Beginning Band Challenge Ninja Levels

NAME:	

BELT	OB JECTIVE	DIRECTOR'S SIGNATURE
White Belt	Bb Penta Scale in Whole Notes at 90 Bpm	
	Ab Penta Scale in Whole Notes at 90 Bpm	
	Eb Penta Scale in Whole Notes at 90 Bpm	
	F Penta Scale in Whole Notes at 90 Bpm	
	Percussion - Exercise 1	
	Percussion - Exercise 2	
	Percussion - Exercise 3	
	51. Play the Dynamics	
	54. Frere Jacques	
	56. Old McDonald Had a Band	
	8 Count Long Tone - Concert Bb (winds only)	
	Score 8/8 on Music Racer Level A	
	Bb Penta Scale in Half Notes at 80 Bpm	
	Ab Penta Scale in Half Notes at 80 Bpm	
	Eb Penta Scale in Half Notes at 80 Bpm	
	F Penta Scale in Half Notes at 80 Bpm	
Yellow	Percussion - Exercise 4	
Belt	Percussion - Exercise 5	
	Percussion - Exercise 6	
	57. Ode To Joy	
	58. Hard Rock Blues	
	59. Fit To Be Tied	
	12 Count Long Tone - Concert Bb (winds only)	
	Score 12/16 on Music Racer Level B	

Ab Penta Scale in Quarter Notes at 70 Bpm Eb Penta Scale in Quarter Notes at 70 Bpm F Penta Scale in Quarter Notes at 70 Bpm Chromatic Scale (Part 1) in Whole Notes at 90 Bpm Percussion - Exercise 7 Percussion - Exercise 8 Percussion - Exercise 9	
Orange Belt F Penta Scale in Quarter Notes at 70 Bpm Chromatic Scale (Part 1) in Whole Notes at 90 Bpm Percussion - Exercise 7 Percussion - Exercise 8	
Chromatic Scale (Part 1) in Whole Notes at 90 Bpm Percussion - Exercise 7 Percussion - Exercise 8	
Chromatic Scale (Part 1) in Whole Notes at 90 Bpm Percussion - Exercise 7 Percussion - Exercise 8	
Percussion - Exercise 8	
Percussion - Exercise 9	
62. Camptown Races	
63. New Directions	
67. Three Beat Jam	
14 Count Long Tone - Concert Bb (Winds Only)	
Score 16/16 on Music Racer Level B	
Bb Penta Scale in Scale Pattern at 60 Bpm	
Ab Penta Scale in Scale Pattern at 60 Bpm	
Eb Penta Scale in Scale Pattern at 60 Bpm	
F Penta Scale in Scale Pattern at 60 Bpm	
Green Belt Chromatic Scale (Part 1) in Half Notes at 80 Bpm	
Pass off 1 solo with fewer than 5 mistakes	
Percussion - Exercise 10	
Percussion - Exercise 11	
Percussion - Exercise 12	
90. Variation on a Familiar Theme	
91. Banana Boat Song	
The Shiner Song with fewer than 5 mistakes	
16 Count Long Tone - Concert Bb (Winds Only)	
Score 15/20 on Music Racer Level C	

	Bb One Octave Scale in Half Notes at 80 Bpm	
Blue Belt	Ab One Octave Scale in Half Notes at 80 Bpm	
	Chromatic Scale (Part 1) in Quarter Notes at 70 Bpm	
	Chromatic Scale (Part 2) in Whole Notes at 90 Bpm	
	Percussion - Exercise 13	
	Percussion - Exercise 14	
	Percussion - Exercise 15	
	92. Razor's Edge	
	The Shiner Song with fewer than 3 mistakes	
Brown Belt	Bb One Octave Scale in Quarter Notes at 70 Bpm	
	Ab One Octave Scale in Quarter Notes at 70 Bpm	
	Chromatic Scale (Part 1) in Scale Pattern at 60 Bpm	
	Chromatic Scale (Part 2) in Half Notes at 80 Bpm	
	Percussion - Exercise 16	
	Percussion - Exercise 17	
	Percussion - Exercise 18	
	Score 20/20 on Music Racer Level C	
	Bb One Octave Scale in Scale Pattern at 60 Bpm	
Black Belt	Ab One Octave Scale in Scale Pattern at 60 Bpm	
	Chromatic Scale (Part 2) in Quarter Notes at 70 Bpm	
	Chromatic Scale (Part 2) in Scale Pattern at 60 Bpm	
	Percussion - Exercise 19	
	Percussion - Exercise 20	

RULES OF THE GAME

- Belts must be tested in order. Objectives do not have to be tested in order. You can only attempt one objective one time per class period.
- Testing may be done before school, after school, or during Activity Period. We will occasionally set aside time in class for testing on objectives. All tests must be performed in front of a director, by video recording and emailing the video to a director, or by leaving a message on the band hall answering machine (don't forget your name!).
- Percussion must test on bells unless otherwise specified. The percussion exercises are all to be performed on snare.
- Music Racer is an online game to test for note naming. To practice at home, go to MusicRacer.com and click note naming and your instrument. Music Racer must be played in the band hall office in front of a director. Students can also record themselves playing Music Racer and email their score to the directors.
- Metronomes are easy to find for your phone or tablet. Search for a free metronome app and then set the beats per minute to practice.

Mr. Sims - simsz@shinerisd.net

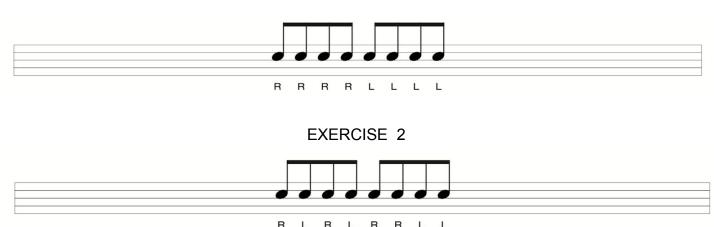
Mrs. Sims - simsw@shinerisd.net Mr. Schulte - schultej@shinerisd.net Band Hall Phone - (361) 594-3131 x 462

HAPPY GAMING!

PERCUSSION OBJECTIVES

ALL LINES SHOULD BE PLAYED REPEATED

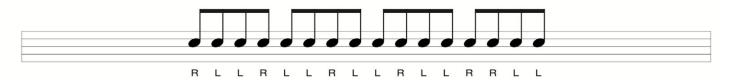
EXERCISE 1



EXERCISE 3



EXERCISE 4



EXERCISE 5





EXERCISE 7



EXERCISE 8



EXERCISE 9



EXERCISE 10



EXERCISE 11





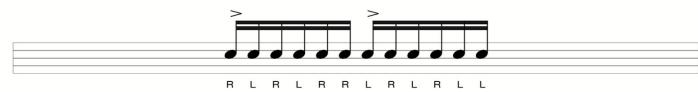
EXERCISE 13



EXERCISE 14



EXERCISE 15



EXERCISE 16



EXERCISE 17





EXERCISE 19



