

Salvationist Star Search Talent Display

Snare Drum Scoring

Roll Rudiment	0-5 Points
Single Stroke Exercise	0-5 Points
Flam Rudiment	0-5 Points
Double Stroke Rudiment	0-5 Points
Test Piece and Prepared Piece	0-80 Points

Tone (0-5 each piece)

Playing Area

Snare Tuning

Technique (0-5 each piece)

Hand Position

Lift

Stick Control

Rhythm (0-15 each piece)

Accuracy

Pulse

Musicianship (0-15 each piece)

Accents

Dynamics

General Appearance/Stage Presence

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.....

 Adjudicator's Signature

Performance Area Point Range +/- Total Points Adjudicator's Comments

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.



I R r L I R r L

IV. Double Stroke Rudiment: Half Drag (Ruff)

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



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

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.

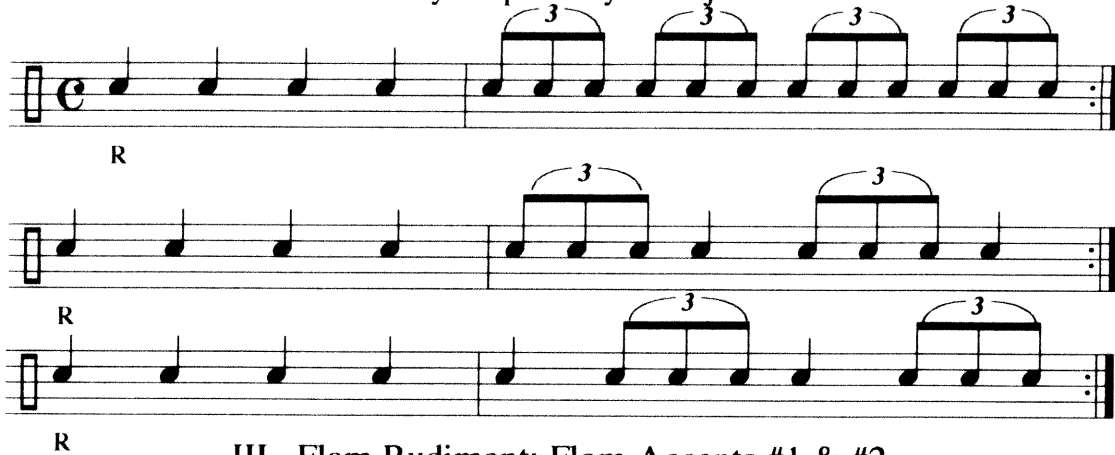
1. Open Roll  2. 9 Stroke Roll or 13 Stroke Roll or 17 Stroke Roll



R rrlrlrl R llrlrlr L rrlrlrlrlrl R llrlrlrlrlr L rrlrlrlrlrlrl R llrlrlrlrlrlr L

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.



R

R

R

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.



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

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

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

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



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

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



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

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

R llrrll R llrrll R llrrllrlrrll R llrrllrr llrrll R

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.

1.

R

2.

R

3.

R

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 IR I R L R L IR 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

or

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

2. Double Ratamacue

or

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

3. Triple Ratamacue

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