



Scottish Pipe Band Drumming Performance

SCQF level 4

Unit Code: F7NM 10

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 Pipe Band Drumming and develop a high level of proficiency on the Pipe Band Snare Drum. There are four study areas where you will:

- Study area 1 Play basic Drum rudiments and embellishments using Drumsticks and Practice Pad.
- Study area 2 Show skills in sight-reading Drum music.
- Study area 3 Perform monotone exercises to build your understanding of rhythm.
- Study area 4 Perform a programme of Snare Drum music in Simple and Compound Time.

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.

Access to this Unit will be at the discretion of the assessment centre.

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 basic technique on the Snare Drum that will allow you to develop skills to the level required by this Unit. These may be demonstrated by the achievement of Scottish Pipe Band Drumming Performance SCQF level 3 or PDQB Pipe Band Drumming level 1 Certificate. Advance study will be required from relevant manuals such as the RSPBA Structured Learning Manual 1 or other similar learning materials.

What do I need to do?

You will be required to 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 basic Drum rudiments and embellishments skills using Drumsticks and Practice Pad

You will play Drum rudiments and embellishments on the Practice Pad to the required level. Practical exercises will include counting in Simple and Compound Time, Single Stroke work, Rolls, Paradiddle, Flam and Drag movements.

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 the Snare Drum and show performance skill and technique. In your performance you will play music according to Time Signatures and play accurate 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.

Drum rudiments and embellishments

You must play the Drum rudiments and embellishments using Drumsticks and Practice Pad detailed below. All exercises should be performed at a minimum of 75 beats per minute (BPM) unless otherwise specified

The requirements include:

- ◆ Count in simple time
- ◆ Count in compound time
- ◆ Single stroke - accents on various notes
- ◆ Play the Paradiddle with accents on 1st, 2nd, 3rd and 4th notes with tempo marks
- ◆ Play the long roll both open and closed, to be played as written
- ◆ Continued development – five stroke roll exercise in rhythmical phrases
- ◆ Continued development – seven stroke roll exercise in rhythmical phrases
- ◆ Continued development – nine stroke roll exercises in rhythmical phrases (Strathspey and jig time) (96BPM)
- ◆ Continued development – thirteen stroke roll exercises
- ◆ Play the 3-pace roll
- ◆ Flams in simple time
- ◆ Flams in compound time
- ◆ Drags in simple time
- ◆ Drags in compound time
- ◆ Accented roll, 4, 6, 8, 10 and 12 stroke roll

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 and Compound Time — 6/8

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 and Compound Time — 6/8, 9/8

Perform a programme of Snare Drum music

You must show musical skills by playing continuously on the Snare Drum, two parts of each at a minimum of 75 beats per minute (BPM), unless otherwise specified.

- ◆ 2 parts of a Slow Air
- ◆ 2 parts of a March in 3/4 or 4/4, including introductory rolls
- ◆ 2 parts of a March in 6/8 or 9/8, including introductory rolls
- ◆ 2 parts of a Strathspey (96 BPM)
- ◆ 2 parts of a Reel

The Assessment requires you to select and present to the Assessor the musical scores for each of the five tunes you will perform. All tunes should be played in accordance with the score.

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:

- ◆ Practising Drum rudiments and embellishments
- ◆ Practising 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 Drumming Performance Level at SCQF level 5

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 four areas of study covering 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: F7NM 10

Superclass: LH

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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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