

## Part F1: Drum levels

1 A level one player should be able to:

- understand basic stick grip and stroke
- know and play combinations of quarter, eighth and sixteenth notes
- play a basic rock beat
- play at least 1 fill around the kit
- play a combination of 3 bars beat + 1 bar fill without losing time
- demonstrate a single stroke roll

2 A level two player should be able to:

- understand basic stick grip and stroke
- know and play combinations of quarter, eighth and sixteenth notes and their associated rests
- play at least 1 type of rock beat, 1 half-time beat and a triplet or 6/8 beat
- play at least 4 different fills around the kit
- play a whole song length (including beats and fills) without losing time
- demonstrate a single stroke roll and double stroke roll
- play a syncopated pattern on snare with ¼ notes on bass drum
- know the form of a song

3 A level three player should be able to:

- understand basic stick grip and stroke
- know and play combinations of whole, half, quarter, eighth and sixteenth notes and their associated rests
- play at least 4 types of rock beat, 1 half-time beat, a 2 handed hi hat beat and a triplet or 6/8 beat
- play several types of fill around the kit (using whole, ½, ¼, 1/8, 1/16 notes and their rests)
- play 3 whole songs (including beats and fills) with other musicians without losing time
- demonstrate a single stroke roll, double stroke roll and paradiddle
- play some beats using open hi hat technique
- play to a click/metronome at 3 different tempos (beat/fill) without losing time
- read important sections of the chart
- count the band in

4 A level four player should be able to:

- understand basic stick grip and stroke
- know and play combinations of whole, ½, ¼, 1/8, 1/16, and 32nd notes and their associated rests
- play at least 8 types of rock beat, half-time beat, 2 handed hi hat beat and a triplet or 6/8 beat
- play several types of fill around the kit (using whole, ½, ¼, 1/8, 1/16 and 32nd notes and their rests)
- play 5 whole songs (including beats and fills) of different styles (rock, jazz, latin etc) without losing time
- demonstrate a single stroke roll, double stroke roll, 5-stroke roll, 7-stroke roll, 9-stroke roll and use on kit
- play some beats using open hi hat technique using 2 hands on hi hat
- play all this to a click/metronome without losing time
- read a comprehensive chart
- be able to write out drum parts
- count the band in and remember tempos of 5 songs in a row
- demonstrate the ability to solo over sections of a song
- show good ensemble skills (create parts with bass player, use of dynamics, cue sections of song)
- tune the drum kit