



Ole Miss Band

THE PRIDE OF THE SOUTH

2023-24 DRUMLINE

AUDITION PACKET

Thank you for your interest in the 2023 Ole Miss Drumline! The Pride of the South has a proud tradition of great performances and unrelenting school spirit, and we are excited to have you become a part of that tradition.

The Pride of the South is looking for individuals who are responsible, diligent, and hard working. During the course of the audition process, you will be asked to do things that may be different from how you have previously learned them. Please keep an open mind and be flexible. There are many ways to approach technique and playing, and many of these can be considered “correct.” All we ask is that you give your best effort to learn our methods, as to create a unified approach in our ensemble. One frequently asked question is what is required to make the line, and the answer is to have a great attitude, strong work ethic, and always do your best.

Over the course of the audition process, we usually have more individuals auditioning than we have available instruments. Because of this, we ask that you have a primary choice and a secondary choice of instrument. We will do our best to honor first requests, but the main priority is to place individuals where they can utilize their strengths. In doing this, we are able to set the ensemble up for success as a whole.

Included in this packet are audition exercises. Please learn this music prior to arriving, as it will be used to teach technique, concepts, etc. No matter how simple or difficult the music may look, you must strive for accurate playing. This includes incorporating correct heights, accurate note interpretation and placement, consistent tempo (practice with a metronome), and quality of sound with each rep. Additionally, individuals auditioning for snare, tenors, basses, or cymbals must be prepared to mark time correctly to all exercises and music.

Again, we are so glad that you are interested in the Ole Miss Drumline, and we are looking forward to seeing you at auditions!

Best,

The 2023 Ole Miss Drumline Staff

Spring Clinics

These clinics are optional, free, and open to all students, regardless of grade or intent to audition for the 2023-24 season. Students should bring a copy of the audition packet, appropriate sticks/mallets, and a practice pad. If you have your own drum(s)/cymbals, please bring them. Dates are as follows:

- Thursday, February 2 | 6:30-8:30p | Ole Miss Band Hall
- Thursday, March 2 | 6:30-8:30p | Ole Miss Band Hall
- Thursday, March 30 | 6:30-8:30p | Ole Miss Band Hall

We encourage all who are interested in auditioning for the Ole Miss Drumline to attend, especially high school seniors and community college students. The goals of these include revisiting the basics, developing technique & overall approach, and preparing for auditions. Notes from each clinic will also be made available on the [marching percussion page of the band website](#) for those who are unable to attend.

Preliminary Audition Video

Students must submit their registration information and audition video no later than 11:59:59p CST on Saturday, April 15, 2023 to the following [Google form](#). Full instructions for these audition videos can be found on pages 4-6.

Callback Auditions

Callbacks will be available on an invitation-only basis following staff's review of audition videos. Attendance is mandatory to be offered a roster spot for the 2023-24 season.

- Saturday, May 20th | 9:00a-6:00p | Ole Miss Band Hall

Percussion Camp

These early move-ins present the opportunity to continue preparations as a section. These include equipment check-out, music rehearsals (in sub-sections or in battery ensemble), marching fundamentals, and weather acclimation ahead of joining the rest of the band for full band rehearsals.

- Wednesday, August 9th | 9:00a-9:00p | Ole Miss Band Hall
- Thursday, August 10th | 9:00a-9:00p | Ole Miss Band Hall
- Friday, August 11th | 9:00a-9:00p | Ole Miss Band Hall
- Saturday, August 12th | 9:00a-9:00p | Ole Miss Band Hall

Preseason Camp

- Wednesday, August 11th – Saturday, August 19th
- The full schedule for band camp 2023 can be found [here](#).

General Audition Video Instructions

- Please state the following information at the beginning of your video:
 - Your name
 - What school you are from
 - The instrument(s) you are auditioning for
 - Please specify drum number (1 – 6) for basses or split (A or B) for cymbals
- Audition videos on actual drums or keyboards are best, but as access to instruments may not be possible, the following options are acceptable and will not influence your chances of earning a spot:
 - Snare may play on a Real Feel, Offworld, or similar style pad.
 - Tenors may play on a commercial or homemade pad. If you make one, be sure it is spaced to mimic drum sizes of 6", 8", 10", 12", 13", 14".
 - Basses may play on a commercial or homemade pad.
 - Cymbals may clap. Be sure to maintain proper marching posture and clap with appropriate technique with your hands in front of you.
- Videos should be of the highest quality of both video and audio. The metronome must clearly audible. All audition videos must be recording while standing. Videos must include your face (for identification) & your feet (for marching ability).
- Exercises may be recorded individually, but each exercise, including those with multiple reps required, must be recorded in one, continuous take. Please do not edit in the middle of an exercise or between multiple reps of the same exercise.
- All students will upload videos to YouTube. Videos should be set to public or unlisted. Please also disable the comments. Please preview the link to be sure that it works before submitting it via the Google form found on page 3.
- Music should be memorized if possible.

Instrument-Specific Audition Video Requirements

Basses:

- **Thom Hannum's Check Patterns** – 1 rep at 120 bpm.
- **Woodshed Worksheet**
 - o Motion Roll – 1 rep at 125bpm. Marking time to quarter note.
 - o 16 v. 18 – 1 rep at 140bpm. Marking time to quarter note.
 - o Paradiddlediddle/Triplet Rolls – 1 rep at 150bpm. Marking time to quarter note.
 - o Flamcabulary – 1 rep at 130bpm. Marking time to quarter note.
- **Bread n Butter** – 1 rep at 116bpm. No mark time.
- **Grottoes** – 1 rep (including tag) at 140bpm. Marking time to quarter note.
- **NocTap** – 1 rep at 130bpm. Marking time to quarter note.
- **Rebel Rolls** – 2 reps (1 rep at 150bpm, 1 rep at 175bpm). Marking time to quarter note.
- **Gym Class Heroes** – 1 rep at 115bpm. Marking time to quarter note. Play “odds” when splits.
- **Rebel Beat, Letter A to Letter G** – 1 rep at 112bpm. Marking time to quarter note.

Cymbals:

- **Flip Exercise A** – 1 rep at 125 bpm. Marking time to quarter note.
- **Crash/Crash Choke/Tap Choke** – 1 rep at 125 bpm. Marking time to quarter note.
- **Bread n Butter** – 1 rep at 116bpm. No mark time.
- **Grottoes** – 1 rep (including tag) at 140bpm. Marking time to quarter note.
- **NocTap** – 1 rep at 130bpm. Marking time to quarter note.
- **Rebel Rolls** – 2 reps (1 rep at 150bpm, 1 rep at 175bpm). Marking time to quarter note.
- **Gym Class Heroes** – 1 rep at 115bpm. Marking time to quarter note. Play “odds” when splits.
- **Rebel Beat, Letter A to Letter G** – 1 rep at 112bpm. Marking time to quarter note.

Instrument-Specific Audition Video Requirements

Snares:

- **2023 Auditions Lick** – 1 rep at 144bpm. No mark time.
- **Woodshed Worksheet**
 - o Motion Roll – 1 rep at 125bpm. Marking time to quarter note.
 - o 16 v. 18 – 1 rep at 140bpm. Marking time to quarter note.
 - o Paradiddlediddle/Triplet Rolls – 1 rep at 150bpm. Marking time to quarter note.
 - o Flamcabulary – 1 rep at 130bpm. Marking time to quarter note.
- **Bread n Butter** – 1 rep at 116bpm. No mark time.
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- **Rebel Rolls** – 2 reps (1 rep at 150bpm, 1 rep at 175bpm). Marking time to quarter note.
- **Gym Class Heroes** – 1 rep at 115bpm. Marking time to quarter note. Play “odds” when splits.
- **Rebel Beat, Letter A to Letter G** – 1 rep at 112bpm. Marking time to quarter note.

Tenors:

- **2023 Auditions Lick** – 1 rep at 144bpm. No mark time.
- **Woodshed Worksheet**
 - o Motion Roll – 1 rep at 125bpm. Marking time to quarter note.
 - o 16 v. 18 – 1 rep at 140bpm. Marking time to quarter note.
 - o Paradiddlediddle/Triplet Rolls – 1 rep at 150bpm. Marking time to quarter note.
 - o Flamcabulary – 1 rep at 130bpm. Marking time to quarter note.
- **Bread n Butter** – 1 rep at 116bpm. No mark time.
- **Grottoes** – 1 rep at 140bpm. Marking time to quarter note.
- **NocTap** – 1 rep at 130bpm. Marking time to quarter note.
- **Rebel Rolls** – 2 reps (1 rep at 150bpm, 1 rep at 175bpm). Marking time to quarter note.
- **Gym Class Heroes** – 1 rep at 115bpm. Marking time to quarter note. Play “odds” when splits.

Rebel Beat, Letter A to Letter G – 1 rep at 112bpm. Marking time to quarter note.

Audition Process

The audition process will be broken down into two areas:

1. Individual Evaluation
2. Ensemble Performance

- All auditionees must submit a preliminary audition video. These will consist of exercises from the packet as well as some music excerpts from a book recently performed. Staff will create detailed feedback and recommendations for subsequent steps of the audition process.

- When in a sectional or ensemble environment, we will be looking for your mastery of the exercise packet as well as your ability to adapt, blend, and balance. As we progress through aspects of our program, specific explanations will be provided. Your ability to keep an open mind and incorporate our approach into your playing will be play a crucial role.

Audition Tips

- Your level of success throughout the auditions process will be directly related to your level of preparation with the audition materials.

- Use a mirror when you practice and record yourself. Review these recordings critically and strive to perfect your performance of each exercise.

- ALWAYS use a metronome or music with a steady tempo when practicing. Be able to mark time to all materials.

- Keep in mind that you are auditioning at all times. Be professional!

- If you have any confusion with anything you are being asked to do, be sure to ask questions.

- Prepare to be involved in a tedious, competitive process. Your ability to stay mentally engaged throughout the process will play a crucial role.

- Be confident in yourself! Everything is a performance, from the first rep of 8s through the end of the season. Convince us that you are comfortable with whatever you're doing.



Approach

- Our main responsibility as percussionists is to keep perfect time. Find the pocket and stay in it. Strive to find the groove in each phrase and keep rhythms accurate.
- Be 100% comfortable and relaxed from your shoulders through your fingertips. Fewer muscles with unnecessary tension will lead to better sound quality.
- Always work for a soft touch in your hands. The stick should feel heavy. Your grip should never be tight or “white-knuckling” the stick, as this will create a harsh, choked off sound.
- Create a full, warm sound at every dynamic level. *Piano* will not sound like *forte*, but it should be the fullest, warmest *piano* possible.
- Play perfect rhythms. Analyze each rhythm you play. Identify rudiments. Understand the underlying check patterns within each phrase to keep in time.
- Be ready to work your hardest and give your best efforts. You will be expected to achieve a balanced, warm sound quality and perfect rhythms while using a similar touch, feel, and technique with 8-11 other individuals.

Grip

- Drum heads produce an incredible amount of rebound, so we work to allow that rebound to dictate our playing. Our grip is there to control the amount of rebound we experience, not to prohibit in any way. Any tension in any part of our grip can prevent the bouncing of the stick and create harsh sounds. Your fingers and hands should remain relaxed enough to achieve rebound and a warm sound while still being engaged enough to control it.

Each Hand:

- Thumb/index finger connection approximately 1/3 from the bottom of the stick.
- The butt of the stick should be slightly visible out the back of the hand.
- Thumb is parallel (runs along) to the stick and angled up at 45° to allow for a prime combo of wrist and finger engagement when playing (not German or French).
- Your middle, ring, and pinky fingers should be wrapped naturally and gently around the stick, while never completely leaving the stick when it's in motion.
- Your control will primarily be felt near the back of your hand in the pocket created with your back three fingers and fleshy part of your palm. We want to avoid unnecessary pressure in the index finger & thumb.



Playing Positions

- The neck and shoulders should be relaxed while still maintaining correct posture. This will help avoid translating tension down through the downward chain.
- When standing naturally, space exists between the sides of your trunk and your inner side of your upper arms (biceps/triceps area). Neither arm should dig into your trunk or move too far outward. If you feel your shoulder doing work, your arm is probably too far.
- The path from your shoulders through your arms through your hand to the beads should be “downhill” throughout.



Drum Level:

- This is a massively underrated variable in drumming. You will not play your best if this is not taken into consideration and accounted for. ALWAYS adjust drum levels on carriers and stands to match YOUR most natural and comfortable playing position, not vice versa.

Self-check: Close your eyes away from a drum and raise your arms to comfort. Set up drum height accordingly.

Home Base Position:

- Beads are $\frac{1}{2}$ " above playing zones on drums 1 and 2.
- Beads will be $\frac{1}{2}$ " apart when playing on same drum.
- Sticks are angled $\sim 10^\circ$ down toward the head, with a slight angle toward each other.
- When not playing, sticks will return from whatever drum was just played to above drums 1 and 2.

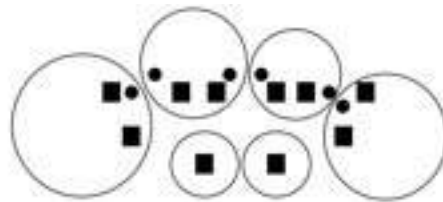
Hands in Motion

- Always lead each stroke with the head of the stick.
- The hands will move in more of a hinge motion (i.e. rest your arm on a table and, without picking up your arm, knock on the table).
- Each hand's primary focus is a wrist turn. For the sake of conserving energy, wrist "only" is to be used while playing the majority of full/down/tap strokes. In this approach, your forearm will still be relaxed, just not the initiation point for motivating the stroke. Your forearm should naturally "jiggle" in response. If this "jiggle" is not present, you are probably squeezing the stick too much.
- Drumming is not an exact science, so the fingers and arm will support the wrist in tandem to create a full, relaxed sound in various skills sets (rolls, moeller, etc.).
- When playing, the weight of the stick typically sits in the middle of the right hand (between the middle and ring fingers).
- Having the weight/rotation points more proximal in the hand, rather than the front finger fulcrums, enables us to achieve a fuller sound while prioritizing proper wrist rotation. **
- Allow each stroke to be as efficient as possible by minimizing the amount of player interference.
- If the stick is held too tightly, the vibrations and resonance of the stick will be choked off, producing a very thin quality of sound.
- Additionally, excessive tension will cause the shock of an improper stroke to be dispersed directly into your hands and forearms. This can result in unnecessary injury.
- Let the stick breathe in your hands.
- A good analogy for managing grip pressure is thinking in terms of a potato chip. We want our grip engaged enough to not drop the potato chip, but not so much so that you end up breaking the potato chip.

**Exception: We may feel the fulcrum in different locations throughout the chain depending on the level of pressure needed to execute the skill set (fast diddles, buzzes, etc.).

Movement Around the Drums

- This is based on the principle that all playing zones are in front of you and in a straight line across the drums.
- Zones for drums 1 and 2 are ~3" from the rim, while zones for drums 3 and 4 are closer to the home base zones listed below.
- To play the outside drums, your arm will move over with the grip staying the same.
- Spock (8") and spike (6") are played directly in the center and should be the only drums you pull back for.
- We will use two types of zones to create efficacy while moving around the drums.
- "Stock" will be our approach for the majority of our time.
- "Altered" will be used when working to achieve faster scrapes/sweeps.



Squares = Stock; Circles = Altered

- Any movement around the drums should be as efficient with motion and space as possible.
- The primary motions occur in two separate axes: the X axis and the Y axis.
- X axis refers to motion across the drums and is controlled by the forearm
- Y axis refers to motion up and down and is controlled primarily by the wrists.

Crossovers

- These occur when we place either the left or right stick, wrist, or arm over one another.
- This is primarily a visual component but also serves as a means to play the proper voices without extreme alterations to sticking.
- Our first priority is to produce a quality sound; as such, performing crossovers cannot take away from our musical responsibilities.
- We will use three types of crossovers, as follows:



Stick Cross



Wrist Cross



Arm Cross

Prior to clinics and/or auditions, spend time moving around different drums using the “Grottoes” template. Some patterns to look at include:

- Drum 1 out to drum 3
- Drum 2 out to drum 4
- Drum 3 in to drum 1
- Drum 4 in to drum 2
- Triangle inwards and outwards from all drums
- Z patterns inwards and outwards

Stroke Types

Full Strokes:

- Sticks start and stop at the same point
- The goal is to allow the rebound to do the work. Throw the stick down, do NOT lift it up.
- Rebound should be the same speed as the initial movement toward the playing surface (don't interfere).
- Grip will "open" a bit to allow for rebound within your hand at higher heights.
 - Imagine a pocket stretching rather than fingers bailing off the stick.

Down Strokes:

- Should sound the same as full strokes and feel the same prior to contact with the playing surface.
- Once contact is made with the playing surface, the wrist motion ceases, preventing the stick from rebounding to the initial height.
 - Your hand should feel like dead weight after the bead strikes the playing surface. This heaviness in the hands will help stop the stick in a warm manner, rather than squeezing the stick to a stop.
- Avoid squeezing the fingers to stop the motion.

Taps:

- Played primarily with a wrist turn.
- These will rebound, and, like a full stroke, they will be played by only initiating downward and not lifting up.
- While these will not have the same velocity as a full stroke, we will remain fluid in motion by playing *slightly* more into the drum to avoid any awkward pauses in motion at the top of each stroke.
- The grip is slightly more "closed" than felt at higher heights for full strokes. The hand must stay relaxed and heavy without tension to maintain a controlled rebound and quality sound.
 - Imagine a pocket recoiling to its original shape rather than shrinking down.

Up Strokes:

- Should feel the same as taps prior to contact with the playing surface.
- Once contact is made with the playing surface, the wrist motion will continue beyond rebound to assist in progressing to above the initial height.
- Avoid tension in the arm, allow the arm to move naturally as the wrist turn is completed.
- Avoid squeezing the fingers in anticipation of the upward motion.

Dynamics

- We will strive to have a consistent approach to the drum regardless of heights/dynamics.
- Typically, consistency of heights dictates volume. However, our music is the ultimate factor in defining volume. There WILL be instances in which players are asked to play stronger or lighter than normal for the sake of a phrase's musical expression.
- We will incorporate additional arm at heights above 15"
- The stick will NEVER travel beyond vertical, but it will be higher in the air due to the additional arm incorporated above 15"
- The height system for the Ole Miss Drumline is listed below. Please note that each dynamic correlates with the accent & the tap. Notes marked with a tenuto will be 50% of a given dynamic's accent height.

<i>pp = 1.5"</i>	<i>p = 3"/1.5"</i>	<i>mp = 4"/1.5"</i>	<i>mf = 6"/3"</i>	<i>f = 9"/3"</i>	<i>ff = 12"/3"</i>	<i>fff = 15"/3"</i>	<i>ffff = 20"/4"</i>

Quads Notation Key

tap	tenuto	accent	buzz	crushed buzz	diddle	shoulder shot	muted shot (skank)	crossover	rim/ stick click (s.c.)



Woodshed Worksheet

UMDL 2023-24

arr. MGA

A Accent Tap
♩ = <126-165

l
r

5

l
r

9

r l r l r l r l r l r l r l r l r l r l r l r l r l r

B Motion Roll
♩ = 125-150+

p

16


20

r r l l r l l r l l r r l r r l r r l l r l l r l l r r l r r l r

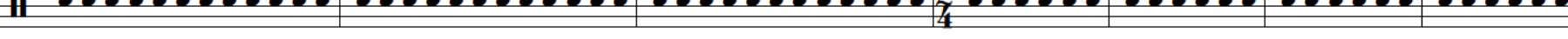
2. **C** Triplet Grid (add diddles and flams on 1st, 2nd, 3rd partial)

♩ = 140-180

23 $\text{♩} = 140-160$



30



D 16th Note Grid (add diddles and flams on 1st, 2nd, 3rd, 4th partial)

♭ = 100-130

37 $\bullet = 100-150$

41

43

F Phatty Mac 4-2-1 (experiment with variations - one height, accent on each partial, swap patterns, change stickings, add buzzes/diddles, etc.)

♩ = 140-180

46 $\text{♩} = 140-180$

r l r l r l r l r l r l r l r l r l r l r l r l

50

r l r l r l r l r l r l r l r l r l r l r l r l r

4 **H** Paradiddle/ Triplet Rolls (play three variations - once with check on triplet rolls, once with buzzes, once with diddles)

83 ♩ = 150-190+



r l r r l l r l r r l l r l r r l l r l r l r l r l r l r l r r l l r l r r l l r l r r l l r l r l r l



r l r r l l r l r r l l r l r l r l l r r l r l r l r l r l r l l r l r l l r r l r l



r l r r l l r l r l r l l r r l r l r l r r l l r r l r l r

I Flamcabulary

♩ = 125-160

5



r r l l r r l l r r l l



r l l r r l l r r l l r

r l l r r l l r r l l r



r r l l l r r r l l l r

r r l l l r r r l l l r



r r r l l l r r r l l l



r l r l r l r l r l r

Tenors

Auditions Lick

UMDL 2023-24

MGA

♩ = 144-156+

The musical score is written for Tenors and consists of seven staves. The tempo is marked as ♩ = 144-156+. The score includes various rhythmic patterns, dynamics, and articulations.

Staff 1: 3/4 time. Measures 1-4. Dynamics: *p*, *mf*, *f*, *ff*. Articulations: accents, slurs, triplets.

Staff 2: 4/4 time. Measures 5-8. Dynamics: *p*, *mf*, *f*, *ff*. Articulations: accents, slurs, triplets.

Staff 3: 5/4 time. Measures 9-12. Dynamics: *p*, *mp*, *mf*, *f*. Articulations: accents, slurs, triplets.

Staff 4: 4/4 time. Measures 13-16. Dynamics: *ff*, *p*, *mp*. Articulations: accents, slurs, triplets.

Staff 5: 4/4 time. Measures 17-20. Dynamics: *f*, *ff*, *p*, *f*, *mf*. Articulations: accents, slurs, triplets.

Staff 6: 5/4 time. Measures 21-24. Dynamics: *ff*. Articulations: accents, slurs, triplets.

Staff 7: 4/4 time. Measures 25-28. Dynamics: *ff*. Articulations: accents, slurs, triplets.

Bread n Butter

Tenors

Someone

$\text{♩} = 116$

19 16 11 16

r r r r r r r r r l r l l l l l l l l r l r r r r r l r l l l l l r l

5

r r r r r l r l l l l l l r l r r r l r l l l r l r r r l r l l l r l

11

r l r l l l r l r r r l r l l l r l r r r l r l r l r

17

19 16 11 16

r l r l r l r l r l r l r l r l r l r l r l r l r l r l r l r l r l

19

11 16 7 16

r l r l r l r l r l r l r l r l r l r l r l r l r l r l r l r l r l

23

7 16

r l r l r l r l r l r l r l r l r l r l r l r l r l r l r

28

l r l r l r l r l r l r l r l r l r l r l r l r

Tenors

Grottoes

UMDL 2023-24

exercises by Drew Guy, Jud Wilson
arr. Mason G. Atkins

♩ = 140



r ...

b ...

l ...

b ...



r ...

l ...



r ...

l ...



r ...

l ...



r ...

l ...



r ...

r ...



r ...

l ...



r ...

l ...



r ...

l ...

V.S.

Tenors

37 

r ... r ...

41 

r ... l ...

45 

r ... l ...

49 

r r r r r l r l r l r l r l r l r l r l

52 

r l r l r l r l r l r r l r l r l r l r l r b b

Tenors

Tenors

23

Tenors

$$J = 150 - 190 +$$
[illegible]

Tenors

Gym Class Heroes

For UMDL 2023-24

"Physical Education"
by Animals As Leaders

Drums by Matt Garstka
arr. Mason G. Atkins

$\text{♩} = 115$ [A]

r l r l r l r l r l r l r l l r l r l r l r l r l r l l

4 *ff mf* *ff*

r l r l r l r l r l r l r l l r l r l r l r l r l r l l

6 *ff*

r l r l r l r l r l r l r l l r l r l r l r l r l r l l

9 [B] odds *ff*

r r l r l l r l r l l r l r r l l r l r l r l r l r l l

evens

r b r l r r l l r r l l r r l l r r l l

12 *ff*

r b r l r r l l r r l l r r l l r r l l r r l l

14 *all*

r l r r l l r l r l r l r l l r l r l l r l r l l r r l l

r b r l r r l l r r l l r r l l r r l l

17 [C]

r r l l r r l l r l r r l r l r l r l r r l l r l r l l

mf V.S.

Tenors

[illegible]

[H]

Tenors

3

42



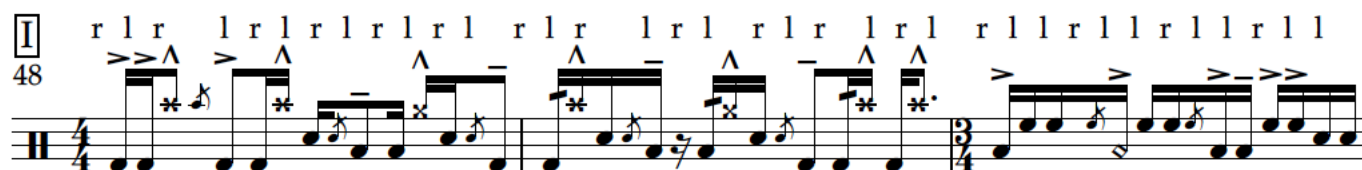
r l r l r l r l r l r l r l r l r l r l r l r l r l r l r l

45



[I]

48



r l r l l r l r r r l l r l r r l r l r r l r l r l r l r l

51



r l r l r l r r l r l l r l l r l l r l l r l l r l r l r l

54



r l l r l r l r r l r l r l r r l l r l r r l l r l r l b

Rebel Beat

Tenors

"The Pride" arr. Randy Dale 2011

"The South" Paul Morgan 2012

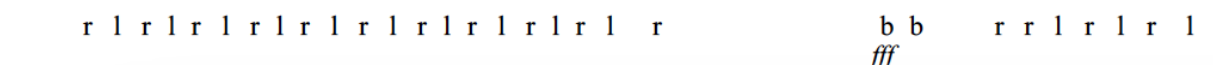
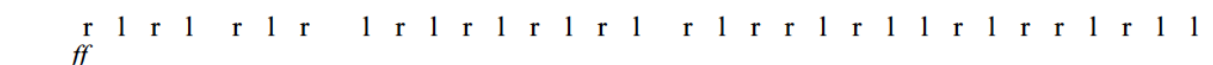
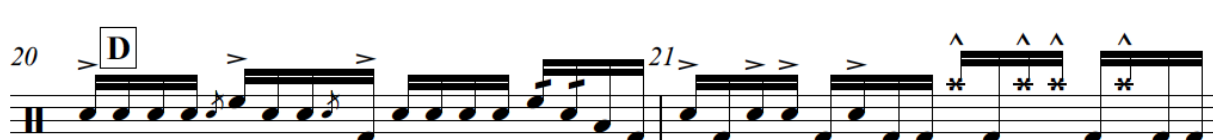
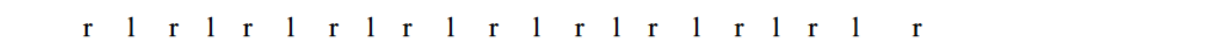
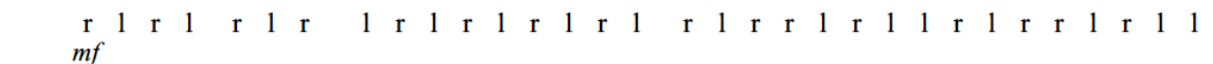
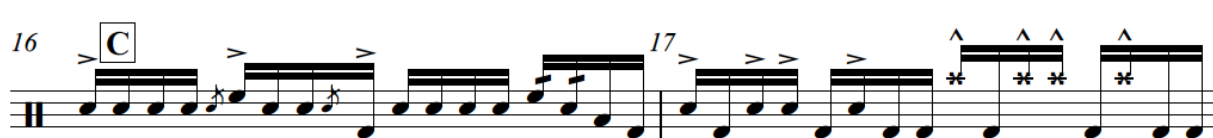
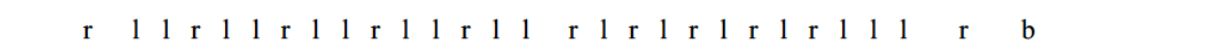
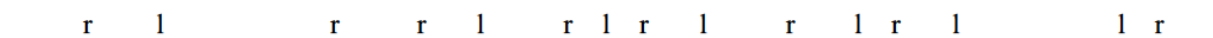
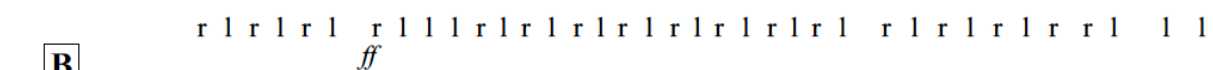
rev. Mason G. Atkins 2021

♩ = 112 - 120

2 all



Hot - ty Tod dy Gosh Al-migh - ty Who The Hell Are We? Hey!



V.S.

29

Tenors

3

55 56 57 58

l l l r l r l r l r l r l l l r l l r l r l r l r

58 59 60

r l r r l l r l r r l l r r l r r l l r l r l r l

p *f*

61 62

r l r r l l r l b r l b r l b l l r l r l r l r l r r l l r l

63 64

b r l b r l b l l r l r l r l r l r l

65 66 67

r l r r r r r l l r r r r r l r r l r l l r r l

68 69

r l r l r l r l r l r l r b r r r l l l r r r l l l r l l l r

70 71 72

b r l r r l l r l l r b r l r r l l r l l r r l r r l r l l r r l

73 74 75

r r l r r r r l r l r l r l ... r r l l r

ff