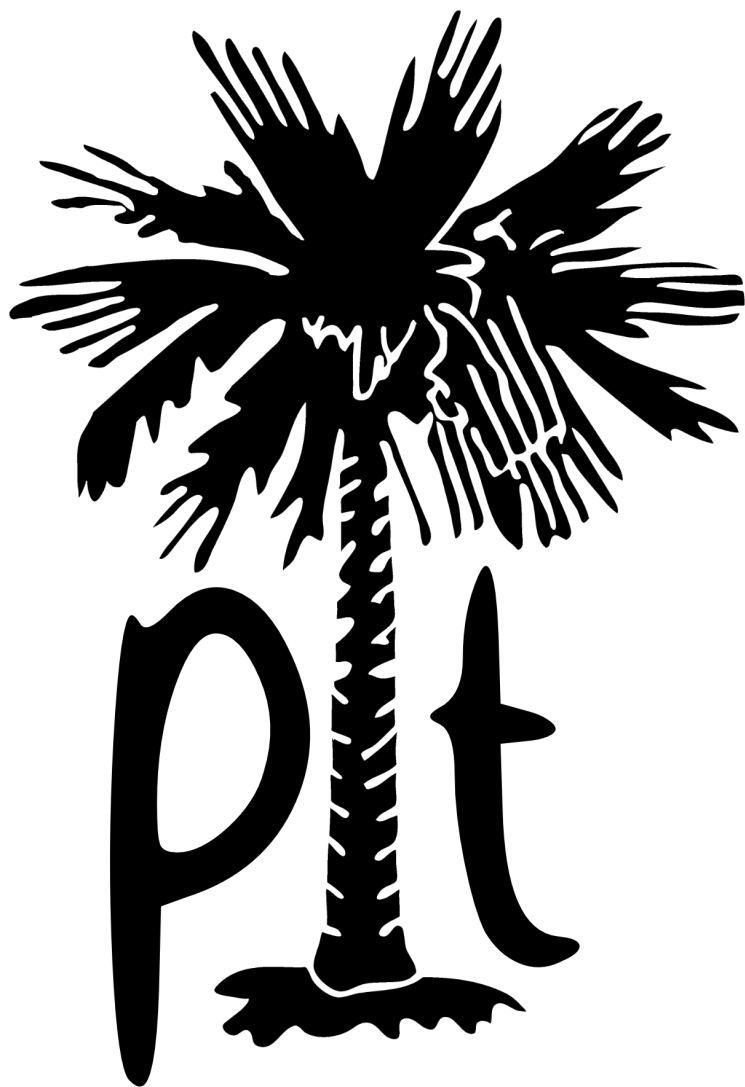




**2026 Palmetto Indoor Theatre
Cymbal Audition Packet**

Thank you for your interest in Palmetto Indoor Theatre! We want to make sure you can have as successful of an audition experience as possible, so we provided some guidelines to follow along with!

Auditions on cymbals will be majority in-person exercises that will be choreographed during audition camps. While this may be the case, we want you to make sure that you are familiar with certain terminology that will be thrown around during this process. Seavine's Cymbal Education online is an excellent free resource for cymbal players. We highly recommend becoming well acquainted with this information.

Audition

At the first audition, we will spend a majority of our time defining and teaching the foundations of our technique. This will include:

Playing positions: vertical, horizontal, table top, hip rest, rest

Playing techniques: crashes, tap chokes, AV crashes, zings, Sizz suck, open and muted Taps

Flips: variations, timing, pathways, quality of motion

Short visual & musical phrases:

unloads & reloads, simple to complex split patterns, visual sequences.

Pima Pressure: This is an exercise that will be used throughout the season to build endurance in relation to holding your cymbals up. It simply involves holding your cymbals at proper horizontal position for a set amount of time (gradually increases over time) and at the end of the timer breathing in for 4 seconds and out for 4 seconds.

After breathing you will slowly lower your cymbals to a proper set while maintaining correct arm position.

Included below in this packet are 3 exercise/rhythm sheets. The first exercise starts with simple 16th note isolations then some doubled 16th work, finally 8th note triplet timing.

Cymple Timing

Practice this exercise slowly (~60 bpm), and work your way up in small increment to the written 112 bpm tempo

Splyts & Paracyddal

Practice this piece at the same tempos as the previous exercises, but on this one, work staff by staff. For example, practice the entire 'E' staff, from measure 1 to the end of the piece, at all the tempos, and do the same for the 'C' staff, and again with the 'A' staff, and finish with the 'F' staff. So you will have one part at a time per repetition. Practice both pieces at hi-hat. We will add the correct sounds to Paracyddal later on.

Individual Audition

Please prepare a 16-bar visual composition to a song between 120 and 150 beats per minute.

This composition can consist of:

- Single cymbal visuals
- Double cymbal visuals
- Tosses
- On-the-strap technique
- Off-the-strap technique
- Any variation of juggles.
- * Keep emotion and visual pedagogy in mind while creating your composition.
- ** Avoid any musical selection with vulgar language or themes.



Set Position



Hip Rest



Vertical



Horizontal



Crash Prep



Crash Contact

Cymple Timing

112
Singles Timing

Drum notation for Singles Timing at 112 BPM. The notation is on a single staff with a key signature of one sharp (F#) and a 4/4 time signature. It consists of 13 measures, each containing a single eighth note followed by a quarter rest. The notes are on the second line of the staff (D5). The measures are numbered 1 through 13 in boxes below the staff. The notation is as follows:

1 2 3 4 5 6 7 8 9 10 11 12 13

Doubles Timing

Drum notation for Doubles Timing. The notation is on a single staff with a key signature of one sharp (F#) and a 4/4 time signature. It consists of 9 measures, each containing a pair of eighth notes followed by a quarter rest. The notes are on the second line of the staff (D5). The measures are numbered 1 through 9 in boxes below the staff. The notation is as follows:

1 2 3 4 5 6 7 8 9

Triplet Timing

Drum notation for Triplet Timing. The notation is on a single staff with a key signature of one sharp (F#) and a 12/8 time signature. It consists of 17 measures, each containing a triplet of eighth notes followed by a quarter rest. The notes are on the second line of the staff (D5). The measures are numbered 1 through 17 in boxes below the staff. The notation is as follows:

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17

Splyts

Splyt 1

♩ 120

Musical notation for Splyt 1, measures 1-9. The piece is in 4/4 time with a tempo of 120 beats per minute. The notation is on a single staff with a treble clef. The melody consists of eighth and quarter notes. Measures 1-4 are marked with box numbers 2, 3, and 4. Measures 5-6 are marked with box numbers 5 and 6. Measures 7-9 are marked with box numbers 7, 8, and 9. The piece ends with a double bar line and a 3/4 time signature change.

Splyt 2

Musical notation for Splyt 2, measures 1-8. The piece is in 3/4 time. The notation is on a single staff with a treble clef. The melody consists of eighth and quarter notes. Measures 1-4 are marked with box numbers 1, 2, 3, and 4. Measures 5-8 are marked with box numbers 5, 6, 7, and 8. The piece ends with a double bar line.

Paracyddal

HiHat Tap Choke Sizz Closed Tap

2 3 4 5 6

mp *f* *mp* *f*

7 8 9 10 11 12

Sizz Suck Crash Choke Crunch

mp *mp* *mf* *mp* *f*

13 14 15 16 17 18

mp *ff* *f* *mp* *p* *ff*

19 20 21 22 23

Zing

p *mp* *mf* *ff*

Detailed description: The score is written on a single staff in 4/4 time. It consists of 23 measures. Measures 1-6: Measure 1 has a whole rest. Measure 2 has a half note with a HiHat symbol. Measure 3 has a quarter note with a Tap Choke symbol. Measure 4 has a half note with a whole rest. Measure 5 has a quarter note with a Sizz symbol. Measure 6 has a half note with a Closed Tap symbol. Dynamics: *mp* (measures 1-2), *f* (measures 3-4), *mp* (measures 5-6). Measures 7-12: Measure 7 has a quarter note with a Sizz symbol. Measure 8 has a quarter note with a Suck symbol. Measure 9 has a quarter note with a Crash Choke symbol. Measure 10 has a quarter note with a Crunch symbol. Measure 11 has a quarter note with a Sizz symbol. Measure 12 has a quarter note with a Suck symbol. Dynamics: *mp* (measures 7-8), *mp* (measures 9-10), *mf* (measures 11-12). Measures 13-18: Measure 13 has a quarter note with a Sizz symbol. Measure 14 has a quarter note with a Suck symbol. Measure 15 has a quarter note with a Crash Choke symbol. Measure 16 has a quarter note with a Crunch symbol. Measure 17 has a quarter note with a Sizz symbol. Measure 18 has a quarter note with a Suck symbol. Dynamics: *mp* (measures 13-14), *ff* (measures 15-16), *f* (measures 17-18). Measures 19-23: Measure 19 has a quarter note with a Zing symbol. Measure 20 has a quarter note with a Sizz symbol. Measure 21 has a quarter note with a Suck symbol. Measure 22 has a quarter note with a Crash Choke symbol. Measure 23 has a quarter note with a Crunch symbol. Dynamics: *p* (measures 19-20), *mp* (measures 21-22), *mf* (measures 23-24).