

Wonder-Working Power

Optional accompaniment instructions: SA Tune Book #945 "Wonder-working Power" or Simplified Piano Tune Book #21
Play tune through twice from the beginning with no introduction.

Moderato ♩ = 112 - 118

Andrew Boynton

Musical notation for measures 1-4. Measure 1 starts with a snare drum symbol and a dynamic marking of *f*. Measure 2 has a triplet of eighth notes. Measure 3 has a snare drum symbol and a dynamic marking of *R*. Measure 4 has a snare drum symbol and a dynamic marking of *L R L R L L*.

Musical notation for measures 5-8. Measure 5 has a snare drum symbol and a dynamic marking of *R*. Measure 6 has a snare drum symbol and a dynamic marking of *L R L R L L*. Measure 7 has a snare drum symbol and a dynamic marking of *mp*. Measure 8 has a snare drum symbol and a dynamic marking of *cresc. poco a poco*.

Musical notation for measures 9-10. Measure 9 has a snare drum symbol and a dynamic marking of *f*. Measure 10 has a snare drum symbol and a dynamic marking of *f*.

Musical notation for measures 11-14. Measure 11 has a snare drum symbol and a dynamic marking of *R L R L R R L R L R L L R L R*. Measure 12 has a snare drum symbol and a dynamic marking of *R*. Measure 13 has a snare drum symbol and a dynamic marking of *R*. Measure 14 has a snare drum symbol and a dynamic marking of *R*.

Musical notation for measures 15-18. Measure 15 has a snare drum symbol and a dynamic marking of *p*. Measure 16 has a snare drum symbol and a dynamic marking of *p*. Measure 17 has a snare drum symbol and a dynamic marking of *f*. Measure 18 has a snare drum symbol and a dynamic marking of *f*.

Musical notation for measures 19-22. Measure 19 has a snare drum symbol and a dynamic marking of *mp*. Measure 20 has a snare drum symbol and a dynamic marking of *mp*. Measure 21 has a snare drum symbol and a dynamic marking of *mf*. Measure 22 has a snare drum symbol and a dynamic marking of *mf*.

Musical notation for measures 23-26. Measure 23 has a snare drum symbol and a dynamic marking of *p*. Measure 24 has a snare drum symbol and a dynamic marking of *p*. Measure 25 has a snare drum symbol and a dynamic marking of *p*. Measure 26 has a snare drum symbol and a dynamic marking of *cresc.*

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25

f

Musical notation for measures 25-28. Measure 25 is boxed. The notation includes eighth notes with accents, quarter notes, and eighth notes with accents. A dynamic marking *f* is shown with a wedge-shaped hairpin starting under measure 25 and ending under measure 28.

29

p *f* *ff*

Musical notation for measures 29-32. Measure 29 is boxed. The notation includes eighth notes with accents, quarter notes, and eighth notes with accents. Dynamic markings *p*, *f*, and *ff* are shown with wedge-shaped hairpins. *p* is under measure 29, *f* is under measure 30, and *ff* is under measure 31.

31

Musical notation for measures 31-34. Measure 31 is boxed. The notation includes eighth notes with accents, quarter notes, and eighth notes with accents. The piece ends with a double bar line.

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.....

EASTERN TERRITORY, USA
SALVATIONIST STAR SEARCH TALENT DISPLAY – SNARE DRUM

NAME: _____ AGE: _____ LEVEL: _____

CORPS: _____ DIVISION: _____

CHOICE PIECE: _____

RUDIMENTS 5 PTS EACH	Roll		Single Stroke		Flam	Double	Total
	Compulsory Piece		Chosen Piece		Adjudicator's Comments		
	+/-	Pts	+/-	Pts			
TONE 5 PTS.							
Playing Area							
Snare Tuning							
TECHNIQUE 5 PTS.							
Hand Position							
Lift							
Stick Control							
RHYTHM 15 PTS.							
Accuracy							
Pulse							
MUSICIANSHIP 15 PTS.							
Accents							
Dynamics							
Appearance/State Presence							
TOTALS 80 possible (40 + 40) PTS.							

TOTAL PTS. RUDIMENTS: _____ + COMPULSORY: _____ + CHOSEN PIECE: _____ = GRAND TOTAL: _____

ADJUDICATOR: _____

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 llrrllr L rrlrlrlrlrl R llrrllrrllr L rrlrlrlrlrlrlrl R llrrllrlrlrlrlr 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 L R L R L 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