



Musicians Badge Requirements.

To gain the badge you must complete all the requirements of the following alternatives:

A

1. Sing a solo with accompaniment or take part in a part song
2. Read at sight three songs.
3. Know what is meant by a sonata, concerto and oratorio and give three examples of each.
4. Discuss with the examiner recent performances you have heard at concerts, on radio or television, or from a recording

B

1. Play two solos, one of your own choice and the other at sight on any recognized musical instrument other than a percussion instrument.
2. Either produce a concerted item with others, in which you must play the instrument used in requirement 1 or play another solo of: different type and speed than those played in requirement 1

Note:

A certificate that you are a regular member of an orchestra may be accepted.

3. Know what is meant by a sonata, concerto and oratorio: and give three examples of each.
4. Discuss with the examiner recent performances you heard at concerts, on radio or television, or from a recording

C

1. Either:

(a) Sing unaccompanied two different types of folk song for example spiritual and sea shanty, mountain song and lullaby.

Note:

You may add your own rhythm, such as hand-clapping or tambourine.

Or:

(b) Sing, with your own accompaniment (banjo, guitar, mandolin, and so on), two different types of folk song.

Or:

(c) Play two different types of folk music on a banjo, guitar, mandolin, concertina, harmonica or other folk instrument.

2. Know some basic principles and fundamentals of music, such as tuning your own instrument, keys, chords and bass notes.
3. Discuss with the examiner some of the types of folk music and performers or artists which you enjoy. You must be prepared to give reasons for your choice.

D

As a Percussion Drummer:

1. Be a member of a musical group, either at school, in your Group, or other organisation.
- 2 Take part in a stage presentation.
3. Perform routine maintenance on your instrument. .
4. Perform basic drum rudiments.
5. Play a good class roll in the following form:
 - 3 paces roll,
 - 5 paces roll,
 - 7 paces roll.
6. Take part satisfactorily in six different pieces of music.

E

1. Be a member of a Band in which you have served for a minimum of six months, either at school, in your Scout Group or other organization and provide proof of regular attendance.
2. If a member of a uniformed marching Band:
 - (a) Present yourself for examination in full and correct Bandsman's uniform and demonstrate an understanding of why a Bandsman's turnout should be smart and correct.
 - (b) Demonstrate your proficiency in basic drill movements including marking time, turns, wheels, counter-marching and carrying of instruments, in both quick time and slow time.
3. Present your instrument and accessories for inspection and demonstrate your ability to perform routine maintenance and, where applicable, tuning of your instrument.
4. Take part satisfactorily in six different marches, playing one of the under mentioned instruments:

SIDE DRUM

- (a) Beat in 2/4 and 6/8 time.
- (b) Play 'off beats in 2/4, 6/8 and 3/4 time.
- (c) Play a good class roll in the following form:
 - (i) 3 pace roll,
 - (ii) 5 pace roll,
 - (iii) 7paceroll.
- (d) Show a good stick drill when playing at the halt and on the march.

TENOR DRUM

- (a) Beat in 2/4 and 6/8 time.

(b) Play off' beats in 2/4, 6/8 and 3/4 time.

(c) Play a good class roll in the following form:

(i) 3paceroll,

(U) 5 pace roll,

(iii) 7pace roll.

(d) Show good stick drill when beating at the halt and on the march.

(e) March over a distance not less than 50 metres, beating a strict 116 paces to the minute.

(f) March over a distance not less than 50 metres, beating a slow time - 65 paces to the minute.

BASS DRUM

(a) Show good stick drill when beating at the halt and on the march.

(b) March over a distance not less than 50 metres, beating a strict 116 paces to the minute.

(c) March over a distance not less than 50 metres, beating in slow time - 65 paces to the minute.

BUGLE OR TRUMPET

(a) Demonstrate an understanding of the terms 'attack' and 'tone'.

(b) Perform 'tongue' and 'slurred' notes.

(c) Play as a solo three of the following:

'Sunset' or 'Retreat' 'Last Post' or 'Second Watch', 'Reveille'

'General Salute' or 'Cookhouse'.

FLUTE OR FIFE

(a) In respect of the six marches (requirement 4) these marches should be:

(i) At least two marches in 2/4 time,

(ii) At least two marches in 6/8 time,

(iii) A slow march or slow air.

Note:

These marches are to be played whilst actually marching along and, if necessary, may be accompanied by other flutes or fifes to complete harmonies.

(b) Play two solo pieces of your own choice.

BELL LYRES

Play two solos of your own choice.

CYMBALS

(a) Show good cymbal drill when playing at the halt and on the march with simple 'flourishing'.

(b) March over a distance, not less than 50 metres, beating a strict 116 paces to the minute.

(c) March over a distance of not less than 50 metres, beating in slow time - 65 paces to the minute.

DRUM MAJOR

Requirement 4 does not apply.

(a) Explain your understanding of a Drum Major's control of his Band, and the importance of:

(i) Clear signals and words of command,

(ii) The ability to make on-the-spot decisions.

(b) Command your Band to fall in correctly and dress off.

(c) Control your Band while playing (at the halt) a march, a fanfare or salute, and 'Retreat' or 'Sunset'.

(d) Demonstrate, whilst on the march with the Band, signals for 'right wheel', 'left wheel', 'countermarch', 'mark time', 'short step', 'advance', 'open-order march', 'close-order march', 'stop playing', 'recommence playing' and 'halt'.

(e) Demonstrate your ability to march correctly in quick time and slow time, whilst carrying the stave.

(f) Demonstrate the correct method of returning a salute when carrying the stave, both at the halt and on the march.

(g) Demonstrate simple showmanship with the stave, both at the halt and on the march.

(h) Explain the corrective measures you would adopt when faced with the following three possible emergencies that could arise during an otherwise routine parade or display:

(i) Animals,

(ii) Traffic,

(iii) Other bands.