

WUSPBA Solo Snare Drumming Quick Reference Guide

Order of Play: Solo competitors will play in the order determined by the contest organizer. (CR 1.6.)

Accompaniment: Snare drummers must provide their own live accompaniment of 1 to 2 pipers, or in the alternative, a piping recording. If a recording is used, it 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 an equipment failure 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. (CR 3.2.)

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 mark the performance level at the bottom of the judging sheet: Above grade level; In the upper quartile of this grade level; At grade level; In the lower quartile of this grade level; or Below grade level. (CR 1.10.)

Summary Form: Please rank the top six competitors from 1st through 6th with no ties. (CR 1.9.) 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 strict competition rules regarding dress for solo competitions. The Code of Conduct encourages all participants to wear appropriate Highland dress while on the field.

***Tunes in Grades 3 & 4:** In Grades 3 & 4, a "4-parted" tune means the drummer must play 4 different parts of music, but the piper may play a 4-parted tune, two 2-parted tunes, or one 2-parted tune twice over.

GRADE 5 Solo Snare Drumming

Event	Playing Req.	Competitor Submits	Judge Selects
March	1 <u>two-parted</u> tune, simple time signature (2/4, 3/4, or 4/4 time)	1 tune	-

GRADE 4 Solo Snare Drumming

Event	Playing Req.	Competitor Submits	Judge Selects
2/4 March	1 tune (min. 4 parts)*	1 tune	-
6/8 March	1 tune (min. 4 parts)*	1 tune	-

GRADE 3 Solo Snare Drumming

Event	Playing Req.	Competitor Submits	Judge Selects
2/4 March	1 tune (min. 4 parts)*	1 tune	-
Strathspey & Reel	1 strath. (min. 4 parts)* & 1 reel (min. 4 parts)* - <i>to start, the piper will strike up and the drummer will count off 4 beats; judging begins on the first beat of the strathspey</i>	1 set (1 strath. & 1 reel)	-
6/8 March	1 tune (min. 4 parts)*	1 tune	-

GRADE 2 Solo Snare Drumming

Event	Playing Req.	Competitor Submits	Judge Selects
MSR	1 2/4 march (min. 4 pts), 1 strath. (min. 4 pts), & 1 reel (min. 4 pts)	1 set (1 march, 1 strath., & 1 reel)	-
Hornpipe & Jig	1 hornpipe (min. 4 pts) & 1 jig (min. 4 pts)	1 set (1 hornpipe & 1 jig)	-

GRADE 1 Solo Snare Drumming

Event	Playing Req.	Competitor Submits	Judge Selects
MSR	1 2/4 march (min. 4 pts), 1 strath. (min. 4 pts), & 1 reel (min. 4 pts)	1 set (1 march, 1 strath., & 1 reel)	-
Hornpipe & Jig	1 hornpipe (min. 4 pts) & 1 jig (min. 4 pts)	1 set (1 hornpipe & 1 jig)	-
Drum Solo	1 <u>unaccompanied</u> set (1-3 minutes)	1 set	-

OPEN Solo Snare Drumming

Event	Playing Req.	Competitor Submits	Judge Selects
MSR	1 2/4 march (min. 4 pts), 1 strath. (min. 4 pts), & 1 reel (min. 4 pts)	2 sets (each 1 march, 1 strath., & 1 reel)	1 set
Hornpipe & Jig	1 hornpipe (min. 4 pts) & 1 jig (min. 4 pts)	2 sets (each 1 hornpipe & 1 jig)	1 set
Drum Solo	1 <u>unaccompanied</u> set (2-5 minutes)	1 set	-