



# Salvationist Star Search Talent Display

## Snare Drum Scoring

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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

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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

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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			
<b>TONE</b> 5 PTS.							
Playing Area							
Snare Tuning							
<b>TECHNIQUE</b> 5 PTS.							
Hand Position							
Lift							
Stick Control							
<b>RHYTHM</b> 15 PTS.							
Accuracy							
Pulse							
<b>MUSICIANSHIP</b> 15 PTS.							
Accents							
Dynamics							
Appearance/State Presence							
<b>TOTALS</b> 80 possible (40 + 40) PTS.							

TOTAL PTS. RUDIMENTS: \_\_\_\_\_ + COMPULSORY: \_\_\_\_\_ + CHOSEN PIECE: \_\_\_\_\_ = GRAND TOTAL: \_\_\_\_\_

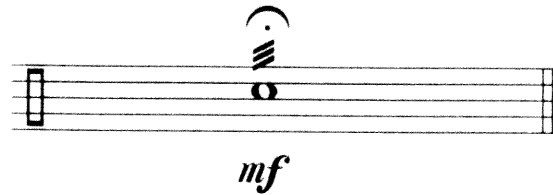
ADJUDICATOR: \_\_\_\_\_

# 2010 SALVATION ARMY STAR SEARCH TALENT DISPLAY

## Level I Snare Drum Rudiments

### I. Roll Rudiment: Multiple Bounce (Buzz) Roll

Start the multiple bounce (buzz) roll with the right hand. The roll should be held until the adjudicator's cut off. It should be played evenly, without accent or dynamic change.



### II. Single Stroke Exercises: Quarter and Eighth Notes

Start each line with the right hand and then alternate hands until the end of the exercise. Each line should be repeated until the adjudicator's cut off. The lines should be played evenly without accent in a steady tempo set by the adjudicator.



### III. Flam Rudiment: Alternating Flams

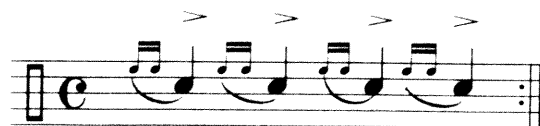
Start with a right hand flam (IR) and continue until the adjudicator's cut off. Each flam should be played with an accent.



I R r L I R r L

### IV. Double Stroke Rudiment: Half Drag (Ruff)

Start with a right hand half drag (IR) and continue until the adjudicator's cut off.



I I R r r L I I R r r L