

All-District/All-State Jazz Band Auditions

ALL BACKING TRACKS CAN BE FOUND ON THE JAZZ BAND PAGE OF
WWW.CJBANDS.ORG

1 Swing Etude

Must be played with the backing track.

2 Latin Etude

Must be played with the backing track.

3 The Other Two Songs

Saxes/Trumpet/Trombone:

1. 1st chorus melody/head
2. 2nd/3rd chorus improvisation

Piano/Vibes/Guitar:

1. 1st chorus melody/head
2. 2nd chorus comping
3. 3rd/4th chorus improvisation

Bass:

1. 1st Chorus melody/head
2. 2nd chorus Walking
3. 3rd/4th chorus improvisation

Drums:

1. 1st chorus swing feel with sticks
2. 2nd chorus melody/head on drums (play the melody!)
3. 3rd/4th chorus solo over the track

4. Drum Set Styles (Drums Only, use backing tracks)

- a. Swing Feel (With Brushes)
- b. Bossa Nova
- c. Samba
- d. Funk
- e. Jazz Waltz
- f. Shuffle

DRUM SET

MOAJE SWING ETUDE 2

(BASED ON DO NOTHING TILL YOU HEAR FROM ME)

COMP. ERIC WARREN

SWING 2 FEEL

9 IN 4

13

17

21

25

29

DRUM SET

MOAJE LATIN ETUDE 2

COMP. ERIC WARREN

(BASED ON SONG FOR MY FATHER)

BOSSA

Musical notation for the first staff of the Bossa section, showing a 4/4 time signature and a series of rhythmic patterns with 'x' marks above the notes.

Musical notation for the second staff of the Bossa section, including a 'Fill' section with a 'N' note.

5

FILL

9

PLAY TIME CONT.

Musical notation for the third staff, consisting of a series of diagonal slashes representing a drum pattern.

Musical notation for the fourth staff, consisting of a series of diagonal slashes representing a drum pattern.

13

17

Musical notation for the fifth staff, consisting of a series of diagonal slashes representing a drum pattern.

Musical notation for the sixth staff, consisting of a series of diagonal slashes representing a drum pattern, ending with a 'CMB' symbol.

21

C BLUES SCALE

3. C BLUES



A MELODY

Now Hear This!

♩ = 96

Chord progression for section A:
 C7, F7, C7, G-, C7, F7, F7, C7, EØ, A7+9, D-, G7, E-, A7, D-, G7

B Play 5 Choruses

Chord progression for section B:
 C7, F7, C7, G-, C7, F7, F7, C7, EØ, A7+9, D-, G7, E-, A7, D-, G7

C Play 3 Choruses

Chord progression for section C:
 C7, F7, C7, G-, C7, F7, F#Ø7, CA, D-, E-, Eb-, D-, G7, E-, A7, D-, G7

CANTALOUPE ISLAND

DRUMS

LISTEN AND ANALYZE HEAD

Track 5
JAZZ DEMO

PLAY THE HEAD

Track 6
PLAY ALONG

By HERBIE HANCOCK

ROCK
INTRO

SOLO SECTION - 4 CHORUSES

AFTER LAST SOLO
O.S. & AL CODA

CANTALOUPE ISLAND

LISTEN AND ANALYZE HEAD

Track 5
JAZZ DEMO

PLAY THE HEAD

Track 6
PLAY ALONG

2 INSTRUMENTS

BY HERBIE HANCOCK

HEAD

ROCK
INTRO

Musical notation for the head of the piece. It begins with a treble clef, a key signature of three flats (B-flat, E-flat, A-flat), and a 4/4 time signature. The first line is a whole rest, followed by a triplet of eighth notes. The first ending consists of a whole rest followed by a quarter note G4, a quarter note A4, and a quarter note B4. The second ending consists of a whole rest followed by a quarter note G4, a quarter note A4, and a quarter note B4. The piece concludes with a quarter note G4, a quarter note A4, and a quarter note B4.

TO CODA

SOLO CHORD CHANGES - 4 CHORUSES CREATE YOUR OWN IMPROVISATION

Track 6
PLAY ALONG

Musical notation for solo chord changes. It consists of four staves of rhythmic notation, each with a treble clef and a key signature of three flats. The first staff is labeled 'Fmi' and contains four measures of eighth notes. The second staff is labeled 'Db7' and contains four measures of eighth notes. The third staff is labeled 'Dmi7' and contains four measures of eighth notes. The fourth staff is labeled 'Fmi' and contains four measures of eighth notes. The piece concludes with a quarter note G4, a quarter note A4, and a quarter note B4.

AFTER LAST SOLO
D.S. AL CODA

CODA

Musical notation for the coda. It consists of a treble clef, a key signature of three flats, and a 4/4 time signature. The piece concludes with a quarter note G4, a quarter note A4, and a quarter note B4.

Missouri Association for Jazz Education

Required Drum Set Styles

edited by Michael Sekelsky
 PAS Drum Set Committee - chair
 audio/video examples of grooves:
www.ucmmusic.com/profiles/sekelsky/

As you perform each style:

- First, establish the style.
- Second, comp (ad lib) while maintaining the groove.

Note: The snare rhythms are not mandatory; other rhythms are allowed.

Play alongs for all styles: *Groove Essentials* by Tommy Igoe, Hudson Music.

Legend

Ride Cymbal Hi hat w/stick Snare Snare ghost note Latin rim knock Bass Drum Hi hat w/foot

Basic Swing: ♩ = 100 (or moderate tempo)

Shuffle (swing): ♩ = 120 (or moderate tempo)

Jazz Waltz: ♩ = 120 (or moderate tempo)

Bossa Nova, 2-3 version: ♩ = 120 (or faster tempo)

Samba: ♩ = 100 (or faster tempo)

Funk: ♩ = 100 (or moderate tempo)