



QUARTER 3 SCALE LADDER WIND ENSEMBLE & CONCERT BAND

For Quarter 3, you will need to climb the scale ladder one rung at a time.

Here are the rules:

- Each scale must be played perfectly with NO mistakes and NO restarts.
- You must climb the ladder each day that you pass off scales, and *Mr. Flinchbaugh will randomly choose a scale that you've already passed off before you can continue to the new scales needed to be played.*
- Each scale must be in 8th note/16th note patterns at quarter note = 72 beats per minute. A metronome may be used.
- All scales must be played in 2 octaves for woodwinds and percussion. Scales should be played 2 octaves for brass if possible depending on range.
- Play each scale musically with a crescendo ascending and decrescendo descending.

Grading

- Mr. Flinchbaugh will initial in the box when the scale is played successfully. You may then move on to the next scale.
- If a mistake is made, your ladder climbing is over for that session. Keep practicing the scales EVERY DAY at home. This is the only way to successfully perform your scales from memory EVERY TIME.
- At the end of the quarter, any scales not played perfectly from memory will be deducted from your final grade.
- Each scale is worth as many points as there are accidentals in the key signature (C major will be worth 1 point, chromatic will be worth 3 points) for a total of 24 points.