#1: 16 on a Hand
SKILL: One Hand. One Height. Single Strokes
VISUAL: Block 8 / Track
LAYERS: #2, #3, #7, #8, #9

\[ \text{\textbf{EXERCISEZZ}} \]

\[ \text{\textbf{UNISON}} \]

\[ \text{\textbf{CRASH}} \]

\[ \text{\textbf{SLIDE CHOKES}} \]
Cymbals (8)

#2: Doubles
SKILL: Two Hand. One Height. Double Strokes
VISUAL: Block 8 / Track
LAYSERS: #1, #7, #8, #9
SPLITS: A/B, B/A

USE VARIOUS SOUNDS WITHIN THIS SPLIT (CRASH, CHOKE, HIHAT, TAPS, ETC)
Cymbals (8)

#3: Roll Prep
SKILL: Two Hand. One Height. Double Strokes.
VISUAL: Block 8 / Track
LAYERS: #1
SPLITS: A/B, B/A

1 \( \frac{1}{4} \times 124 \)

\[ \frac{\text{USE VARIOUS SOUNDS (CRASH, CHOKE, HIHAT, TAPS, ETC)}}{\text{UNISON}} \]

5

8

B

15

18

SLIDE CHOKE
Cymbals (8)

#4: Triplet Diddle
SKILL: Two Hand. One Height. Double Strokes.
VISUAL: Block 8 / Track
LAYERS: #5, #6

\[ \text{USE VARIOUS SOUNDS WITHIN THIS SPLIT (CRASH, CHOKE, HIHAT, TAPS, ETC)} \]

\[ \text{A} \]

\[ \text{B} \]

\[ \text{C} \]
Cymbals (8)

**#5: Stick Control**
**SKILL:** Two Hand. One Height. Double Strokes.
**VISUAL:** Block 8 / Track
**LAYERS:** #4, #6

*same split as #4*

**USE VARIOUS SOUNDS WITHIN THIS SPLIT (CRASH, CHOKE, HIHAT, TAPS, ETC)**
Cymbals (8)

#7: Accent to Tap
SKILL: One Hand. Two Height. Single Strokes
VISUAL: Block 8 / Track
LAYERS: #1, #2, #8
SPLITS: A/B, B/A

\( \text{\#7: Accent to Tap} \)
\( \text{SKILL: One Hand. Two Height. Single Strokes} \)
\( \text{VISUAL: Block 8 / Track} \)
\( \text{LAYERS: #1, #2, #8} \)
\( \text{SPLITS: A/B, B/A} \)

\( \frac{4}{4} \)
\( \text{UNISON} \)

\( \text{same split as #1} \)

\( \text{CRASH} \)

\( \text{SLIDE CHOKES} \)
**#8: Paradiddlezz**

**SKILL:** Two Hand. Two Height. Double Strokes

**VISUAL:** Block 8 / Track

**LAYERS:** #1, #2, #7

**SPLITS:** A/B, B/A

\[ \text{\( \frac{3}{1} \)} \]

**UNISON**

\[ \text{\( \frac{3}{1} \)} \]

\[ \text{\( \frac{3}{1} \)} \]

\[ \text{\( \frac{3}{1} \)} \]

\[ \text{\( \frac{3}{1} \)} \]

**A**

\[ \text{\( \frac{3}{1} \)} \]

\[ \text{\( \frac{3}{1} \)} \]

\[ \text{\( \frac{3}{1} \)} \]

**CRASH**

\[ \text{\( \frac{3}{1} \)} \]

\[ \text{\( \frac{3}{1} \)} \]

\[ \text{\( \frac{3}{1} \)} \]

\[ \text{\( \frac{3}{1} \)} \]

\[ \text{\( \frac{3}{1} \)} \]

\[ \text{\( \frac{3}{1} \)} \]

\[ \text{\( \frac{3}{1} \)} \]

\[ \text{\( \frac{3}{1} \)} \]

\[ \text{\( \frac{3}{1} \)} \]

**B**

\[ \text{\( \frac{3}{1} \)} \]

\[ \text{\( \frac{3}{1} \)} \]

\[ \text{\( \frac{3}{1} \)} \]

\[ \text{\( \frac{3}{1} \)} \]

\[ \text{\( \frac{3}{1} \)} \]

\[ \text{\( \frac{3}{1} \)} \]

\[ \text{\( \frac{3}{1} \)} \]

\[ \text{\( \frac{3}{1} \)} \]

\[ \text{\( \frac{3}{1} \)} \]

\[ \text{\( \frac{3}{1} \)} \]

\[ \text{\( \frac{3}{1} \)} \]

\[ \text{\( \frac{3}{1} \)} \]

**SLIDE CHOKING**

\[ \text{\( \frac{3}{1} \)} \]
#9: Flam Skeleton
SKILL: Two Hand. Two Height. Multiple Strokes
VISUAL: Block 8 / Track
LAYERS: #1, #2, #7, #8
SPLITS: A/B, B/A

\[ \text{\#9: Flam Skeleton} \]

**SKILL:** Two Hand. Two Height. Multiple Strokes

**VISUAL:** Block 8 / Track

**LAYERS:** #1, #2, #7, #8

**SPLITS:** A/B, B/A

\[ 1 \text{\,}^\text{\,} = 116 \]

![Drum notation for #9: Flam Skeleton](image)
Marching Cymbals

Dane Jerus

Mizzcu Drumline

\( \text{\#} = 118 \)

\( \text{\#} = 8 \)

\( \text{\#} = 12 \)

\( \text{\#} = 16 \)

\( \text{\#} = 20 \)

\( \text{\#} = 24 \)

\( \text{\#} = 29 \)

\( \text{\#} = 33 \)

\text{\#} = 2

lets get Dane Jerus

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