

# SCBDA Solo and Ensemble Percussion Assessment

Rating
--------

Time \_\_\_\_\_ Judge # \_\_\_\_\_ School \_\_\_\_\_ City \_\_\_\_\_ Date \_\_\_\_\_

Performer(s) Names \_\_\_\_\_

Grade(s) in school \_\_\_\_\_ Years Experience \_\_\_\_\_ Instrument(s) \_\_\_\_\_

Selection \_\_\_\_\_ Composer/Arranger \_\_\_\_\_ Required List? Yes No

Technique	Score	5	4	3	2	1
Body/Hands + -		Correct notes; accurate articulation and technical skills	Minor errors in pitch, articulation and technical skills	Inconsistent pitches, articulations and technical skills	Minimal accuracy in pitch, articulation and technical skills	Most notes, articulations and technical skills missed
Mallet Selection + -						
Articulation + -						
Tone + -						
Note Accuracy	Score	5	4	3	2	1
Correct Notes + -		Appropriate body position and approach	Minor errors in positioning and/or approach	Inconsistent positioning and/or approach	Major errors in positioning and/or approach	Severe errors in positioning and/or approach
Rudiment + -						
interpretation + -						
Rhythmic Accuracy	Score	5	4	3	2	1
Note/Rest Value + -		Rhythms performed correctly	Minor errors in rhythmic accuracy	Inconsistent rhythmic accuracy	Minimal rhythmic accuracy	Lack of rhythmic accuracy
Pulse + -						
Interpretation	Score	5	4	3	2	1
Dynamics + -		Consistent use of expressive elements	Minor inconsistencies in use of expressive elements	Major inconsistencies in use of expressive elements	Most expressive elements missed	All expressive elements missed
Phrasing + -						
Balance + -						
Style + -						
Tempo + -						
Musical Effect	Score	5	4	3	2	1
Artistry + -		Superior	Excellent	Average	Fair	Poor
Stage Presence + -						
Other Factors	Score	5	4	3	2	1
Appearance + -		Superior	Excellent	Average	Fair	Poor
Music Choice + -						

Comments: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Total Points	Rating Table	I: 27-30 Points <i>Superior</i>	II: 21-26 <i>Excellent</i>
		IV: 9-14 <i>Fair</i>	V: 0-8 <i>Poor</i>
		III: 15-20 points <i>Good</i>	

\_\_\_\_\_  
*Adjudicator Signature*

