2026 Racer Instrumental Music Academy

Percussion Audition Music

General Preparation Tips

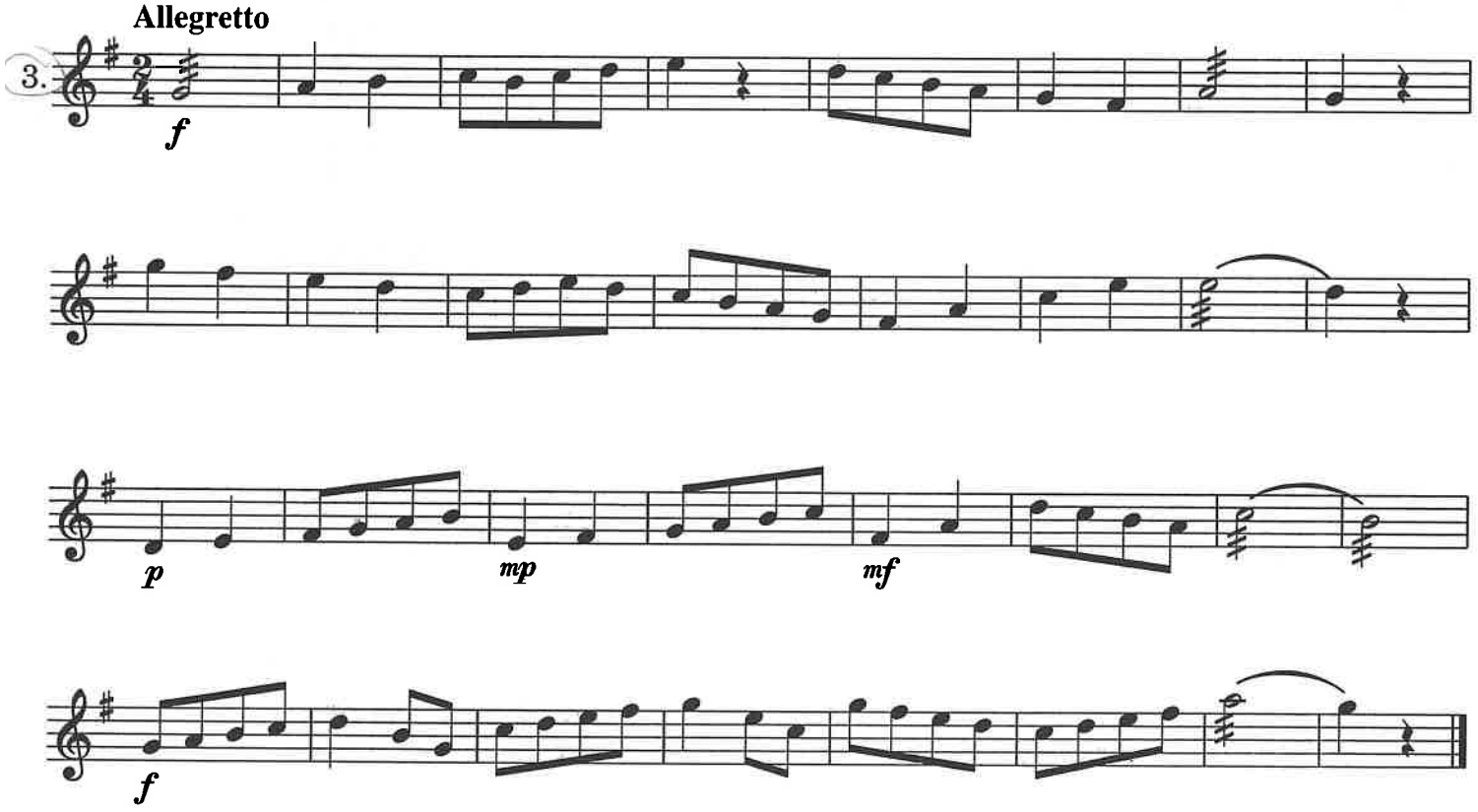
- Percussionists should prepare **both** the snare drum and keyboard etudes listed below
- Incorporate a spirit of experimentation in your approach to learning these excerpts - strive for a sense of ownership informed by deliberate musical decision making
- As you practice, take note of difficult passages - these should be your primary areas of focus during your practice time rather than those passages that are easier for you to play
- Practice performing! Playing for friends, peers, teachers, etc. helps to ease performance anxiety

Mallets: *Peters - Fundamental Methods for Mallets Book I (p. 40, #3)*

- Aim for a tempo between ♩= 112–128
- Experiment with a variety of sticking options to find the most personally intuitive solution (and be sure to write it down!)
- Take time to analyze the theory behind each of the arpeggiated figures - this will yield a faster rate of learning and more confidence when performing
- Aim for a dramatic dynamic contrast at the outset of the third line followed by a well-paced eight-measure crescendo that propels you into the last line
- Keep an eye on those playing zones - the frequent skips and broken arpeggiations can easily lead to non-ideal mallet placement on the bars

Snare Drum: *Whaley - #4* from *Audition Etudes*

- Aim for a “melodic” approach to this etude - leveraging your sound quality, inflection, and phrasing decisions to achieve a convincing musical interpretation
- The “Moderato” indication is a great starting point for the character of this etude - some additional descriptive prompts: measured, stately, steady, etc.
- Switching back and forth between the triplet and sixteenth note subdivisions is no easy task and frequently leads to a loss of consistent pulse - practice each of these subdivisions for longer stretches in isolation before attempting to alternate between them
- Pay attention to the quality of all roll figures - these should be interpreted as closed (multiplied bounce) rolls that produce a sustained “cloud of sound,” equivalent to a brass player’s long tone; aim for at least three bounces per hand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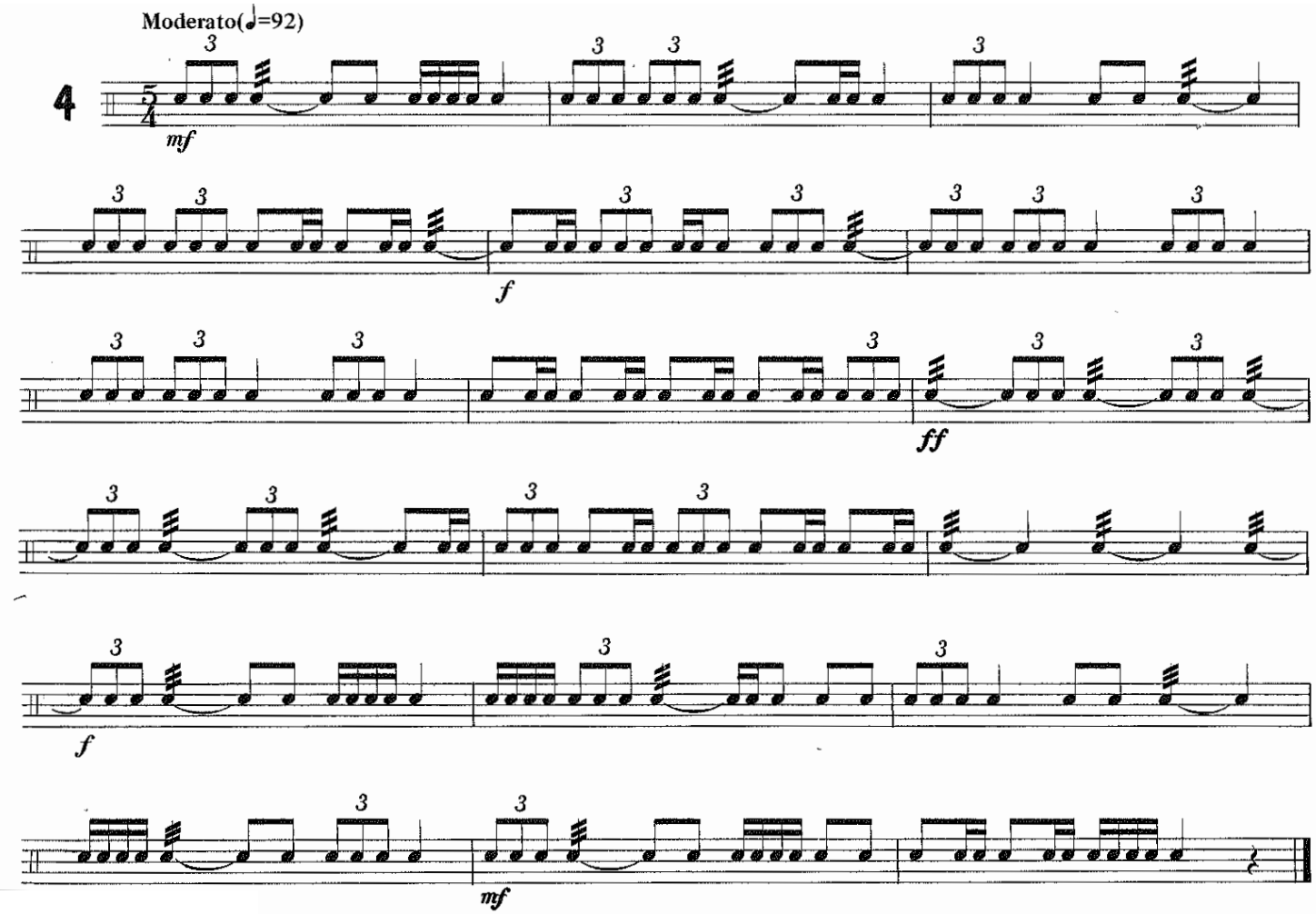
Moderato(♩=92)
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