



UNIVERSITY OF  
**WEST LONDON**

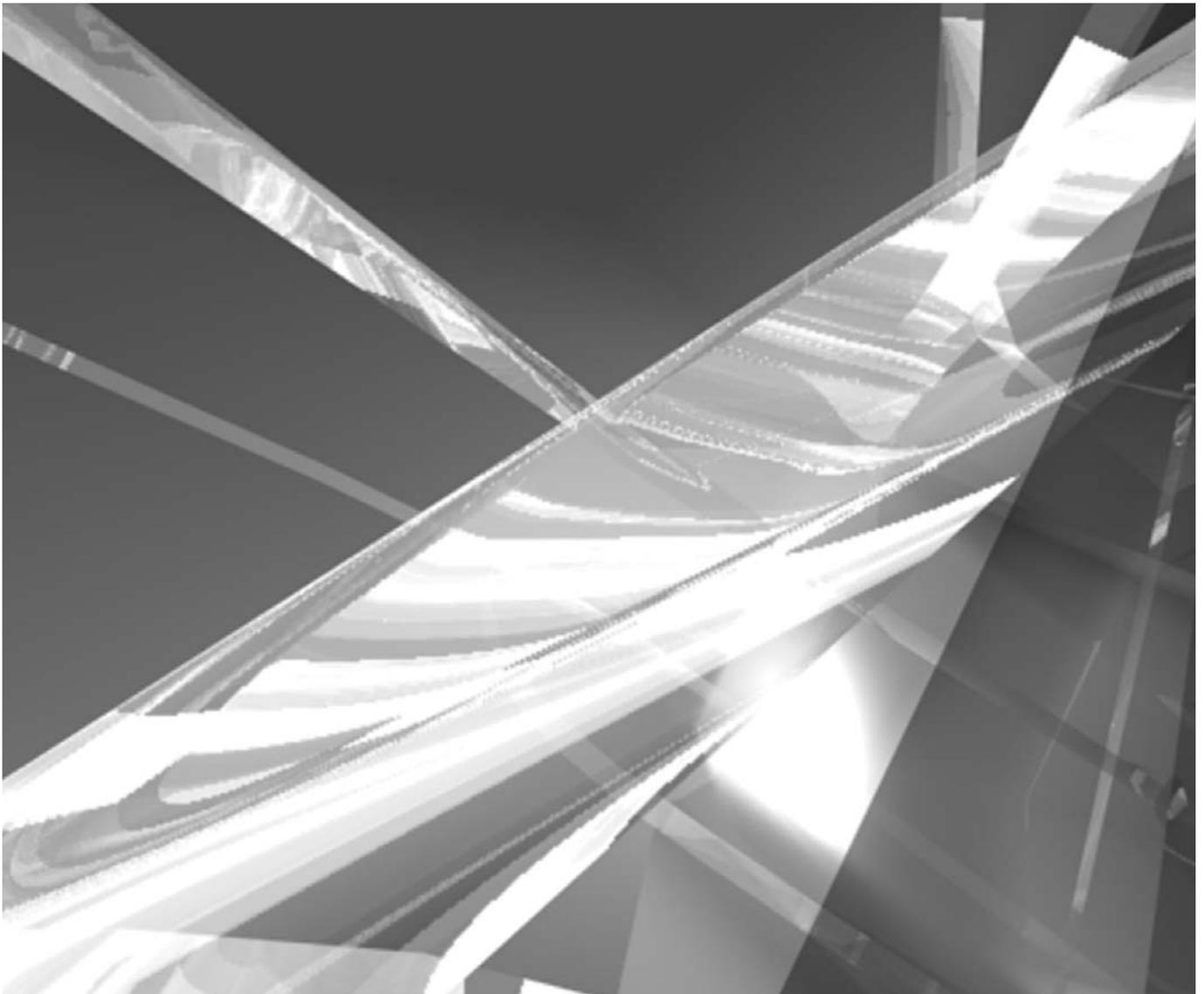
LONDON COLLEGE OF MUSIC EXAMINATIONS

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# Snare drum repertoire list

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1 January 2011 – 31 December 2014





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# SNARE DRUM

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2011-2014

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This repertoire list should be read in conjunction with the **Syllabus for Graded and Leisure Play Examinations in Music Performance**. Copies are available free of charge from LCM Examinations (tel: 020 8231 2364) or from local representatives, or on [uwl.ac.uk/lcmexams](http://uwl.ac.uk/lcmexams).

Leisure Play examinations are also available, for candidates who wish to play pieces only. Please see Section 5 of the syllabus for details.

This repertoire list is valid from 1 January 2011 until 31 December 2014.

Graded exams are also offered for drum kit, tuned percussion, timpani and percussion. Repertoire lists are available on request.

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# Technical Guidelines and Equipment

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1. Candidates will be expected to bring their own snare drum and sticks, unless arrangements are made in advance with the centre representative to use equipment at the venue. **It is the responsibility of the candidate to ensure that an appropriate instrument and sticks are available.** Time will be allowed at the start of the examination to adjust the drum, but this should not exceed one minute.
2. Tempi are indicated in the relevant graded handbooks, which contain all of the required music and also give fuller details, examples and information on ALL aspects of the examination. Candidates should bring their own music to the examination.
3. All Technical Work requirements (Rudiments) must be played from memory.
4. Examiners reserve the right to terminate the examination if, in their opinion, a candidate's choice of sticks or techniques demonstrates the potential to damage the instrument, or if the dynamic level of the performance combined with the acoustics of the examination venue constitutes a health and safety hazard.

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## Publications

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The following publications are relevant to this syllabus:

- Snare Drum Grades 1-2 (H424)
- Snare Drum Grades 3-4 (H425)
- Snare Drum Grades 5-8 (H426)
- Snare Drum Grades 1-2: Supplementary Exercises (H424A)

The Handbooks are published by Stainer & Bell Ltd (tel: 020 8343 3303; email: [post@stainer.co.uk](mailto:post@stainer.co.uk)).  
Website – [www.stainer.co.uk](http://www.stainer.co.uk)

*Syllabus compiled by Brian Stone, Jack Richards, Tony Stockley and Andrew McBirnie*

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# SNARE DRUM: GRADE ONE

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## Component 1 - Technical Work (Rudiments)

15 marks

To be played from memory:

1. Single Stroke Roll
2. Double Stroke Roll
3. Paradiddles

## Component 2 - Performance

60 marks

Performance of *three* pieces, *one* from each list: A, B and C.

- |    |               |                 |
|----|---------------|-----------------|
| A. | Jack Richards | March in Four   |
|    | Brian Stone   | Early Riser     |
|    | Tony Stockley | Study for One   |
| B. | Brian Stone   | Beat This       |
|    | Tony Stockley | Bright Waltz    |
|    | Jack Richards | 3 Time          |
| C. | Tony Stockley | Up and Down     |
|    | Brian Stone   | Suddenly        |
|    | Jack Richards | Two Penny Piece |

## Component 3 - Viva Voce

7 marks

The examiner will ask simple questions asking candidates to identify basic terms and signs including: bars and bar lines; note values; location and purpose of the time signature; repeat signs. All as occurring in the music performed. In addition, the candidate should know the origin of the name of the snare drum and the name of its components (as in the diagram in the examination handbook).

## Component 4 - Sight Reading

10 marks

The candidate will be asked to play a short piece of a standard appropriate to the grade. Three examples are given in the handbook. Up to one minute's preparation time will be allowed to study the test before playing, during which the candidate may try parts of the test if they wish.

## Component 5 - Aural Tests

8 marks

1. To repeat a rhythmic phrase played twice on the snare drum by the examiner.
2. To state the time signature of a rhythmic phrase played twice on the snare drum by the examiner. The pulse will be given.
3. To play an answering phrase after a phrase is played on the snare drum by the examiner. The answering phrase should be of similar style and length.
4. The candidate will be given a copy of THREE notated examples. The examiner will then play ONE of the examples twice on the snare drum. The candidate should then state which one has been played.

*Snare Drum Grades 1-2 contains all the pieces required for this examination. The book also contains all the required rudiments, together with advice on, and examples of, the Viva Voce, Sight Reading, and Aural Tests sections of the examination. See page 3 for publisher details.*

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# SNARE DRUM: GRADE TWO

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## Component 1 - Technical Work (Rudiments)

15 marks

To be played from memory:

- |                       |                      |
|-----------------------|----------------------|
| 1. Single Stroke Roll | 6. Ruffs             |
| 2. Double Stroke Roll | 7. Five Stroke Roll  |
| 3. Paradiddles        | 8. Seven Stroke Roll |
| 4. Flams              | 9. Nine Stroke Roll  |
| 5. Drags              |                      |

## Component 2 - Performance

60 marks

Performance of *three* pieces, *one* from each list: A, B and C.

- |           |               |                 |
|-----------|---------------|-----------------|
| <b>A.</b> | Jack Richards | Trooper's March |
|           | Brian Stone   | Cut It          |
|           | Tony Stockley | Study           |
| <b>B.</b> | Brian Stone   | Cereal Beater   |
|           | Tony Stockley | 3 in 1          |
|           | Jack Richards | Three in a Half |
| <b>C.</b> | Tony Stockley | 6 in 2          |
|           | Brian Stone   | Grace           |
|           | Jack Richards | Sea Jet         |

## Component 3 - Viva Voce

7 marks

The examiner will ask questions on areas covered for Grade One, plus common musical terms and signs as found in the pieces played, and the function and components of the snare drum. Examiners will look for understanding as well as definition.

## Component 4 - Sight Reading

10 marks

The candidate will be asked to play a short piece of a standard appropriate to the grade. Three examples are given in the handbook. Up to one minute's preparation time will be allowed to study the test before playing, during which the candidate may try parts of the test if they wish.

## Component 5 - Aural Tests

8 marks

1. To repeat a rhythmic phrase played twice on the snare drum by the examiner.
2. To state the time signature of a rhythmic passage played twice on the snare drum by the examiner. The pulse will be given.
3. To play an answering phrase after a phrase is played on the snare drum by the examiner. The answering phrase should be of a similar style and length.
4. The candidate will be given a copy of THREE notated examples. The examiner will then play ONE of the examples twice on the snare drum. The candidate should then state which one has been played.

*Snare Drum Grades 1-2 contains all the pieces required for this examination. The book also contains all the required rudiments, together with advice on, and examples of, the Viva Voce, Sight Reading, and Aural Tests sections of the examination. See page 3 for publisher details.*

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# SNARE DRUM: GRADE THREE

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## Component 1 - Technical Work (Rudiments)

15 marks

To be played from memory:

- |                       |                      |
|-----------------------|----------------------|
| 1. Single Stroke Roll | 7. Five Stroke Roll  |
| 2. Double Stroke Roll | 8. Seven Stroke Roll |
| 3. Paradiddles        | 9. Nine Stroke Roll  |
| 4. Flams              | 10. Flam Accent      |
| 5. Drags              | 11. Flamacue         |
| 6. Ruffs              | 12. Flam Tap         |

## Component 2 - Performance

60 marks

Performance of *three* pieces, *one* from each list: A, B and C.

- |           |               |                 |
|-----------|---------------|-----------------|
| <b>A.</b> | Brian Stone   | Latin Lilt      |
|           | Tony Stockley | Study for Three |
| <b>B.</b> | Jack Richards | Systems         |
|           | Tony Stockley | Hi-Low March    |
| <b>C.</b> | Jack Richards | Threeway        |
|           | Brian Stone   | Sham Roll       |

## Component 3 - Viva Voce

7 marks

The examiner will ask questions on areas covered in Grades One and Two, plus triplets and syncopated rhythms. Candidates will be expected to demonstrate an improving understanding by this grade.

## Component 4 - Sight Reading

10 marks

The candidate will be asked to play a short piece of a standard appropriate to the grade. Two examples are given in the handbook. Up to one minute's preparation time will be allowed to study the test before playing, during which the candidate may try parts of the test if they wish.

## Component 5 - Aural Tests

8 marks

1. To repeat a rhythmic phrase played twice on the snare drum by the examiner.
2. To state the time signature of a rhythmic passage played twice on the snare drum by the examiner. The pulse will be given.
3. To play an answering phrase after a phrase is played on the snare drum by the examiner. The answering phrase should be of a similar style and length.
4. The candidate will be given a copy of THREE notated examples. The examiner will then play ONE of the examples twice on the snare drum. The candidate should then state which one has been played.

**Snare Drum Grades 3-4** contains all the pieces required for this examination. The book also contains all the required rudiments, together with advice on, and examples of, the Viva Voce, Sight Reading, and Aural Tests sections of the examination. See page 3 for publisher details.

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# SNARE DRUM: GRADE FOUR

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## Component 1 - Technical Work (Rudiments)

15 marks

To be played from memory:

- |                       |                            |
|-----------------------|----------------------------|
| 1. Single Stroke Roll | 10. Flam Accent            |
| 2. Double Stroke Roll | 11. Flamacue               |
| 3. Paradiddles        | 12. Flam Tap               |
| 4. Flams              | 13. Flam Paradiddle        |
| 5. Drags              | 14. Drag Paradiddle        |
| 6. Ruffs              | 15. Drag and Stroke        |
| 7. Five Stroke Roll   | 16. Double Drag and Stroke |
| 8. Seven Stroke Roll  | 17. Double Paradiddle      |
| 9. Nine Stroke Roll   | 18. Paradiddle Diddle      |

## Component 2 - Performance

60 marks

Performance of *three* pieces, *one* from each list: A, B and C.

- |           |               |                 |
|-----------|---------------|-----------------|
| <b>A.</b> | Jack Richards | Piece for Ben   |
|           | Tony Stockley | Study for Four  |
| <b>B.</b> | Brian Stone   | Oom Pah Pah     |
|           | Tony Stockley | Time for Change |
| <b>C.</b> | Brian Stone   | In Line         |
|           | Brian Stone   | Roll Around     |

## Component 3 - Viva Voce

7 marks

At this level the candidate should have a full knowledge of the snare drum and its component parts. The candidate should be able to talk confidently about head and snare replacement and tensioning. Some knowledge of alternative materials for heads, snares and shells is expected. Knowledge of drum sizes and the history of the snare drum is also expected. The candidate should be familiar with all notation, phrasing, dynamic markings, Italian terms and any other markings found in *all* the grade pieces included in the handbook.

## Component 4 - Sight Reading

10 marks

The candidate will be asked to play a short piece of a standard appropriate to the grade. Two examples are given in the handbook. Up to one minute's preparation time will be allowed to study the test before playing, during which the candidate may try parts of the test if they wish.

## Component 5 - Aural Tests

8 marks

1. To repeat a rhythmic phrase played twice on the snare drum by the examiner.
2. To state the time signature of a rhythmic passage played twice on the snare drum by the examiner. The pulse will be given.
3. To play an answering phrase after a phrase is played on the snare drum by the examiner. The answering phrase should be of a similar style and length.
4. The candidate will be given a copy of THREE notated examples. The examiner will then play ONE of the examples twice on the snare drum. The candidate should then state which one has been played.

**Snare Drum Grades 3-4** contains all the pieces required for this examination. The book also contains all the required rudiments, together with advice on, and examples of, the Viva Voce, Sight Reading, and Aural Tests sections of the examination. See page 3 for publisher details.

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# SNARE DRUM: GRADE FIVE

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## Component 1 - Technical Work (Rudiments)

15 marks

To be played from memory:

- |                       |                            |
|-----------------------|----------------------------|
| 1. Single Stroke Roll | 10. Flam Accent            |
| 2. Double Stroke Roll | 11. Flamacue               |
| 3. Paradiddles        | 12. Flam Tap               |
| 4. Flams              | 13. Flam Paradiddle        |
| 5. Drags              | 14. Drag Paradiddle        |
| 6. Ruffs              | 15. Drag and Stroke        |
| 7. Five Stroke Roll   | 16. Double Drag and Stroke |
| 8. Seven Stroke Roll  | 17. Double Paradiddle      |
| 9. Nine Stroke Roll   | 18. Paradiddle Diddle      |

## Component 2 - Performance

60 marks

Performance of *three* pieces, selected from the following list:

Philip G Drew	The Enchantress	LCM Snare Drum Grades 5-8	(Stainer & Bell)
Martyn Williams	Rhythmic Twists	LCM Snare Drum Grades 5-8	(Stainer & Bell)
Andrew McBirnie	South Ealing	LCM Snare Drum Grades 5-8	(Stainer & Bell)
Timothy Johnson	Regiments of the Rudiments	1st Recital Series for Snare Drum	(Curnow Music)
Victor Oskam	Heartbreaker	Rudimental Drumming	(De Haske)

## Component 3 - Viva Voce

7 marks

Candidates will be expected to answer questions on all areas covered by the viva voce sections in Grades 1-4. This includes a full knowledge of the snare drum and its component parts; head and snare replacement and tensioning; alternative materials for heads, snares and shells; drum sizes; and the history of the snare drum. Additionally, a full knowledge and understanding of any matters arising from the rhythms, notation or playing techniques in the pieces performed will be expected, including interaction with the piano accompaniment in Piece 1.

## Component 4 - Sight Reading

10 marks

The candidate will be asked to play a short piece of a standard appropriate to the grade. Two examples are given in the handbook. Up to one minute's preparation time will be allowed to study the test before playing, during which the candidate may try parts of the test if they wish.

## Component 5 - Aural Tests

8 marks

1. To repeat a rhythmic phrase played twice on the snare drum by the examiner.
2. To state the time signature of a rhythmic passage played twice on the snare drum by the examiner. The pulse will be given.
3. To play an answering phrase after a phrase is played on the snare drum by the examiner. The answering phrase should be of a similar style and length.
4. The candidate will be given a copy of THREE notated examples. The examiner will then play ONE of the examples twice on the snare drum. The candidate should then state which one has been played.

**Snare Drum Grades 5-8** contains all the pieces required for this examination. The book also contains all the required rudiments, together with advice on, and examples of, the Viva Voce, Sight Reading, and Aural Tests sections of the examination. See page 3 for publisher details.

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# SNARE DRUM: GRADE SIX

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## Component 1 - Technical Work (Rudiments)

15 marks

To be played from memory:

- |                        |                            |
|------------------------|----------------------------|
| 1. Single Stroke Roll  | 11. Swiss Army Triplet     |
| 2. Double Stroke Roll  | 12. Flam Accent            |
| 3. Paradiddles         | 13. Flamacue               |
| 4. Flams               | 14. Flam Tap               |
| 5. Drags               | 15. Flam Paradiddle        |
| 6. Ruffs               | 16. Drag Paradiddle        |
| 7. Five Stroke Roll    | 17. Drag and Stroke        |
| 8. Seven Stroke Roll   | 18. Double Drag and Stroke |
| 9. Nine Stroke Roll    | 19. Double Paradiddle      |
| 10. Eleven Strike Roll | 20. Paradiddle Diddle      |

## Component 2 - Performance

60 marks

Performance of *three* pieces, selected from the following list:

Andrew McBirnie	Ealing Broadway	LCM Snare Drum Grades 5-8	(Stainer & Bell)
Patrick R Williams	Rhythmic Ascent	LCM Snare Drum Grades 5-8	(Stainer & Bell)
Peter Precious	Pieces of Eight	LCM Snare Drum Grades 5-8	(Stainer & Bell)
Rossini, arr. Alan	The Barber of Seville	1st Recital Series for Snare Drum	(Curnow Music)
Victor Oskam	Flam-It	Rudimental Drumming	(De Haske)

## Component 3 - Viva Voce

7 marks

Candidates will be expected to answer questions on all areas covered by the viva voce sections in Grades 1-5. This includes a full knowledge of the snare drum and its component parts; head and snare replacement and tensioning; alternative materials for heads, snares and shells; drum sizes; and the history of the snare drum. Additionally, a full knowledge and understanding of any matters arising from the rhythms, notation or playing techniques in the pieces performed will be expected, including interaction with the piano accompaniment in Piece 1.

## Component 4 - Sight Reading

10 marks

The candidate will be asked to play a short piece of a standard appropriate to the grade. Two examples are given in the handbook. Up to one minute's preparation time will be allowed to study the test before playing, during which the candidate may try parts of the test if they wish.

## Component 5 - Aural Tests

8 marks

1. To repeat a rhythmic phrase played twice on the snare drum by the examiner.
2. To state the time signature of a rhythmic passage played twice on the snare drum by the examiner. The pulse will be given.
3. To play an answering phrase after a phrase is played on the snare drum by the examiner. The answering phrase should be of a similar style and length.
4. The candidate will be given a copy of THREE notated examples. The examiner will then play ONE of the examples twice on the snare drum. The candidate should then state which one has been played.

**Snare Drum Grades 5-8** contains all the pieces required for this examination. The book also contains all the required rudiments, together with advice on, and examples of, the Viva Voce, Sight Reading, and Aural Tests sections of the examination. See page 3 for publisher details.

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# SNARE DRUM: GRADE SEVEN

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## Component 1 - Technical Work (Rudiments)

15 marks

To be played from memory:

- |                          |                            |
|--------------------------|----------------------------|
| 1. Single Stroke Roll    | 12. Seventeen Stroke Roll  |
| 2. Double Stroke Roll    | 13. Flam Accent            |
| 3. Paradiddles           | 14. Flamacue               |
| 4. Flams                 | 15. Flam Tap               |
| 5. Drags                 | 16. Flam Paradiddle        |
| 6. Ruffs                 | 17. Drag Paradiddle        |
| 7. Five Stroke Roll      | 18. Drag and Stroke        |
| 8. Seven Stroke Roll     | 19. Double Drag and Stroke |
| 9. Nine Stroke Roll      | 20. Double Paradiddle      |
| 10. Eleven Stroke Roll   | 21. Paradiddle Diddle      |
| 11. Thirteen Stroke Roll | 22. Swiss Army Triplet     |

## Component 2 - Performance

60 marks

Performance of *three* pieces, selected from the following list:

Stanley Glasser	Elephant and Castle Roundabout	LCM Snare Drum Grades 5-8	(Stainer & Bell)
Peter Precious	The Art of Three	LCM Snare Drum Grades 5-8	(Stainer & Bell)
Laura Rossi	Midnight Mover	LCM Snare Drum Grades 5-8	(Stainer & Bell)
Mike Hannickel	Parameters	1st Recital Series for Snare Drum	(Curnow Music)
Victor Oskam	Magic Seven	Rudimental Drumming	(De Haske)

## Component 3 - Viva Voce

7 marks

Candidates will be expected to answer questions on all areas covered by the viva voce sections in Grades 1-6. This includes a full knowledge of the snare drum and its component parts; head and snare replacement and tensioning; alternative materials for heads, snares and shells; drum sizes; and the history of the snare drum. Additionally, a full knowledge and understanding of any matters arising from the rhythms, notation or playing techniques in the pieces performed will be expected, including interaction with the piano accompaniment in Piece 1.

## Component 4 - Sight Reading

10 marks

The candidate will be asked to play a short piece of a standard appropriate to the grade. Two examples are given for each grade in the examination book. Up to one minute's preparation time will be allowed to study the test before playing, during which the candidate may try parts of the test if they wish.

## Component 5 - Aural Tests

8 marks

1. To repeat a rhythmic phrase played twice on the snare drum by the examiner.
2. To vocalise phonetically note values played twice on the snare drum by the examiner, and to identify the note values after a further playing. The pulse and time signature will be given.
3. To state the time signature of a rhythmic phrase played twice on the snare drum by the examiner. The pulse will be given.
4. The candidate will be given a copy of THREE notated examples. The examiner will then play ONE of the examples twice on the snare drum. The candidate should then state which one has been played.

**Snare Drum Grades 5-8** contains all the pieces required for this examination. The book also contains all the required rudiments, together with advice on, and examples of, the Viva Voce, Sight Reading, and Aural Tests sections of the examination. See page 3 for publisher details.

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# SNARE DRUM: GRADE EIGHT

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Theory of Music Grade Five must have been passed (see Regulations in the syllabus).

## Component 1 - Technical Work (Rudiments)

15 marks

To be played from memory:

- |                          |                            |
|--------------------------|----------------------------|
| 1. Single Stroke Roll    | 12. Seventeen Stroke Roll  |
| 2. Double Stroke Roll    | 13. Flam Accent            |
| 3. Paradiddles           | 14. Flamacue               |
| 4. Flams                 | 15. Flam Tap               |
| 5. Drags                 | 16. Flam Paradiddle        |
| 6. Ruffs                 | 17. Drag Paradiddle        |
| 7. Five Stroke Roll      | 18. Drag and Stroke        |
| 8. Seven Stroke Roll     | 19. Double Drag and Stroke |
| 9. Nine Stroke Roll      | 20. Double Paradiddle      |
| 10. Eleven Stroke Roll   | 21. Paradiddle Diddle      |
| 11. Thirteen Stroke Roll | 22. Swiss Army Triplet     |

## Component 2 - Performance

60 marks

Performance of *three* pieces, selected from the following list:

Andrew McBirnie	South Kensington	LCM Snare Drum Handbook: Grades 5-8	(Stainer & Bell)
Tim Adnitt	Backwards 4	LCM Snare Drum Handbook: Grades 5-8	(Stainer & Bell)
Laura Rossi	Tatotat	LCM Snare Drum Handbook: Grades 5-8	(Stainer & Bell)
arr. James Curnow	Drummed Out	First Recital Series for Snare Drum	(Curnow Music)
Grieg, arr. Curnow	Norwegian Dance	First Recital Series for Snare Drum	(Curnow Music)

## Component 3 - Viva Voce

7 marks

Candidates will be expected to answer questions on all areas covered by the viva voce sections in Grades 1-7. This includes a full knowledge of the snare drum and its component parts; head and snare replacement and tensioning; alternative materials for heads, snares and shells; drum sizes; and the history of the snare drum. Candidates may also be asked questions about the wider musical uses and applications of the instrument, including military and orchestral contexts, and should be able to cite examples of relevant repertoire. Additionally, a full knowledge and understanding of any matters arising from the rhythms, notation or playing techniques in the pieces performed will be expected, including interaction with the piano accompaniment in Piece 1.

## Component 4 - Sight Reading

10 marks

The candidate will be asked to play a short piece of a standard appropriate to the grade. Two examples are given in the handbook. Up to one minute's preparation time will be allowed to study the test before playing, during which the candidate may try parts of the test if they wish.

## Component 5 - Aural Tests

8 marks

1. To repeat a rhythmic phrase played twice on the snare drum by the examiner.
2. To vocalise phonetically note values played twice on the snare drum by the examiner, and to identify the note values after a further playing. The pulse and time signature will be given.
3. To state the time signature of a rhythmic phrase played twice on the snare drum by the examiner. The pulse will be given.
4. The candidate will be given a copy of THREE notated examples. The examiner will then play ONE of the examples twice on the snare drum. The candidate should then state which one has been played.

**Snare Drum Grades 5-8** contains all the pieces required for this examination. The book also contains all the required rudiments, together with advice on, and examples of, the Viva Voce, Sight Reading, and Aural Tests sections of the examination. See page 3 for publisher details.

