

CAVALCADE STANDSTILL PERCUSSION ENSEMBLES

Unit Name:

Class:

Date:

Judge:

PERFORMANCE ANALYSIS

While similar to the Concert Percussion idiom, this classification is designed to allow standstill percussion groups to perform indoors. Equal credit is to be given to the unit's level of performance, achievement, along with their compositional presentation.

COMPOSITION

Musicianship Content

Technical Content

Demand

(10 Points) _____

Blend and Balance

Musicality

PERFORMANCE QUALITY

Musicianship

Technique

Interpretation

(10 Points) _____

Clarity

Cohesiveness

TOTAL _____

Who had the greater understanding/achievement as it relates to...

Novice Class
(Beginning
Concepts)

Musicianship Content – The ability to demonstrate a wide variety of musical styles and moods.

Class A
(Basic
Concepts)

Technical Content – The degree of skill and stamina required to play the written book.

Open Class
(Intermediate
Concepts)

Demand – The overall level of all aspects of the percussion score.

Blend and Balance – The measure of understanding with the written book and performer.

Musicality – The quality, condition, talent and sensitivity of being musical.

Descriptors	Box 1 (Never Experiences)	Box 2 (Rarely Discovers)	Box 3 (Sometimes Knows)	Box 4 (Frequently Understands)	Box 5 (Consistently Applies)	Box 6 (Completely Masters)
Numerical Range	0 to 49	50 to 59	60 to 79	80 to 89	90 to 96	97 to 100

Who had the greater understanding/achievement as it relates to...

Novice Class
(Beginning
Concepts)

Musicianship – The interpretive area of the written musical score.

Class A
(Basic
Concepts)

Technique – The demonstration of appropriate implement control through the performance.

Interpretation – The explanation of the creative presentation.

Open Class
(Intermediate
Concepts)

Clarity – The ability to accurately present the technical and musical intent of the program.

Cohesiveness – The ability of the ensemble to maintain overall rhythmic stability.

CAVALCADE STANDSTILL PERCUSSION ENSEMBLES
ARTISTRY

Unit Name:

Class:

Date:

Judge:

While Similar to the Concert Percussion idiom, this classification is designed to allow standstill percussion groups to perform indoors. Equal credit is to be given to the unit's level of overall programming along with their fulfillment achievement.

PROGRAM

The Musical Journey

Creativity

Clarity of Thought

Clarity of Intent

(10 Points) _____

Communication

FULFILLMENT

Communication

Musicianship

Presence

Imagination

(10 Points) _____

Expression.

TOTAL _____

Who had the greater understanding/achievement as it relates to...

Novice Class
(Beginning
Concepts)

The Musical Journey – The culmination of all elements within the written book that enables the listener to reach a conclusion.

Class
(Intermediate
Concepts)

Creativity – The ability to produce a written work capable of creating a response.

Open Class
(Advanced
Concepts)

Clarity of Thought – The clear presentation of ideas through appropriate writing and performance.

Clarity of Intent – The ability to deliver a clear and balanced intent of the written score.

Communication – The performance techniques that connect musically with the audience.

Descriptors

Box 1
(Never
Experiences)

Box 2
(Rarely
Discovers)

Box 3
(Sometimes
Knows)

Box 4
(Frequently
Understands)

Box 5
(Consistently
Applies) Masters)

Box 6
(Completely)

**Numerical
Range**

0 to 49

50 to 59

60 to 79

80 to 89

90 to 96

97 to 100

Who had the greater understanding/achievement as it relates to...

Novice Class
(Beginning
Concepts)

Communication – The ability to completely express compositional and musical ideas.

Class A
(Intermediate
Concepts)

Musicianship – The interpretive area of the written musical score.

Presence – The level of poise and performance that enables the ensemble to achieve a close relationship with the audience.

Open Class
(Advanced
Concepts)

Imagination – The ability to present a known idea with a complete and unique variation.

Expression – The ability through the performance to portray the musical indication or feeling.