

The Sweetest Name I Know

Andrew Boynton

♩ = 136 - 146

LR L R L L R L R L L R R L R L R R L
f *mp*

RR L R R L R R L R L R L R R L R R
10 (5)

L R L R R L L R RR L R R L R R R L R L
14 *cresc.*

L RL R L R R L L R L R L R R L L R R L L
22 *f* *p* *f*

R R L R L R L R R L L R R R L L R R R
30 *p* *f*

L R L R L R L R L R L RR L
p *f*

R L R R L R L L R L L R R L L L
35 *ff*

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: _____

2010 SALVATION ARMY STAR SEARCH TALENT DISPLAY

Level II Snare Drum Rudiments

I. Roll Rudiments: Multiple Bounce (Buzz) Roll & 5 Stroke Roll

Start the multiple bounce roll with the right hand. It should be played evenly, with dynamic contrast. The 5 stroke roll can be played open or closed with the indicated sticking.

1. Buzz Roll 2. 5 Stroke Roll (on the beat) or 5 Stroke Roll (off the beat)

pp *fff* *pp* *mf* rrl R llrr L rrl R llrr L R llrr L rrl R llrr L rrl

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: Flam Taps

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

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

IV. Double Stroke Rudiment: Single Paradiddle

Start the paradiddles with the right hand and continue until the adjudicator's cut off. Each paradiddle should start with an accent and be played with a down stroke, up stroke and two taps.

R I R R I R I I