

Percussion - Marching **Bronze & Gold**

General Effect

Class

Evaluation of a unit's performance is based on the achievement of excellence and the mastery of introductory skills. The emphasis on perfecting the achievement of introductory skills takes precedence over the attempt of more advanced basic skills and more advanced basic repertoire. The unit's success will be rewarded based upon excellence displayed in the achievement of musicianship, rhythmic stability, rhythmic accuracy and quality of all introductory skills attempted. Physical skills attempted should be of an introductory nature. Attempts of basic skills will result in promotion to Blue Class regardless of the achievement levels or success of the attempt.



Music Effect	Overall Effect
Communication Musicianship Creativity Blend & Balance Excellence as it Relates to Effect Expression Idiomatic Interpretation	Communication Audio/Visual Coordination Imagination/Creativity Pacing/Continuity Impact/Climax/Resolution Range of Effects Presence Entertainment
Score	Score
100	100
Total	
200	

**PERCUSSION – MARCHING
GENERAL EFFECT**

Credit all of the musical/visual elements in a unit's presentation that combine to display an effective and entertaining program. Credit the successful communication of a unit's identity and message through the quality blend of creativity and performance. Credit the performers' ability to connect with the audience.

Music Effect

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

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

Musicianship: The interpretive art of the music.

Creativity: The uniqueness and freshness of the musical program.

Blend and Balance: The measure of the performer's understanding of and commitment to the musical effects of the entire ensemble.

Excellence as it Relates to Effect: The proficiency of technical skills or virtuosity that elicits a response from the listener.

Expression: The range of dynamics as a whole. The ability to convey a wide range of nuances through artistic control.

Idiomatic Interpretation: The ability to convey the appropriate "feel" and style of the music.

	Box 1	Box 2	Box 3	Box 4	Box 5
<i>Descriptors</i>	Never	Rarely	Sometimes	Frequently	Consistently
<i>Numeric Range</i>	0 to 49	50 to 59	60 to 79	80 to 89	90 to 100
<i>Learning Steps</i>	Experience	Discover	Know	Understand	Apply

Overall Effect

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

Communication: The performance techniques that connect with the audience.

Audio/Visual Coordination: The presentation and delivery of the music and the visual in such a way as to enhance each other throughout the program.

Imagination: The ability to present the known idea with an effective and unique variation.

Creativity: The successful and effective utilization of an original musical/visual concept.

Pacing: The planning of effects through time to manipulate response.

Continuity: The logical development of one musical/visual idea to another.

Impact/Climax/Resolution: The result of musical/visual phrases that punctuate the program ideas.

Range of Effects: The variety and depth of development within each planned effect.

Presence: The apparent poise and effectiveness enabling a connection between performer and audience in real time.

Entertainment: That quality which engages and captivates the audience.

Sub Caption Spreads

Very comparable	Minor Differences	Definitive Differences	Significant Difference
1 to 2 percentage points	3 to 4 percentage points	5 to 7 percentage points	8 & higher percentage points