

## WUSPBA Solo Side Drumming Quick Reference Guide

**Order of Play:** Solo side drumming competitors will play in the order determined by the contest organizer.

**Accompaniment:** Side drummers shall be required to provide their own live accompaniment of 1 to 2 pipers. In the absence of accompaniment a piping recording may be substituted. The recording must be loud enough that it is audible to the drumming adjudicator during the performance. There can be no drum scores playing on the recording. It is the responsibility of the competitor to provide the music, playback device, and its operation. In the case of failure of equipment that plays the recording during the performance, the competitor will be required to play as if the equipment providing the accompaniment were operating. Failure to do so will be considered a breakdown.

**Competitor Performance Level:** All competitors should be judged based on evaluating each player's performance against the standard for the grade. It is **very** important to circle the performance level at the bottom of the score sheet: 5-Above grade level, 4-In the upper quartile of this grade level, 3-At grade level, 2-In the lower quartile of this grade level, 1-Below grade level.

**Summary Form:** Please rank the top six competitors from 1<sup>st</sup> through 6<sup>th</sup> with no ties. Please note if, in your opinion based on this performance only, the competitor should be moved up or down in grade. Competitors are evaluated based on season-wide performances using both the Competitor Performance Level and this information.

**Dress Requirements:** WUSPBA has no competition rules regarding dress for solo competitions. However, the Code of Conduct states a certain level of courtesy and deportment that can be taken into account.

<b>GRADE V Solo Snare Drumming</b>				
<b>Event</b>	<b>Tune Req</b>	<b>No. of Tunes</b>	<b>Judge's Req</b>	<b>Player's Req</b>
<b>March</b>	Min 2 parts simple time (2/4, 3/4, or 4/4)	1		Play 1

<b>GRADE IV Solo Snare Drumming</b>				
<b>Event</b>	<b>Tune Req</b>	<b>No. of Tunes</b>	<b>Judge's Req</b>	<b>Player's Req</b>
<b>2/4 March</b>	Min 4 parts	1		The drummer must play four (4) different parts of music. However, the piper(s) may either play a four-parted tune, two (2) two-parted tunes, or one (1) two parted tune twice over
<b>6/8 March</b>	Min 4 parts	1		The drummer must play four (4) different parts of music. However, the piper(s) may either play a four-parted tune, two (2) two-parted tunes, or one (1) two parted tune twice over

<b>GRADE III Solo Snare Drumming</b>				
<b>Event</b>	<b>Tune Req</b>	<b>No. of Tunes</b>	<b>Judge's Req</b>	<b>Player's Req</b>
<b>2/4 March</b>	Min 4 parts	1		The drummer must play four (4) different parts of music. However, the piper(s) may either play a four-parted tune, two (2) two-parted tunes, or one (1) two parted tune twice over
<b>6/8 March</b>	Min 4 parts	1		The drummer must play four (4) different parts of music. However, the piper(s) may either play a four-parted tune, two (2) two-parted tunes, or one (1) two parted tune twice over
<b>Strathspey /Reel</b>	Min 4 parts each	1 S, 1 R		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.

<b>GRADE II Solo Snare Drumming</b>				
<b>Event</b>	<b>Tune Req</b>	<b>No. of Tunes</b>	<b>Judge's Req</b>	<b>Player's Req</b>
<b>MSR</b>	Min 4 parts each	1 of each		Play 1 of each
<b>H/J</b>	Min 4 parts each	1 of each		Play 1 of each

<b>GRADE I Solo Snare Drumming</b>				
<b>Event</b>	<b>Tune Req</b>	<b>No. of Tunes</b>	<b>Judge's Req</b>	<b>Player's Req</b>
<b>MSR</b>	Min 4 parts each	1 of each		Play 1 of each
<b>H/J</b>	Min 4 parts each	1 of each		Play 1 of each
<b>Drum Solo</b>	1-3 minutes			Play from 1 (min) to 3 (min).

<b>PROFESSIONAL/OPEN Solo Snare Drumming</b>				
<b>Event</b>	<b>Tune Req</b>	<b>No. of Tunes</b>	<b>Judge's Req</b>	<b>Player's Req</b>
<b>MSR</b>	2 Sets	1 of each	Pick 1 set	Play 1 set
<b>H/J</b>	2 Sets	1 of each	Pick 1 set	Play 1 set
<b>Drum Solo</b>	2-5 minutes			Play from 2 (min) to 5 (min).