

**2010 STAR SEARCH TALENT DISPLAY**

**USA EASTERN TERRITORY**

# **SNARE DRUM**

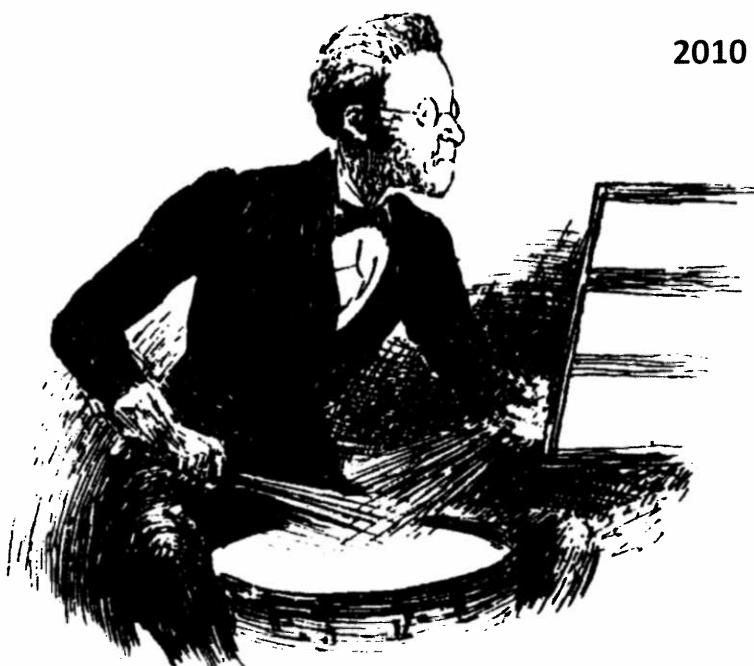
**GENERAL REQUIREMENTS**

**SUGGESTED SOLOS**

**2010 TEST PIECE PERFORMANCE SUGGESTIONS**

**LEVEL I - IV RUDIMENTS**

**LEVEL I - IV SNARE DRUM SOLOS  
(TEST PIECES)  
WITH OPTIONAL  
BELL ACCOMPANIMENT**



# 2010 SALVATIONIST STAR SEARCH TALENT DISPLAY

## USA EASTERN TERRITORY

### Snare Drum

#### General Requirements

Snare drum soloists at each level will perform the **required list of rudiments, test piece** and a **solo of the performer's choice**. The selected solo should contain the rudiments required for their level. A copy of the chosen solo must be provided for the adjudicator. The following is a list of suggested solos for each level listed alphabetically by composer:

#### Level I

##### Snare Drum, The Competition Collection by Thomas A. Brown

Choose one of the following solos from the collection:

- Rudelmints p. 3
- Way to Go p. 4
- Rough Ruff p. 5
- Flamery Flats p. 6

##### Winning Snare Drum Solos for the Beginner by Thomas Brown

Choose one of the following solos from the collection:

- Drum Drops p. 2
- Waltzy Walter p. 3
- Laser Beats p.4
- Stick Kickers p. 5

##### Easy Rudimental Solos for Snare Drum by Jeffery P. Funnel

Kay-Dance only

##### Contest Solos for the Young Snare Drummer by Murray Houllif

Choose one of the following solos from the collection:

- A Strange Accent p. 2
- Off Beat March p. 3
- Speak Softly p. 4
- William Tells All p. 5

## Snare Drum Solos (Continued)

### Level II

#### Snare Drum, The Competition Collection by Thomas A. Brown

Choose one of the following solos from the collection:

- Turbo Tubs p. 8
- A Stitch in Time p. 9
- Wriskit p. 10
- Paradiddle Do Do p.11

#### Winning Snare Drum Solos by Thomas Brown

Choose one of the following solos from the collection:

- Fivery p. 3
- Snaarzz p. 9
- Flampage p. 10
- Diddle Pad p. 11
- Double Trouble p. 12

#### Easy Rudimental Solos for Snare Drum by Jeffery P. Funnel

Trident only

#### First Competition by Acton E. Ostling

### Level III

#### Snare Drum, The Competition Collection by Thomas A. Brown

Choose one of the following solos from the collection:

- Roller Derby p. 13
- Hot Spot p. 14
- Time Out p. 16

#### Winning Snare Drum Solos by Thomas Brown

Choose one of the following solos from the collection:

- Mix and Match p. 13
- Quick Sticks p. 14
- Power Drums p. 15

#### Contest Solos for the Young Snare Drummer by Murray Houllif

Choose one of the following solos from the collection:

- Triple Play p. 9
- May I Have This Waltz p. 12
- Drag Racer p. 13

## Snare Drum Solos (Continued)

### Level IV

524 Main Street by Alan Abel

Colonial Drummer by John Beck

Bobbin' Back by R.W. Buggert

Here's to the Ratamacue by John S. Pratt

Alfred's Rudimental Contest Solos by Jay Wanamaker

Choose any one solo from the collection



## 2010 Test Piece Performance Suggestions

1. It is important to perform the test piece at the indicated **metronome marking**. The speed of the solo affects its level. If the solo is played slower than indicated, it becomes a level or two easier. If the tempo is faster than indicated, it will be more difficult to play and become a level or two harder.
2. The snare drum should be tuned so that there is a good **snare response** at all the dynamic levels. The snares should be loose enough to produce a good snare sound when playing soft and tight enough so there is no snare rattle when playing loud.
3. The **drum heads** should be tuned so that the same pitch is produced when the drum is tapped near each tuning screw with the tip of the snare drum stick. This is called clearing the head.
4. The test pieces were written to be performed on the standard, narrow **snare drum** found in most corps. The test pieces for Levels I, II and IV can also be performed on a deep shell field drum in a more rudimental style. The Level III solo should be played on a narrow drum using buzz (closed) rolls.
5. The **thickness of the drum sticks** should match the depth of the drum. Thinner sticks should be used on a narrow drum. Thicker parade sticks should be used on a deep field drum. This helps to produce the correct tone and snare response.
6. It is important to follow all the **stickings** as marked since many of them indicate rudiments for the level and will facilitate playing the piece.
7. **Stick height** should be used to produce the dynamics. The softer the notes, the closer the sticks should be to the drum head.
8. Other instruments may be substituted for the optional bell accompaniment for performance. If bells or a xylophone are used, hard plastic or acrylic **mallets** are preferred to help balance the snare drum sound in the louder sections.
9. Reading the **text of the hymn tunes** chosen for the test pieces would help you to interpret the dynamic markings and phrase the musical lines. The hymns were chosen for their message as well as their musical style.

I hope that you enjoy playing these pieces. May God bless and use your musical abilities for His glory.

Yours in Christ,



# Salvationist Star Search Talent Display

## Snare Drum Scoring

<b>Roll Rudiment</b>	<b>0-5 Points</b>
<b>Single Stroke Exercise</b>	<b>0-5 Points</b>
<b>Flam Rudiment</b>	<b>0-5 Points</b>
<b>Double Stroke Rudiment</b>	<b>0-5 Points</b>
<b>Test Piece and Prepared Piece</b>	<b>0-80 Points</b>
<b>Tone (0-5 each piece)</b>	
<b>Playing Area</b>	
<b>Snare Tuning</b>	
<b>Technique (0-5 each piece)</b>	
<b>Hand Position</b>	
<b>Lift</b>	
<b>Stick Control</b>	
<b>Rhythm (0-15 each piece)</b>	
<b>Accuracy</b>	
<b>Pulse</b>	
<b>Musicianship (0-15 each piece)</b>	
<b>Accents</b>	
<b>Dynamics</b>	
<b>General Appearance/Stage Presence</b>	

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**Possible Score** **100 Points**

**EASTERN TERRITORY STAR SEARCH TALENT DISPLAY**  
**Snare Drum Adjudication - Scoring Sheet**

Name: \_\_\_\_\_ Age: \_\_\_\_\_ Date: \_\_\_\_\_  
Corps: \_\_\_\_\_ Division: \_\_\_\_\_  
Level: \_\_\_\_\_ Chosen Piece: \_\_\_\_\_

<u>Performance Area</u>	<u>Point Range</u>	<u>+/ -</u>	<u>Total Points</u>	<u>Adjudicator's Comments</u>
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**Roll Rudiment**.....0-5 points \_\_\_\_\_

Selected Roll:

Knowledge of the Roll.....   
Final Accents.....   
Even Bounce Strokes.....

**Single Stroke Exercise**... 0-5 points \_\_\_\_\_

Selected Exercise (Letter):

Evenness of the Notes.....   
Stick Height.....   
Pulse.....

**Flam Rudiment**.....0-5 points \_\_\_\_\_

Selected Flam Rudiment:

Accents.....   
Up/Down Strokes.....   
Evenness w/o Popping.....

**Double Stroke Rudiment**.0-5 points \_\_\_\_\_

Selected Double Stroke Rudiments:

Accents.....   
Evenness of Double Strokes..   
Up/Down/Tap Strokes.....

+ or - indicates strength or weakness

**Total Rudiment Points**..... \_\_\_\_\_

**Total from Page 2**..... \_\_\_\_\_

**Grand Total**..... \_\_\_\_\_

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Adjudicator's Signature

## Eastern Territory Star Search Talent Display

## Snare Drum Adjudication-Scoring Sheet (Cont.)

<u>Performance Area</u>	<u>Point Range</u>	<u>+/ -</u>	<u>Total Points</u>	<u>Adjudicator's Comments</u>
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**Compulsory Piece**.....0-40 points

Title and Level:

Tone.....0-5 points

Playing Area.....

Snare Tuning.....

\_\_\_\_\_

Technique.....0-5 points

Hand Position.....

Lift.....

Stick Control.....

\_\_\_\_\_

Rhythm.....0-15 points

Accuracy.....

Pulse.....

\_\_\_\_\_

Musicianship.....0-15 points

Accents.....

Dynamics.....

Appearance/Stage Presence...

\_\_\_\_\_

**Total Compulsory Piece Points**.....\_\_\_\_\_

**Chosen Piece**.....0-40 points

Title and Level:

Tone.....0-5 points

Playing Area.....

Snare Tuning.....

\_\_\_\_\_

Technique.....0-5 points

Hand Position.....

Lift.....

Stick Control.....

\_\_\_\_\_

Rhythm.....0-15 points

Accuracy.....

Pulse.....

\_\_\_\_\_

Musicianship.....0-15 points

Accents.....

Dynamics.....

Appearance/Stage Presence...

\_\_\_\_\_

**Total Chosen Piece Points**.....\_\_\_\_\_

**Total Points From This Page**.....\_\_\_\_\_

# 2010 SALVATION ARMY STAR SEARCH TALENT DISPLAY

## Level I Snare Drum Rudiments

### I. Roll Rudiment: Multiple Bounce (Buzz) Roll

Start the multiple bounce (buzz) roll with the right hand. The roll should be held until the adjudicator's cut off. It should be played evenly, without accent or dynamic change.



### II. Single Stroke Exercises: Quarter and Eighth Notes

Start each line with the right hand and then alternate hands until the end of the exercise. Each line should be repeated until the adjudicator's cut off. The lines should be played evenly without accent in a steady tempo set by the adjudicator.

### III. Flam Rudiment: Alternating Flams

Start with a right hand flam (IR) and continue until the adjudicator's cut off. Each flam should be played with an accent.

### IV. Double Stroke Rudiment: Half Drag (Ruff)

Start with a right hand half drag (IIR) and continue until the adjudicator's cut off.

2010 SALVATION ARMY STAR SEARCH TALENT DISPLAY

## Level I Snare Drum Test Piece

The level I snare drum test piece incorporates the level I rudiments including a section of alternating flams . It also introduces the student to basic right hand lead technique. This should help control the volume and evenness of tone. Stick height and placement should be used to create the dynamics.

## Fairest Lord Jesus

arr. by Bill Quick  
(Revised 2003)

'10 Level I Snare Drum Test Piece page 2

14

*p*

*mp*

*mf*

14

R R L R L R R L R L R L R R L R L R L R L

*mp*

*mf*

18

*rit.*

*f*

18

R L R L R L R R L R R L R L R L R L R I R

(Move toward the center) *rit.*

*f*

2010 SALVATION ARMY STAR SEARCH TALENT DISPLAY

## Level II Snare Drum Rudiments

## I. Roll Rudiments: Multiple Bounce (Buzz) Roll & 5 Stroke Roll

Start the multiple bounce roll with the right hand. It should be played evenly, with dynamic contrast. The 5 stroke roll can be played open or closed with the indicated sticking.

## 1. Buzz Roll

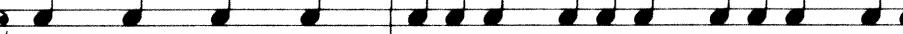


## 2. 5 Stroke Roll (on the beat)

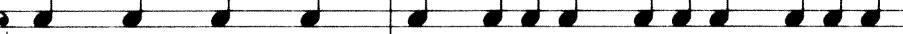
at) or 5 Stroke Roll (off the beat)

## II. Single Stroke Exercises: Quarter and Eighth Notes

Start each line with the right hand and then alternate hands until the end of the exercise. Each line should be repeated until the adjudicator's cut off. The lines should be played evenly without accent in a steady tempo set by the adjudicator.

1.   
R

2.   
R

3.   
R

### III. Flam Rudiment: Flam Taps

Start with a right hand flam (IR) and continue until the adjudicator's cut off. Each flam should start with an accent and be played with an up stroke, down stroke and tap.

#### IV. Double Stroke Rudiment: Single Paradiddle

Start the paradiddles with the right hand and continue until the adjudicator's cut off. Each paradiddle should start with an accent and be played with a down stroke, up stroke and two taps.

# 2010 SALVATION ARMY STAR SEARCH TALENT DISPLAY

## Level II Snare Drum Test Piece

The level II snare drum piece incorporates the level II rudiments. All of the rolls should be played in concert style with multiple bounces (buzzes). Right hand lead is used in the introduction for volume control and evenness.

## Amazing Grace

m,m=110

arr. by Bill Quick  
(Revised 2003)

## With Wonder and Simplicity

With Wonder and Simplicity

Bells

Snare Drum

1      *p*      *mp*

5      *p*      *mp*

9      *mf*

9      *p*      (9)      (5)      (5)

13     *p*

13     (5)

# '10 Level II Snare Drum Test Piece page 2

16

16

R L R L R L R L R L R L R

18

18 (Paradiddle) > (Double Paradiddle) > >

R L R R L R L R L L R

20

20 (Paradiddle) > (Double Paradiddle) > >

R L R R L R L R L L R

22

22 > (5)

R L R L R R L R L R L R L

24

24 rit. Fade to nothing

R L R L R L R R

rit. Move to edge and fade to nothing with bell tone decay

2010 SALVATION ARMY STAR SEARCH TALENT DISPLAY

## Level III Snare Drum Rudiments

## I. Roll Rudiments: Double Stroke (Open) Roll, 9 Stroke, 13 Stroke and 17 Stroke Rolls

Start the double stroke open roll with the right hand. It should be played evenly, without accent using a double bounce. The 9, 13 & 17 stroke rolls can be played open or closed with the indicated sticking.

1. Open Roll  2. 9 Stroke Roll or 13 Stroke Roll or 17 Stroke Roll

## II. Single Stroke Exercises: Quarter & Eighth Note Triplets

Start the line with the right hand and then alternate hands until the end of the exercise. The line should be repeated until the adjudicator's cut off. It should be played evenly without accent in a steady tempo set by the adjudicator.

### III. Flam Rudiment: Flam Accents #1 & #2

Start with a right hand flam (IR) and continue until the adjudicator's cut off. Each flam should be played with an accent.

#### IV. Double Stroke Rudiments: Double Paradiddle, Lesson 25 & Single Ratamacue

Start the rudiment chosen and continue until the adjudicator's cut off.

or 2. Lesson 25 (on the beat) or 3. Lesson 25 (off the beat)

or 4. Single Ratamacue (on the beat) or 5. Single Ratamacue (off the beat)

# 2010 SALVATION ARMY STAR SEARCH TALENT DISPLAY

## Level III Snare Drum Test Piece

The level III snare drum test piece incorporates the level III rudiments plus those from the previous levels.

### And Can It Be

arr. by Bill Quick  
(Revised 2003)

m.m.= 112

Bells

Snare Drum

1

1 R r L I R R L R I R L R I R r L I R R L R I R R L L

4

mf

(9) (13) (17)

R R L R R L R R - R L - L R - R r L R - R r L

7

mf

(17) (9) (9)

R I I R L R L R I I R L R L R - R r L R - R L - L

10

(13) (9) (9) (17)

R I I R L R L R - R L R - R L - L R R L R L

## '10 Level III Snare Drum Test Piece page 2

'10 Level III Snare Drum Test Piece page 3

# 2010 SALVATION ARMY STAR SEARCH TALENT DISPLAY

## Level IV Snare Drum Rudiments

### I. Roll Rudiments: Double Stroke (Open) Roll, 7 Stroke & 15 Stroke Rolls

Start the double stroke roll with the right hand. It should be played slow (open) to fast (closed) into a buzz to slow (open). The 7 & 15 stroke rolls can be played open or closed.

#### 1. Open Roll

(Slow-Fast to a buzz-Slow)



#### 2. 7 Stroke Roll

#### or 15 Stroke Roll

### II. Single Stroke Exercises: Quarter, Eighths, Single Stroke 4s & Single Stroke 7s

Start the lines with the right hand and then alternate hands until the end of the exercise. The lines should be repeated until the adjudicator's cut off. They should be played evenly without accent in a steady tempo set by the adjudicator.



### III. Flam Rudiment: Flamacue & Flam Paradiddle

The student should start with a right hand flam (IR) and continue until the adjudicator's cut off.

#### 1. Flamacue

#### or 2. Flam Paradiddle



I R L R L I R

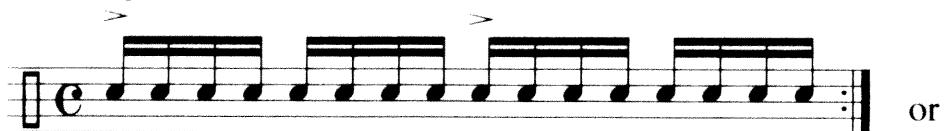
I R L R L I R

I R L R R r L R L L

2010 SALVATION ARMY STAR SEARCH TALENT DISPLAY  
Level IV (Continued)

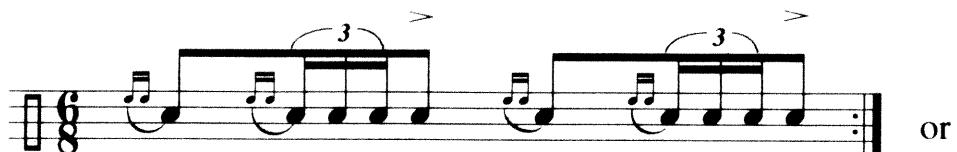
IV. Double Stroke Rudiments: Triple Paradiddle, Double Ratamacue & Triple Ratamacue  
The student should start the rudiment chosen and continue until the adjudicator's cut off.

1. Triple Paradiddle



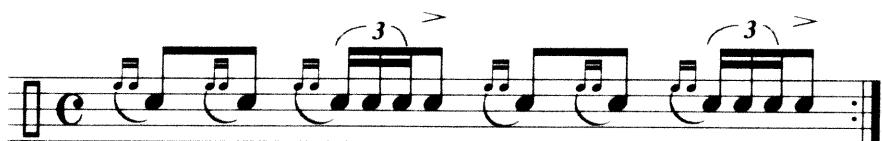
R L R L R L R R L R L R L R L L

2. Double Ratamacue



I I R I I R L R L r r L r r L R L R

3. Triple Ratamacue



I I R I I R I I R L R L r r L r r L R L R

# 2010 SALVATION ARMY STAR SEARCH TALENT DISPLAY

## Level IV Snare Drum Test Piece

The level IV test piece should be played with a feeling of three main beats per measure. It should have a lilt.

## Blessed Assurance

arr. by Bill Quick  
(Revised 2003)

m.m.=72

Bells

1

Snare Drum

3

5

mf

mf

5

'10 Level IV Snare Drum Test Piece page 2

# '10 Level IV Snare Drum Test Piece page 3

15

15

IIR IIR L R L rrl R L R L R L R L R L L I R L R

17

17

L R L R L L R L R L R R r L R L IIR IIR L R L r r L r r L R L R L R IIR R L

19

19

r r L R L R L IIR

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