

# DRW Drumline 2022 Audition

Snare

Greenwood

♩ = 168

Musical notation for measures 1-5. The staff shows a 4/4 time signature. Measures 1-4 contain eighth-note patterns with accents. Measure 5 features a triplet of eighth notes followed by a quarter note and a half note. Dynamic marking: *ff*.

*ff*

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

Musical notation for measures 6-9. Measure 6 starts with a repeat sign and a box labeled 'A'. Measure 7 includes the instruction 'back stick'. The notation continues with eighth-note patterns and accents. Dynamic marking: *f*.

*f*

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

Musical notation for measures 10-13. Measure 10 starts with a repeat sign. Measure 11 includes a first ending bracket labeled '1.'. The notation continues with eighth-note patterns and accents. Dynamic marking: *mf*.

*mf*

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

Musical notation for measures 14-19. Measure 14 starts with a second ending bracket labeled '2.'. Measure 15 includes a box labeled 'B'. The notation continues with eighth-note patterns and accents. Dynamic marking: *mf*.

r L R R L L R R L

RH On Rim

LH On Drum

Tenor Feature

Musical notation for measures 20-23. The notation shows eighth-note patterns with 'x' marks indicating rim or drum hits. Dynamic marking: *mf*.

Musical notation for measures 24-27. The notation shows eighth-note patterns with 'x' marks indicating rim or drum hits. Dynamic marking: *mf*.

2

Snare

5 player split

Snare Feature

28 *f*

R stick on L

1 > 2 > 3 > 4 > 5 > 4 > 3 > 2 >

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

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

*R L*  
1's play on drum to the R

32 *f*

*R l R R l R R l R B B r r l l r r l R*

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

Bass Feature

36 *f*

*R for 1's*  
*L for 2's*

44 *f*

same sticking as "A"

48 *f*

52 *f*

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

56 *f*

*r l R L r r l l R L r r l l R L r r l l R L R L R L R L r r l l R L r r l l R L r r l l R L r r l l R L R L R L R L R l r l R l r l R l l R B B*  
*ff*