

WUSPBA Tenor and Bass Drumming Quick Reference Guide

Order of Play: Solo tenor and bass competitors will play in the order determined by the contest organizer.

Accompaniment: Tenor & Bass drummers shall be required to provide their own live accompaniment of 1 to 2 pipers and maximum of 1 snare drummer and/or 1 bass or 1 tenor respectively (not required). 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. It is the responsibility of the competitor to provide the music, the play back 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.

Tenor performances will be evaluated in the same manner as a snare drumming competition with an additional category of "Visual Effect."

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 1st through 6th 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.

TENOR Drumming:

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

INTERMEDIATE Solo Tenor Drumming			
Event	Tune Req	No. of Tunes	Player's Req
MSR	Min 4 parts each	1 of each	Play 1 of each
H/J	Min 4 parts each	1 of each	Play 1 of each

PROFESSIONAL/OPEN Solo Tenor Drumming			
Event	Tune Req	No. of Tunes	Player's Req
MSR	Min 4 parts each	1 of each	Play 1 of each
H/J	Min 4 parts each	1 of each	Play 1 of each

BASS Drumming:

NOVICE Solo Bass Drumming			
Event	Tune Req	No. of Tunes	Player's Req
March	Any time signature	1	The bass drummer must play four (4) different parts of music. However, the accompaniment may either play a four-parted tune, two (2) two-parted tunes, or one (1) two parted tune twice over

Intermediate Solo Bass Drumming			
Event	Tune Req.	No. of Tunes	Player's Req.
MSR	Min. 4 parts each	1 of each	Play 1 of each
H/J	Min 4 parts each	1 of each	Play 1 of each

PROFESSIONAL/OPEN Solo Bass Drumming			
Event	Tune Req	No. of Tunes	Player's Req
MSR	Min 4 parts each	1 of each	Play 1 of each
H/J	Min 4 parts each	1 of each	Play 1 of each