

Percussion Indigo Award Checklist

Untuned

- Apply ratamacue, flam paradiddle, 6 stroke roll and other combination rudiments
- Apply double stroke ghost notes in grooves

Tuned

- Play material using triple and quadruple stopping
- Shape long phrases, maintaining interest for the listener
- Produce and combine a variety of tone colours
- **Tuned and untuned**—two out of:
 1. Copy back a four bar tune or solo, accurately imitating the rhythmic feel and nuances of pitch (e.g. slides, drags), and tone colour
 2. Copy back a short phrase in an irregular time signature.
 3. Work out the chords or groove normally used for an existing tune.
- **Tuned:** Using new or existing material, devise the shape or structure of a piece which contains more than one instrument or voice, and devise accompaniments (including harmonies) and an ostinato.

Untuned: Create a drum part to a piece with contrasting sections, paying attention to and referencing rhythms, phrases and musical content found in the voice and other instruments
- Improvise over a chord sequence (2/3 chords) or groove
- Transpose a 4 bar notated tune or transcribe a 4 bar rhythm
- In a piece of music with verse and chorus structure, play from memory two out of:
 - a) melody,
 - b) chords and rhythm
 - c) bassline.

For untuned play grooves and fills accurately from memory
- Direct an ensemble, being responsible for speed and changes of speed, and balance, using aural and or visual clues
- Perform three pieces from different periods or genres reflecting in your playing the stylistic differences