



UNIVERSITY OF GEORGIA REDCOAT BAND

2026 Membership Information Percussion

HOW TO REACH US

General Redcoat Band questions:

ugabands@uga.edu

706-542-1505

Questions for the Percussion Coordinator:

Dr. John M. Cyfert

RedcoatPercussion@gmail.com

Questions for a director:

Dr. Brett Bawcum

bbawcum@uga.edu

University of Georgia Redcoat Band Drumline Video Audition Requirements & Procedures

Due by 11:59 pm., Sunday, April 5, 2026

General Information

- A video audition submission is REQUIRED FOR ALL NEW APPLICANTS and any returning member auditioning for a new instrument.
- Returning members that intend to stay on their same instrument are EXEMPT from having to submit a video.
- Video submissions will not be screened until the required percussion audition fee has been paid. The fee is payable by debit or credit card at <http://bit.ly/RCBPercussionAudFee>. We are unable to accept cash or check.
- Choose ONLY your preferred instrument for the video audition submission.
- Wear a black shirt while recording your video(s).
- Record your video in a pristine acoustical environment that leads to easy and enjoyable listening/viewing.
- A metronome should be audible in your recording.
- Use a drum or drums if at all possible. Bass drummers should use the smallest drum possible. Bass drummers unable to obtain a drum should simply perform on a snare drum pad using matched grip.
- Evaluators should be able to clearly see your hands and feet in the video.
- Mark time to all exercises.
- You do NOT have to record your video in "one take." Editing/splicing is permissible.
- You will provide a single link to your video location. YouTube, Google Drive, and Dropbox are all acceptable posting venues.
- Once your video is ready for submission, complete the UGA Video Audition Submission Form at <https://forms.gle/AeQxqcsa62NAgypa9>. You will be asked to provide your video link on this form. This assignment is due by 11:59 p.m., April 5, 2026.

Video Audition Repertoire Requirements:

- [Snare Drum](#)
- [Quad Drums](#)
- [Bass Drum](#)
- [Field Cymbals](#)
- [All Keyboard Instruments](#)
- [Drumset](#)

Snare Drum

- 16-8
 - 2 rep at 116 bpm – 12 inches
 - 2 reps at 144 bpm – 12 inches
 - 2 reps at 164 bpm – 6 inches
- Bb Accent Tap – Single Hand
 - 2 reps at 116 bpm – 12/3 inches
 - 2 reps at 144 bpm – 12/3 inches
- 16th Timing without check
 - 2 reps at 116 bpm – 12 inches
 - 2 reps at 116 bpm – 6 inches
- 16th Accent without check
 - 2 reps at 116 bpm – 12/3 inches
 - 2 reps at 132 bpm – 12/3 inches
- Twenty-one Twelve – Triplet Variations
 - 1 rep of Variation 1 at 128 bpm – 12 inches
 - 1 rep of Variation 2 at 128 bpm – 12/6 inches
 - 1 rep of Variation 1 at 160 bpm – 6 inches
 - 1 rep of Variation 2 at 160 bpm – 12/3 inches
- Crispy Critters
 - 1 rep with flams on accents at 108 bpm – 12/3 inches
 - 1 rep with cheeses on accents at 108 bpm – 12/3 inches
 - 1 rep with flam fives on accents at 108 bpm – 12/3 inches
 - 1 rep with flam drags on accents at 108 bpm – 12/3 inches

Quad Drums

- 16-8
 - 2 rep at 116 bpm – 12 inches on drum 2
 - 2 reps at 144 bpm – 12 inches on drum 2
 - 2 reps at 164 bpm – 6 inches on drum 2
- Bb Accent Tap – Single Hand
 - 3 reps at 116 bpm – 12/3 inches – 1st rep on drum 2; 2nd rep – taps on drums 1 (RH) & 2 (LH) with accents on drums 3 (RH) & 4 (LH); 3rd rep – taps on drums 3 (RH) & 4 (LH) with accents on drums 1 (RH) & 2 (LH)
 - 3 reps at 144 bpm – 12/3 inches – 1st rep on drum 2; 2nd rep – taps on drums 1 (RH) & 2 (LH) with accents on drums 3 (RH) & 4 (LH); 3rd rep – taps on drums 3 (RH) & 4 (LH) with accents on drums 1 (RH) & 2 (LH)
- 16th Timing without check

- 2 reps at 116 bpm – 12 inches on drum 2
- 2 reps at 116 bpm – 6 inches on drum 2
- 16th Accent without check
 - 3 reps at 116 bpm – 12/3 inches – 1st rep on drum 2; 2nd rep – taps on drums 1 (RH) & 2 (LH) with accents on drums 3 (RH) & 4 (LH); 3rd rep – taps on drums 3 (RH) & 4 (LH) with accents on drums 1 (RH) & 2 (LH)
 - 3 reps at 132 bpm – 12/3 inches – 1st rep on drum 2; 2nd rep – taps on drums 1 (RH) & 2 (LH) with accents on drums 3 (RH) & 4 (LH); 3rd rep – taps on drums 3 (RH) & 4 (LH) with accents on drums 1 (RH) & 2 (LH)
- Twenty-one Twelve – Triplet Variations
 - 1 rep of Variation 1 at 128 bpm – 12 inches on drum 2
 - 1 rep of Variation 2 at 128 bpm – 12/6 inches on drum 2
 - 1 rep of Variation 1 at 160 bpm – 6 inches on drum 2
 - 1 rep of Variation 2 at 160 bpm – 12/3 inches on drum 2
- Crispy Critters
 - 1 rep with flams on accents at 108 bpm – 12/3 inches on drum 2
 - 1 rep with cheeses on accents at 108 bpm – 12/3 inches on drum 2
 - 1 rep with flam fives on accents at 108 bpm – 12/3 inches on drum 2
 - 1 rep with flam drags on accents at 108 bpm – 12/3 inches on drum 2

Bass Drum

- 16-8
 - 2 rep at 116 bpm – 12 inches
 - 2 reps at 144 bpm – 12 inches
 - 2 reps at 164 – 6 inches
- Bb Accent Tap – Single Hand
 - 2 reps at 116 bpm – 12/3 inches
 - 2 reps at 144 bpm – 12/3 inches
- 16th Timing without check
 - 2 reps at 116 bpm – 12 inches
 - 2 reps at 116 bpm – 6 inches
- 16th Accent without check
 - 2 reps at 116 bpm – 12/3 inches
 - 2 reps at 132 bpm – 12/3 inches
- Twenty-one Twelve – Triplet Variations
 - 1 rep of Variation 1 at 128 bpm – 12 inches
 - 1 rep of Variation 2 at 128 bpm – 12/6 inches
 - 1 rep of Variation 1 at 160 bpm – 6 inches
 - 1 rep of Variation 2 at 160 bpm – 12/3 inches
- 16-8 – Drum 3 bass split

- 4 reps at 116 bpm – 12 inches – 1st rep with 8th notes on split; 2nd rep with 16th notes on split; 3rd rep with 16th-triplets on split; 4th rep with 32nd notes on split. Unison notes are always played as 8th notes.

Field Cymbals

- Flip Exercise
 - Start at set position
 - Flip up to horizontal, then unload, the reload to horizontal, then flip down to set, flip up to vertical, then upload, then reload to vertical, then flip down to set.
 - Flip and unload every two beats landing in the position not he beat.
 - Tempos: 80 bpm, 100 bpm
- Crash exercise
 - Start at set position
 - Flip up to horizontal on 3, prep on 4, crash on 1, flip down on 3, then repeat for a total of 4 crashes.
 - Tempos: 120 bpm, 140 bpm, 160 bpm
- Timbres
 - Play each timbre 4 times at own pace to demonstrate sound quality
 - Timbres to play are:
 - Horizontal crash
 - Hi-hat
 - Slide suck

All Keyboard Instruments

- NuBlocks:
 - Perform as written and record at a tempo at least eighth note = 170 bpm
- Broccoli:
 - Perform as written and record Triplet Broccoli at all tempos below
 - Tempos: 70 BPM, 100 BPM, 120 BPM
 - Perform as written and record Sixteenth Broccoli at all tempos below Tempos: 70 BPM, 100 BPM, 120 BPM
- Red Scales:
 - Perform as written and record
 - Record Part A with 12 major scales at quarter note = 100bpm+
 - Scales should follow a circle of 4ths pattern (C, F, Bb, Eb, etc.)
 - Shift (to next key) – and prep (Down – Up) after each rep (except for last time)
 - Record Part B with starting notes of C, F, and Bb at quarter note = 90 bpm+
- Solo

- In addition to preparing the preceding exercises and etudes, potential members should also prepare and record a one- to three-minute marimba or vibraphone solo that best displays one's skill set. Excerpts from indoor, drum corps, or marching band shows are also acceptable.

Drumset

- NuBlocks:
 - Perform as written and record at a tempo at least eighth note = 170bpm
 - Feel free to substitute written notation for stylistically appropriate beats/patterns
- Red Scales:
 - Record Part A (4 times on a loop) at quarter note = 100bpm+
 - Record Part B (4 times on a loop) at quarter note = 90bpm+
 - Feel free to substitute written notation for stylistically appropriate beats/patterns
 - Perform fills at the end of each phrase and/or in any slash notation
- Styles:
 - Record 16 bars of the following styles with appropriate fills:
 - Rock (160 bpm)
 - Funk (110 bpm)
 - Jazz (150 bpm)