead denotes a tap.
- A notehead with a diagonal line through it denotes a zing.
- A marking of (HH) denotes a high-hat.
- A note followed by a wavy line denotes a sizzle. Sizzle for the written duration. Sizzles are usually followed by a "suck", meaning the action of bringing the cymbals back together to stop the sizzle.
- An "X" notehead in parentheses is a crash choke. This will also typically be marked with an accent and staccato mark. This sound should be as short as possible.

Basics

A

$\text{♩} = 124-136$

Repeat "A" 3x's

- 1- Regular
- 2 - Cresc.
- 3 - Decresc.

Bass Drum-

- 1) Unison
- 2) 2s
- 3) 4s

Tenors -

- 1) Drum 2
- 2/3) Written

Chris Nguyen
Chandler Long

Snare

Tenor

Bass

Cymbals

S.D.

T.D.

B.D.

Cym.

Crash

Choke

B

Repeat "B" 2x's

Split H.H

Tenors- Unison 1st time/ Written 2nd time

Bass Drums - Written First time/ Fill in Second time

2

S. D. *l3*

T. D.

B. D.

Cym.

C

The image shows a musical score for a 5-part setting of a hymn. The parts are Soprano (S. D.), Tenor (T. D.), Bass (B. D.), and Cymbal (Cym.). The score is in 4/4 time and consists of 13 measures. The Soprano part (S. D.) is marked with 'l3' and the Tenor part (T. D.) is marked with 'C'. The Bass part (B. D.) and Cymbal part (Cym.) are also present. The score includes various musical notations such as notes, rests, and dynamic markings.

D

Repeat "C" 2x's

Tom's - Drum 2 first time Written 2nd time

19

S.D.

T.D.

B.D.

Cym.

Everyone

Crash

Split H.H

S. D. T. D. B. D. Cym.

Split H.H *Crash* *Split H.H*

S. D. T. D. B. D. Cym.

Split H.H *Choke*

Sam Rolls 2014

Holm

6

Snare

Tenors

Basses

Cymbal Line

TAPS

CRASH

S. D.

Tn.

B. D.

C. L.

ZING

TAPS

The musical score is written for a drum set and is divided into two main sections. The first section, marked with a '6' above the staff, consists of six measures. It features four staves: Snare, Tenors, Basses, and Cymbal Line. The Snare staff has a treble clef and a 19/8 time signature. The Tenors and Basses staves have a treble clef and an 8/8 time signature. The Cymbal Line staff has a treble clef and a 19/8 time signature. The second section, marked 'ZING' and 'TAPS', consists of two measures. The Snare staff has a treble clef and a 19/8 time signature. The Tenors and Basses staves have a treble clef and an 8/8 time signature. The Cymbal Line staff has a treble clef and a 19/8 time signature.

Sam Rolfe 2014

12

S. D.

Ta.

B. D.

C. L.

13

S. D.

Ta.

B. D.

C. L.

CHOKE

Tio Loco

John Lane

edge to center

Snare

edge

Tonors

Basses

Cymbals

R I

R.H.

SD

TN

BD

Cyms.

Crash

R.H.

SD

TN

BD

Cyms.

Crash

B M B In The House

HUH!!

B M B In The House

HUH!!

B M B In The House

HUH!!

B M B In The House

Crash

B M B In The House

Yams 2017

Score

Score for Yams 2017, featuring Snare Drum, Tenor Drums, Bass Drums, and Cymbals. The tempo is marked $\text{♩} = 144$.

The score is divided into two systems, each containing four staves. The first system includes a Snare Drum staff with a *solo* section and a *tutti* section, followed by Tenor Drums, Bass Drums, and Cymbals. The second system continues the Tenor Drums, Bass Drums, and Cymbals parts.

Key musical elements include:

- Snare Drum:** Features a *solo* section with a *f* dynamic and a *tutti* section with a *f* dynamic. The *tutti* section includes a *3* (triple) marking.
- Tenor Drums:** Features a *f* dynamic and a *3* (triple) marking.
- Bass Drums:** Features a *f* dynamic and a *3* (triple) marking.
- Cymbals:** Features a *f* dynamic and a *3* (triple) marking.

The score concludes with a *ff* (fortissimo) dynamic marking.

The Bearkat Bounce

Chase Bronstein

$\text{♩} = 114$

Snare

mf *f*

p *E* *C* *f*

A

mf *R* *r* *l* *l* *R* *r* *L* *l*

R *r* *r* *l* *r* *L* *r* *r* *l* *R* *l* *r* *r* *L* *r* *l* *R* *l* *r*

B

L *E* *mp*

1/2 *E*

BMB Cadence

2



The Bearkat Bounce

Chase Bronstein

$\text{♩} = 114$

Tenors

f

5 *p* *f* *mf* *R l r r l l R r L l*

7 *R r l R r l*

9 *R l r r l l R l r r l l R l r r l R r r l R r r l l R*

B *mf* *B M B!* *f*

11 *mf*

15 *B M B!* *f*

C *f*

19 *R l r r l l R R R L r r l r r l r r l r r l l*

23 *R L L R R L R L L L R*

Sixteenth note timing

Score

The score is written for four drum parts: Snare Drum, Tenor Drums, Bass Drums, and Cymbals. It is in 4/4 time and consists of five measures. The notation includes sixteenth notes, eighth notes, and various drum techniques indicated by 'r' (right), 'l' (left), and 'x' (choke). The first four measures are marked with a repeat sign, and the fifth measure is marked with a double bar line. The score includes the following annotations:

- (HH choke) may also replace all chokes with taps
- (split)
- (crash)
- (crash-choke)

The score is numbered 6 in the top left corner.

Score

Triplet Grid

see variations below

Snare Drum

Tenor Drums

Bass Drums

Cymbals

S.Dr.

Tenors

B. Dr.

Cym.

Variations

Snare Drum: as written, flammed accents, diddled accents, flam drags on accents

Tenors: as written, flammed accents (all notes on drum 2), diddled accents (notes as written), flam drags on accents (all notes on drum 2)

Bass Drums: all unison on snare part, all unison on accents only, split (as written)

Cymbals: as written, taps instead of chokes, crashes instead of chokes, two-part split (alternating every note) with crashes, taps, and chokes

Biscuits And...

B. Graiser

$\text{♩} = 120$

Snare Drum

Quint Toms

Bass Drums

Cymbal Line

rim click

hi-hat choke

slide-choke

4

S.Dr.

Quints

4

B.Dr.

4

Cym.

7

S.Dr.

Quints

7

B.Dr.

7

Cym.

10

S.Dr.

Quints

10

B.Dr.

10

Cym.

13

S.Dr.

Quints

13

B.Dr.

13

Cym.

16

S.Dr.

Quints

16

B.Dr.

16

Cym.

drop sizzle

R l r r

R l r r

19

S.Dr.

1

L r l l R

Quints

1

L r l l R

B.Dr.

19

crash-choke

Cym.

19

The musical score consists of four staves. The first staff, S.Dr., has a treble clef and a key signature of one sharp (F#). It begins with a measure marked '19' and contains a series of eighth and sixteenth notes with accents. Below the staff, the letters 'L', 'r', 'l', 'l', and 'R' are written. The second staff, Quints, has a treble clef and a key signature of one sharp. It also begins with a measure marked '19' and contains a series of eighth and sixteenth notes with accents. Below the staff, the letters 'L', 'r', 'l', 'l', and 'R' are written. The third staff, B.Dr., has a treble clef and a key signature of one sharp. It begins with a measure marked '19' and contains a series of eighth and sixteenth notes with accents. Below the staff, the letters 'L', 'r', 'l', 'l', and 'R' are written. The fourth staff, Cym., has a treble clef and a key signature of one sharp. It begins with a measure marked '19' and contains a series of eighth and sixteenth notes with accents. Below the staff, the letters 'L', 'r', 'l', 'l', and 'R' are written. The score ends with a double bar line.

Chow Mein 2019

"Eat 'em up"

B. Graiser

BMB Drumline 2018

Score for "Eat 'em up" (Chow Mein 2019) by B. Graiser, BMB Drumline 2018.

Tempo: 116 solo

Drum parts include:

- Snareline
- Tenorline
- Bass Drums
- Cymbal Line
- S.Dr. (Snare Drum)
- T. Dr. (Tenor Drum)
- B.D. (Bass Drum)
- Cym. (Cymbal)

Key musical elements and dynamics:

- Section A:** Starts with a **stick click** and **C-E** (Cymbal - E) transition.
- Section B:** Features a **2-pt. split** (two-point split) on the Cymbal line.
- Dynamics:** *p* (piano), *mf* (mezzo-forte), *f* (forte).
- Notation:** Includes various drum notation symbols such as *R* (right), *L* (left), *tr* (triplet), and *6* (sixteenth notes).

10

S.Dr.

T. Dr.

B.D.

Cym.

12

S.Dr.

T. Dr.

B.D.

Cym.

15

S.Dr.

T. Dr.

B.D.

Cym.

tutti

18

S.Dr. *"Awwwwwww"*

T. Dr. *"Awwwwwww"*

B.D. *"Awwwwwww"*

Cym. *"Awwwwwww"*

21

S.Dr. 2

T. Dr. *"Sam"* *"Houston"* *"Sam"* *"Houston"*

B.D. 2

Cym. 2

25

S.Dr. 2

T. Dr. *"Sam"* *"Houston"* *"Sam"* *"Houston"*

B.D. *"Sam"* *"Houston"* *"Sam"* *"Houston"*

Cym. *"Sam"* *"Houston"* *"Sam"* *"Houston"* 2-pt. split

28

S.Dr. *rim* *p* R r l R r l R r l

T. Dr. *X* 3

B.D. 3 6

Cym. tutti

31

S.Dr. stick click

T. Dr. stick click

B.D. 3 6

Cym. 31

C

S.Dr. 2

T. Dr. 6

B.D. 34

Cym. 34 2-pt. split

2-pt. split

38

S.Dr.

T. Dr.

B.D.

38 tutti

Cym.

41

S.Dr.

T. Dr.

B.D.

41

Cym.

44

S.Dr.

T. Dr.

B.D.

44

Cym.

R || r L rr l

3

6

The Bearkat Bounce (7 Bass)

Chase Bronstein

Arr. Holm

$\text{♩} = 114$

Basses

The musical score is written for 7 Basses in 4/4 time with a tempo of 114 beats per minute. The piece consists of 21 measures. The notation includes various musical symbols such as accents (>), slurs, and dynamic markings (*f*, *mf*, *mp*, *f*). The score is divided into systems, with measure numbers 4, 7, 9, 12, 15, 18, and 21 indicating the start of new systems. The piece features complex rhythmic patterns, including triplets and sixteenth notes, and a variety of articulations. The dynamics range from forte (*f*) to mezzo-piano (*mp*).

4

7

9

12

15

18

21

f

mf

mp

f

B M B! *f*

2

The Bearkat Bounce (7 Bass)

23

24

26

mf

f

3 3 3 3

> > > > > >

> > >

Detailed description: The image shows three staves of musical notation for a 7 Bass instrument. The first staff (measures 23-25) features a continuous eighth-note pattern. The second staff (measures 24-25) continues the pattern and ends with six accented eighth notes. The third staff (measures 26-27) begins with four triplets of eighth notes, followed by three accented eighth notes and a final quarter rest. Dynamic markings *mf* and *f* are placed below the first and second staves respectively.

The Bearkat Bounce

Chase Bronstein

$\text{♩} = 114$

Cymbals

f (HH) *mf*

3 *f* [A]

7 [B] *mp* (HH)

11 (SZ)

15 (SZ) [C] B M B! *f*

19

23

The musical score is written for a cymbal in 4/4 time with a tempo of 114 beats per minute. The notation uses a single staff with a C-clef. Dynamics include fortissimo (f), mezzo-forte (mf), and mezzo-piano (mp). Articulations such as accents (>) and breath marks (+) are used. Specific techniques are labeled: (HH) for hi-hat, (SZ) for splash, and B, M, B! for bell, middle, and bell again. Rehearsal marks A, B, and C are placed in boxes. The score consists of 23 measures.

BMB Double Beat 2018

B. Graiser

BMB Drumline 2018

Snareline

Tenorline

Bass Drums

Cymbal Line

HH

S.Dr.

T. Dr.

B.D.

Cym.

tap

siz.

sl.

23

S.Dr.

T. Dr.

B.D.

Cym.

R R R L L L R R R L L L B B B B B B B B

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

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

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

2022 BMB Drumline Audition Camp

THINGS TO KNOW

- Yes, COVID is still a consideration. We are fully committed to making this the most effective educational and performance experience it can be, but the health and safety of everyone involved is our FOREMOST priority. You will not be asked to do anything that makes you uncomfortable.
- The size of the BMB Drumline is limited, so participation in the audition camp does NOT guarantee a position on the drumline. We are hoping to march 7-9 snares, 4-5 tenors, 5-7 basses, and 7-9 cymbals for the 2021 season.
- To give yourself the best possible chance at earning a position on the drumline, it is advisable that you prepare the audition packet materials well in advance of the audition camp. You are also highly encouraged to prepare for more than one instrument; in the event that you are not offered your top choice of instrument, you are still welcome to audition for other instruments according to their availability.
- SHSU will provide drums, cymbals, stands, and hardware at the audition camp. It is your responsibility to print out the audition packet and bring your own sticks or mallets. Cymbal players are encouraged to bring their own gloves, as SHSU will not provide them.
- You MUST bring earplugs to the audition camp. We take ear health very seriously, and any prospective member who fails to protect themselves may be asked to leave the camp until he/she obtains appropriate ear protection (this can be as simple as cheap foam earplugs).
- The BMB Drumline does not have any plans to field a front ensemble at this time.
- **A positive attitude is every bit as important as technical ability.** The college football season is a long one, and it takes positivity, flexibility, and patience to have a successful marching season. The drumline is a family, and we care very much about who joins that family.
- College marching band is *not* the same activity as DCI or WGI. The BMB is, first and foremost, the largest spirit organization on campus. Our mission is to entertain SHSU fans, support the athletics department, and represent the School of Music as its most visible performing ensemble. The best way we can accomplish these goals is to put on a high-quality musical product in which the performers genuinely enjoy themselves.

2022 Bearkat Marching Band Drumline Application Form

Complete and return by August 8th to:
brian.graiser@shsu.edu and jwl002@shsu.edu

Name: _____

Year at SHSU (circle): Freshman/Sophomore/Junior/Senior

Major: _____

Returning BMB member? Y/N Prior years in BMB: _____

Top instrument choice (pick one): snare drum/tenors/bass drum/cymbals

Backup instrument(s): snare drum/tenors/bass drum/cymbals

Please list all drumline performance experience (including BMB):

Organization	Instrument	Number of years

REMEMBER TO SUBMIT THIS APPLICATION BY AUGUST 8th!!!