

## SOLO AND ENSEMBLE

### SCALE REQUIREMENTS FOR INSTRUMENTAL SOLOS

The knowledge of these scales (rather than technical skill) is evaluated.

#### **WOODWINDS, BRASS, STRINGS:**

##### Levels I & II

Prepare and Perform:

- Any three major scales
- One octave
- From memory
- Moderate speed
- Ascending and Descending

##### Levels III & IV

Prepare:

- Any seven major scales
- One Octave
- From memory
- Moderate speed
- Ascending and descending

Perform:

- Three of the prepared major scales
- All three scales are chosen by the adjudicator

##### Levels V & VI

Prepare:

- All 12 major scales
- One octave
- From memory
- Moderate speed
- Ascending and descending

Perform:

- Three of the prepared major scales
- All three scales are chosen by the adjudicator

## PIANO:

### Level I

Prepare and Perform:

- Three major scales from memory
- One octave
- Ascending and descending
- Hands separately or hands together in parallel motion
- Any tempo

### Level II

Prepare and Perform:

- Three major scales from memory
- Two octaves
- Ascending and descending
- Hands separately or hands together in parallel motion
- M.M. quarter note = 72

### Levels III & IV

Prepare:

- Seven major scales from memory
- Three octaves in duplet or triplet eighth notes
- Ascending and descending
- Hands together in parallel motion
- M.M quarter note = 72

Perform:

- Three of the prepared major scales
- All three scales are chosen by the adjudicator

### Levels IV & VI

Prepare:

- 12 major scales from memory
- Four octaves in sixteenth notes
- Ascending and descending
- Hands together in parallel motion
- M.M quarter note = 92-112

Perform:

- Three of the prepared major scales
- All three scales are chosen by the adjudicator

## PERCUSSION

### Snare Drum

#### Levels I & II

- Long Roll - Play the roll closed only (not open) for approximately 20 seconds to demonstrate ability to play smooth, controlled bounce strokes. Either the rudimental or multiple bounce is acceptable for this requirement.
- Rudiments -
  - Prepare the following:
    - Five Stroke Roll
    - Nine Stroke Roll
    - Flam
    - Flam Tap
    - Drag (Ruff, Half Drag)
    - Single Paradiddle
  - Minimum tempo requirement: quarter note = 60

#### Levels III & IV

- Long Roll - Begin the long roll with two full down-up strokes per stick at a very slow tempo. As the tempo gradually increases, the general stick height decreases and the secondary stroke in each hand begins from a lower level than the primary stroke. Continue to increase the tempo until the player can no longer execute two separate strokes with each hand. At this point, make a smooth transition to a tap-rebound combination where the secondary stroke is a bounced stroke. With increasing speed, continue into a smooth multiple bounce or orchestra roll. Maintain this closed roll to suitably demonstrate smoothness. Gradually reverse this process. The soloist will be asked to play the long roll from open to closed position, advancing into the multiple bounce orchestra roll, returning to the open rudimental roll.
- Rudiments -
  - Prepare the Level I & II list AND:
    - Seven Stroke Roll
    - Thirteen Stroke Roll
    - Seventeen Stroke Roll
    - Single Drag Tap (Single Drag)
    - Single Ratamacue
    - Lesson 25
    - Flam Accent (Flam Accent No. 1)
    - Flamacue
    - Flam Paradiddle
    - Double Paradiddle
  - Minimum Tempo Requirements: quarter note = 80 or dotted quarter note = 72

## Levels V & VI

- Long Roll - Prepare as described in Levels III & IV
- Rudiments -
  - Prepare the Level I & II list, Level III & IV list, AND:
    - Six Stroke Roll
    - Ten Stroke Roll
    - Eleven Stroke Roll
    - Fifteen Stroke Roll
    - Single Stroke Four (Four Stroke Ruff)
    - Double Drag Tap (Double Drag)
    - Double Ratamacue
    - Triple Ratamacue
    - Drag Paradiddle No. 1
    - Drag Paradiddle No. 2
    - Flam Paradiddlediddle
  - Minimum Tempo Requirements: quarter note = 100 or dotted quarter note = 80