

**Audience Rehearsal Score**

Audience members copy all snare drum rhythms by clapping and all bass drum rhythms by stomping.

# Drumlines - Interactive Portion

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**Steadily; with a groove** ♩ = 126  
*Percussionists shout:*

The Drumline Percussionists (snare drum) (snare.....) (bass dr.)

Fo-cus Chal-lenge! Con-cen - tra-tion!

(audience claps)

(Clap, clap, clap, clap)

Orchestra (Piano)

6 *etc.*

Perc.

Kids

(Clap, clap, clap, stomp) (Clap, clap, stomp, stomp) (Clap, stomp, stomp, stomp)

O.

11

Perc.

Kids

(Stomp, stomp, stomp, stomp)

O.

*The preceding passage is played twice. That is followed by a "challenge" game, outlined below. When the Drumline gives the cue again, the passage is performed for a third and final time.*

**Challenge Game:** The Drumline percussionists will shout: "Yo! Challenge - We go, then you go!" The drummers will play a rhythm and audience members should try their best to imitate. All snare drum rhythms should be clapped and all bass drum rhythms should be stomped. Eventually the rhythms may get too fast and complicated to imitate, but that will half the fun! (TC)