



Scottish Pipe Band Drumming Performance

SCQF level 6

Unit Code: F7NJ 12

80 hour Unit

What are the Scottish Pipe Band Drumming Qualifications?

These are Scotland's Piping and Drumming Qualifications Board (PDQB) standards, based on the Royal Scottish Pipe Band Association Structured Learning Manuals 1-3. They have been developed as an introduction to the rudiments of Scottish Pipe Band Drumming.

The Scottish Pipe Band consists of a section of Pipers, a section of Snare Drummers (generally referred to as 'Side Drummers'), several Tenor Drummers and a Bass Drummer. The entire Drum section is known collectively as the Drum Corps. The Tenor Drummers and Bass Drummer are referred to collectively as the Bass Section. The Pipe Band follows the direction of the Pipe Major although when on parade a Drum Major may lead the Pipe Band.

The Drum Corps is the percussion section of the Pipe Band, which requires a variety of performance techniques. Through diligent study and practice you will achieve a standard of playing allowing you to play individually or as part of a Pipe Band.

What is this Unit about?

In this Unit you will learn the practical skills to be technically competent in Scottish Pipe Band Drumming and develop a high level of proficiency on the Pipe Band Snare Drum. There are five study areas as follows:

- Study area 1 Tune the Snare, Bass and Tenor Drums.
- Study area 2 Play basic Drum rudiments and embellishments using Drumsticks and Practice Pad.
- Study area 3 Show skills in sight-reading Drum music.
- Study area 4 Perform monotone exercises to show your understanding of rhythm.
- Study area 5 Perform a programme of Snare Drum music.

On completion of the Unit you should be able to perform exercises and music as a Pipe Band Drummer, displaying correct technique.

If there is anything in this Unit you don't understand, ask your tutor to explain it to you.

What should I know or be able to do before I start?

You will need to be able to show that you have a level of generally secure technique on the Snare Drum that will allow you to demonstrate the skills to the level required by this Unit. These may be developed by the achievement of Scottish Pipe Band Drumming Performance SCQF level 5, RSPBA Elementary Certificate, or PDQB Pipe Band Drumming level 3 Certificate. Advance study will be required from relevant manuals such as the RSPBA Structured Learning Manuals 1 and 3 or other similar learning materials. Access to this Unit will be at the discretion of the assessment centre.

What do I need to do?

You will be required to tune Drums, perform exercises and play, using Drumsticks basic Drum rudiments on the Practice Pad, sight-reading Drum music, tap out monotone exercises and play a programme of Snare Drum music. The work of this Unit involves practical exercises.

When you are showing tuning skills

You will show that you can tune Snare, Bass and Tenor Drums and achieve effective tonal quality and balance between the different Drums.

When you are showing basic Drum rudiments and embellishments skills using Drumsticks and Practice Pad

You will play Drum rudiment and embellishment exercises on the Practice Pad to the required level. Exercises will include: Single stroke work with accents, Open Drag and Ratamacues, Paradiddle, Flam and Drag movements, Accented and Triplet Rolls, Swiss Ruff and the Four Stoke Ruff.

When you are showing sight-reading skills

You will show that you can sight-read Drum music notation in Simple and Compound Time.

When you are using monotone exercises

You will tap or clap out rhythms in Simple and Compound Time.

When you are performing a programme of Snare Drum music

You will play various tune types on the Snare Drum and show performance skill and technique. In your performance you will play music according to Time Signatures and play accurately in the style according to notation.

How do I get this Unit?

You will need to show that you have developed and gained all the skills required in the Unit. The Assessor must observe and assess all practical performances. Each study area may be assessed individually; but all areas may also be combined in a single assessment event.

Each exercise and component of each piece is marked and a pass or fail is awarded for the Unit.

Tuning skills

You must tune the Snare, Bass and Tenor Drums and achieve effective tonal quality and balance between the different Drums.

You must:

- ◆ Correctly tension the Drum Heads
- ◆ Correctly use and set-up the Snare mechanisms of the Snare drum
- ◆ Achieve tonal quality and balance

Drum rudiments and embellishments

You must play the Drum rudiments and embellishments detailed below using Drumsticks and Practice Pad. All exercises should be performed at a minimum of 70 beats per minute (BPM) unless otherwise specified.

- ◆ Single Stroke Development – Various Accents
- ◆ Open Drag/Ratamacue
- ◆ Continued Development of Paradiddles
- ◆ Continued Development of Flam and Drag – Compound Time
- ◆ Flam doubles
- ◆ Introduction to Triplet Rolls
- ◆ Continued Development of Accented Rolls – Various Time Signatures (tempo as per exercise sheet)
- ◆ Four Stroke Ruff
- ◆ Continued Development of Swiss Ruff

Sight-reading skills

You must play on the Practice Pad a previously unseen piece of Drum music selected by the Assessor.

You must:

- ◆ Read and play music notation accurately
- ◆ Read and play Time Signatures as follows — Simple Time — 2/4, 3/4, 4/4 and Compound Time — 6/8, 9/8, 12/8

Monotone exercise skills

You must tap or clap out the rhythm of a sample of four monotone exercises selected by the Assessor from a range of six.

You must:

- ◆ Tap or clap out rhythms with accurate note values
- ◆ Tap or clap out rhythms with accurate rests
- ◆ Tap or clap out rhythms in Simple Time — 2/4, 3/4, 4/4 and Compound Time — 6/8, 9/8, 12/8.

Perform a programme of Snare Drum music

You must show technical and musical skills by playing continuously on the Snare Drum in different Time Signatures, and incorporating the recognised rudiments and embellishments. Presentations should be at a minimum of 75 beats per minute (BPM) unless otherwise specified:

- ◆ 2 x 4 parted 2/4 March
- ◆ 2 x 4 parted Strathspey (100BPM)
- ◆ 2 X 4 parted Reel
- ◆ 1 x 4 parted Hornpipe
- ◆ 1 x 4 parted Jig (100BPM)

The tunes must be played in accordance with the written score presented to the Assessor. The Assessor must observe and assess all practical performances.

The performance of each tune will be assessed against the following criteria:

- 1 Rhythm
- 2 Tempo
- 3 Technique
- 4 Dynamics and musical expression
- 5 Mistakes/faults

What might this involve?

Here are examples of some things you will do:

Participate in following activities:

- ◆ Practicing tuning the Snare, Bass and Tenor Drums (including tensioning the Snares on the Snare Drum)
- ◆ Practising Drum rudiments and embellishments
- ◆ Practicing sight-reading Drum music
- ◆ Tapping or clapping out rhythms
- ◆ Reading and playing Drum music

What can I do next?

You could move on to:

Scottish Pipe Band Drummer Instructor or Tutor certificate

Guidance for tutors

This Unit is intended to introduce candidates to the rudiments of Scottish Pipe Band Drumming music to a high level of competence. There are five areas of study covering tuning the Snare, Bass and Tenor Drums; Drum rudiments and embellishments; sight-reading Drum music; understanding rhythm using monotone exercises; and playing Drum music. On completion of the Unit the learner should be able to perform exercises and music as a Pipe Band Drummer, displaying correct technique.

Tutors and instructors will find comprehensive supporting material in relevant publications such as the Royal Scottish Pipe Band Association Structured Learning Manuals 1-3 or similar learning materials available from other Piping or Pipe Band organisations. Assistance is also available from the Piping and Drumming Qualifications Board in the form of sample test papers covering aspects of the Scottish Pipe Band Drumming Performance assessment. These are available for use as part of instructional programmes or for candidates who wish to take the assessments direct.

This Unit may form part of a Group Award in, for example traditional music, but can be offered on a standalone basis. The Unit may be delivered in a variety of ways from direct teaching/training courses, or practical workshop sessions. It may also be possible to deliver using computer-based distance learning programmes for personal study.

Assessment will follow procedures approved by the Piping and Drumming Qualifications Board. These procedures provide sample test papers in theory and practical aspects of the assessments, which are available for use as part of instructional programmes or for candidates who wish to take the assessments direct.

All assessment must be carried out in front of an approved Assessor either as individual assessments or combined in a single assessment event/performance in a realistic time.

An Assessment Support Pack has been produced for this Unit exemplifying assessment methods and to ensure standards are maintained. This pack includes example Assessor observation checklists.

Core Skills

There is no automatic certification of Core Skills or Core Skill components in this Unit.

Disabled candidates and/or those with additional support needs

The additional support needs of individual candidates should be taken into account when planning learning experiences, selecting assessment instruments, or considering whether any reasonable adjustments may be required.

Further advice can be found in SQA's web pages (www.sqa.org.uk)

Administrative information

Credit value

2 credit(s) at (SQA level 4) (12 SCQF credit points at SCQF level 4)

Unit code: F7NJ 12
Superclass: LH
Publication date: September 2009
Source: Scottish Qualifications Authority
Version: 02

History of changes to unit

| Version | Description of change | Date |
|---------|--|----------|
| 02 | Qualification updated to include detailed information on Assessment criteria | 02/07/19 |
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