# **BandFolio** Band Method Book 1

To the student:

Congratulations on your decision to join the band. I am sure that you will find it a rewarding and fun experience, and it may lead to a life-long love of playing music. If you listen carefully and follow the recommendations of your band director, you will be making beautiful music and having a lot of fun in a very short time.

The key to getting a good start in band is practice. Your band director will recommend how much time you should practice each day. In order to get the most out of your practice sessions you should:

- Warm up. your band director will recommend a procedure for preparing your body and your instrument to play.
- Set a goal for each practice session.
- Practice the hard sections first, and break them down into smaller parts. Then put the parts together.
- Play something fun at the end of each practice session.
- Practice every day.

By working together with your band director and your classmates, band will become the high point of your school day, and will lead to years of musical enjoyment.

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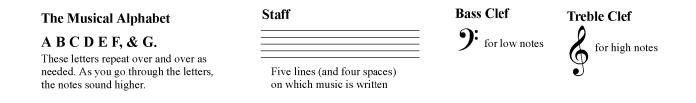
Jim Evans



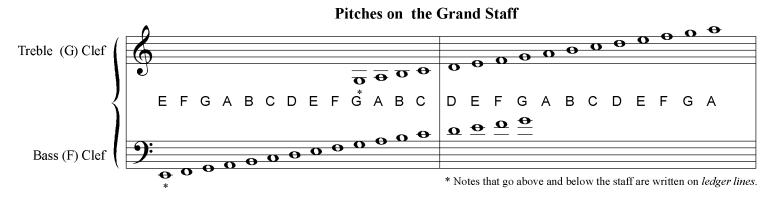
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## **Reference** Page

## Percussion



## Look up notes you don't know on the Grand Staff.



Lines & Spaces Many people have memorized the notes of the staff this way.



## **Basic rhythm concepts**

### Meter Signature

4 beats in a measure receives one beat

#### Quarter note

receives one beat in 4/4 meter signature

#### Quarter rest

receives one beat of silence in 4/4 meter signature

#### **Measures & Barlines**

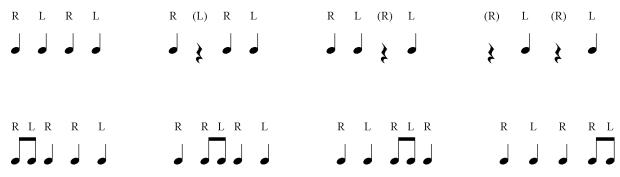


the music between barlines is called a measure

## **Basic Sticking Chart**

In general, you should play strong beats with the right hand, and weak beats with the left hand, then switch. When a beat is divided into eighth notes, play the downbeat with the right hand, and the upbeat with the left.

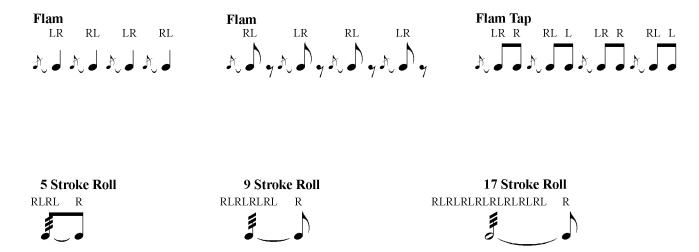
You can also *play* the rests by simply not allowing the stick or mallet to strike the drum head.

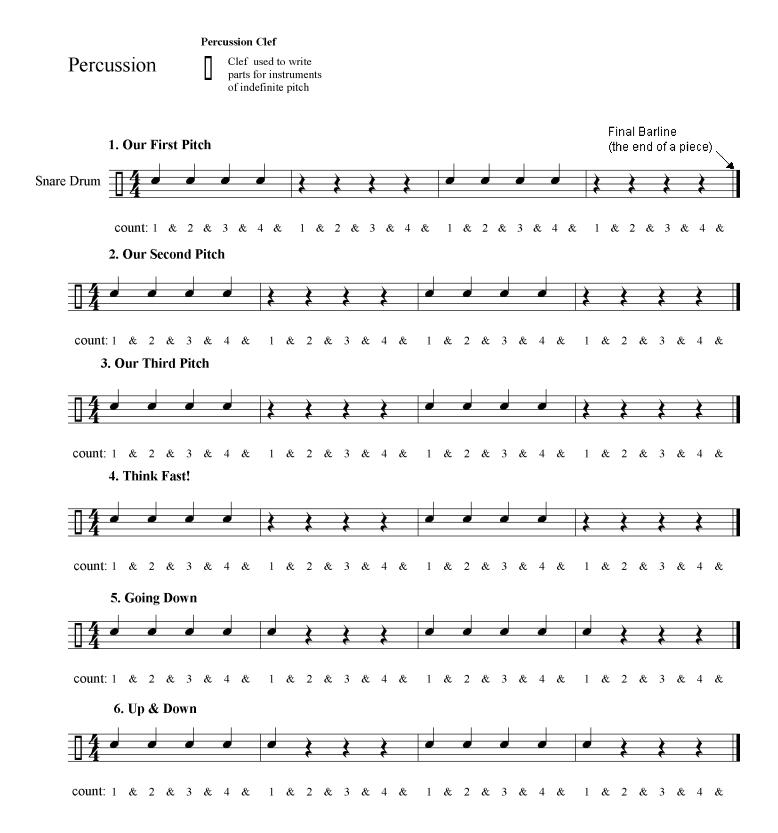


Practice the double stroke roll slowly, then speed it up. Allow the stick to bounce off the drum head.



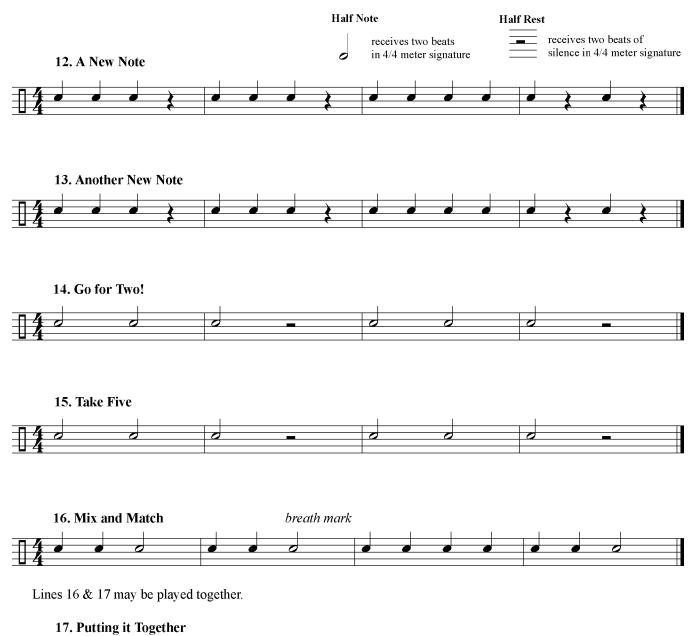
To play a *flam*, bring one stick down just ahead of the other, with the second landing on the beat.



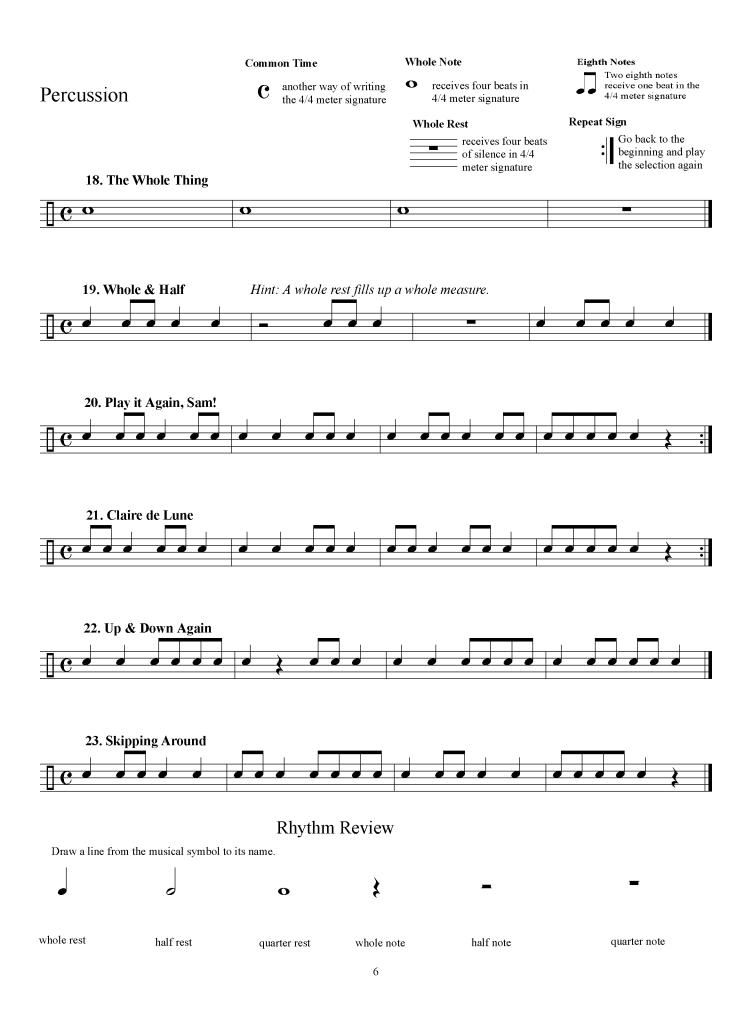




count:







#### **Bass Drum**

110

Percussion

Bass drum parts are often written on the same staff with snare drum parts.The bass drum part is written on the bottom line, and the snare drum part on the third line of the staff.

Closed Roll Divide each beat into four parts, and J allow the sticks to bounce as they strike the drum head. Try to make the sound as smooth as possible.



D.C. al Fine Fine

Go back to the beginning and play to the *Fine* mark.

### The end







#### Meter Signature

#### **Dotted Half Note**





#### Pick-up Notes

Percussion

Notes that come before the first full measure of a piece.

#### First & Second Endings

1.

**Tacet** Do not Play

Play to the repeat sign, then go back to the beginning. When you get to the first ending, skip over it, and go to the second ending.

2.







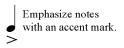


60. Articulation Study

#### Articulation

How a note is played

#### Accent

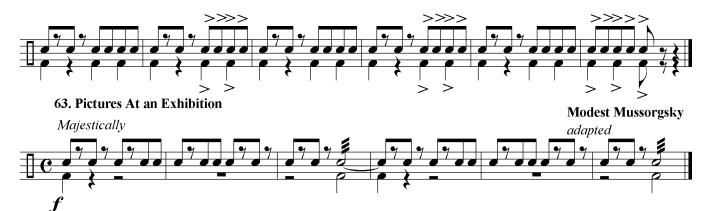










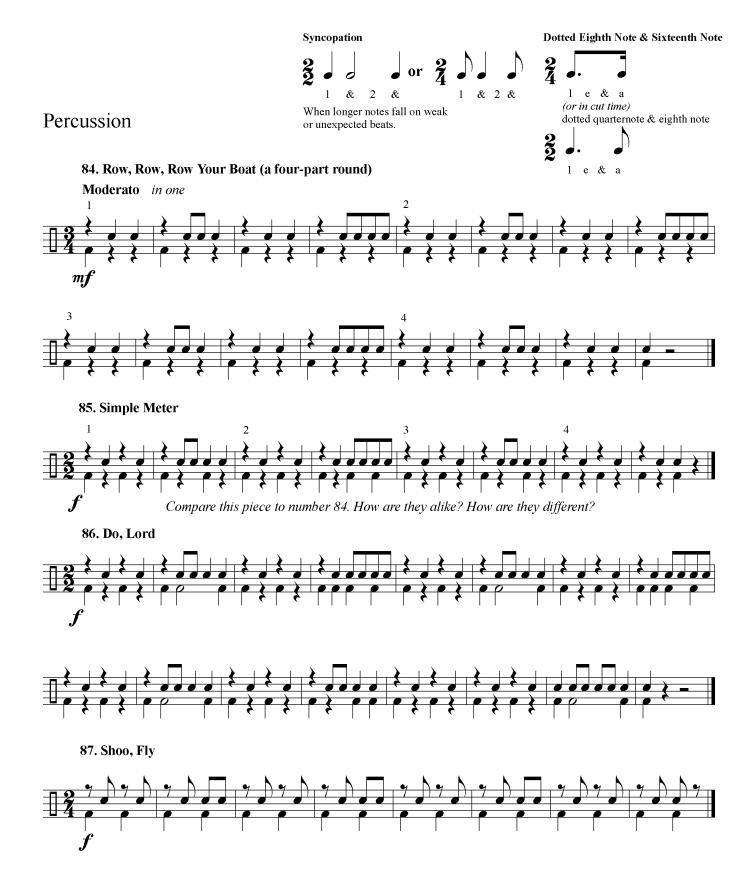




Sixteenth Note Combinations & & а e e 1 1 & a 1 Percussion **Dotted Quarter Note - Eighth Note** Tempo Largo Very slow & & 2 & 2 69. B<sup>,</sup> Concert Scale Moderato mf 70. Rhythm Study count: 1 & 2 & 3 & 4 & 1 & 2 & 3 & 4 & 1 & 2 & 3 & 4 & 1 & 2 & 3 & 4 & 71. Theme from Symphony No. 9 Largo Antonin Dvorák 72. Kum Bah Yah Andante ..... mp 73. Finale (from The Firebird Suite) Igor Stravinsky Largo p









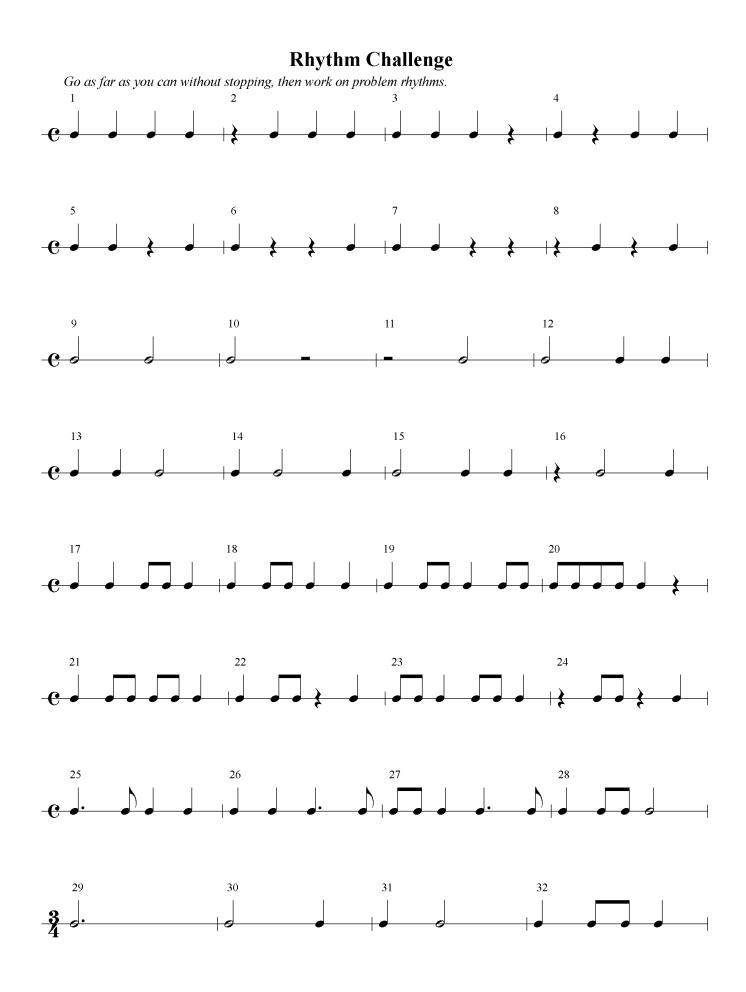
## **Major Scales**

## Percussion

Make sure that you are playing the exact pitch that is shown. If the

note name does not contain a *sharp* ( $\ddagger$ ), or a *flat* ( $\flat$ ), it is *natural* ( $\ddagger$ ).







Rhythm Challenge









