

Changes to Grade 3 Solo Snare Competition Events- Andrew Morrill

Existing Text:

3.4 Tune Requirements: The tune requirements for each grade and each event are outlined in table 3. A minimum of four-parted tunes are required except where noted.

Grade	Competition Event	Number of Tunes to be Submitted
Open Snare	2/4 March, Strathspey and Reel	Submit two (2) sets.
	Hornpipe and Jig	Submit two (2) sets.
	Drum Solo	Submit one (1) unaccompanied solo of two (2) to five (5) minutes.
Grade 1	2/4 March, Strathspey and Reel	Submit one (1) set.
	Hornpipe and Jig	Submit one (1) set.
	Drum Solo	Submit one (1) unaccompanied solo of one (1) to three (3) minutes.
Grade 2	2/4 March, Strathspey and Reel	Submit one (1) set.
	Hornpipe and Jig	Submit one (1) set.
Grade 3	2/4 March	Submit one (1) tune. The drummer must play four (4) different parts of music. However, the piper may either play a four-parted tune, two (2) two-parted tunes, or one (1) two-parted tune twice over.
	Strathspey and Reel	Submit one (1) tune of each type. To initiate the contest, the piper will strike up on an E; the drummer will then count off four (4) beats; judging will begin with the first beat of the Strathspey. The drummer must play four (4) different parts of music. However, the piper may either play a four-parted tune, two (2) two-parted tunes, or one (1) two-parted tune twice over.
	6/8 March	Submit one (1) tune. The drummer must play four (4) different parts of music. However, the piper may either play a four-parted tune, two (2) two-parted tunes, or one (1) two-parted tune twice over.
Grade 4	2/4 March	Submit one (1) tune. The drummer must play four (4) different parts of music. However, the piper may either play a four-parted tune, two (2) two-parted tunes, or one (1) two parted tune twice over.
	6/8 March	Submit one (1) tune. The drummer must play four (4) different parts of music. However, the piper may either play a four-parted tune, two (2) two-parted tunes, or one (1) two-parted tune twice over.

Table 3. Solo Snare Drumming Events and Requirements

Proposed Wording:

3.4 Tune Requirements: The tune requirements for each grade and each event are outlined in table 3. A minimum of four-parted tunes are required except where noted.

Grade	Competition Event	Number of Tunes to be Submitted
Open Snare	2/4 March, Strathspey and Reel	Submit two (2) sets.
	Hornpipe and Jig	Submit two (2) sets.
	Drum Solo	Submit one (1) unaccompanied solo of two (2) to five (5) minutes.
Grade 1	2/4 March, Strathspey and Reel	Submit one (1) set.
	Hornpipe and Jig	Submit one (1) set.
	Drum Solo	Submit one (1) unaccompanied solo of one (1) to three (3) minutes.
Grade 2	2/4 March, Strathspey and Reel	Submit one (1) set.
	Hornpipe and Jig	Submit one (1) set.
Grade 3	2/4 March	Submit one (1) tune. The drummer must play four (4) different parts of music. However, the piper may either play a four-parted tune, two (2) two-parted tunes, or one (1) two-parted tune twice over.
	Strathspey and Reel	Submit one (1) tune of each type. To initiate the contest, the piper will strike up on an E; the drummer will then count off four (4) beats; judging will begin with the first beat of the Strathspey. The drummer must play four (4) different parts of music. However, the piper may either play a four-parted tune, two (2) two-parted tunes, or one (1) two-parted tune twice over.
	2/4 March, Strathspey and Reel	Submit one (1) tune of each type. The drummer must play four (4) different parts of music. However, the piper may either play a four-parted tune, two (2) two-parted tunes, or one (1) two-parted tune twice over.
	6/8 March	Submit one (1) tune. The drummer must play four (4) different parts of music. However, the piper may either play a four-parted tune, two (2) two-parted tunes, or one (1) two-parted tune twice over.
Grade 4	2/4 March	Submit one (1) tune. The drummer must play four (4) different parts of music. However, the piper may either play a four-parted tune, two (2) two-parted tunes, or one (1) two-parted tune twice over.
	6/8 March	Submit one (1) tune. The drummer must play four (4) different parts of music. However, the piper may either play a four-parted tune, two (2) two-parted tunes, or one (1) two-parted tune twice over.

Table 3. Solo Snare Drumming Events and Requirements