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This repertoire list should be read in conjunction with the current **Music Grades Syllabus**. Copies are available free of charge via our website, www.uwl.ac.uk/lcmexams, or from the LCM Examinations office.

Please refer to the Music Grades Syllabus for full details about graded exams, recital grades, leisure play exams and performance awards.

This repertoire list is valid from 1 January 2011 until 31 December 2017.

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

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). Website – www.stainer.co.uk

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

Following is an overview of the four examination formats offered by LCM Examinations: grades, recital grades, leisure play and performance awards. Refer to the relevant section of the *Music Grades Syllabus* for full details.

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<th>Grades</th>
<th>Recital Grades</th>
<th>Leisure Play</th>
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</tr>
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<tbody>
<tr>
<td><strong>Technical Work</strong></td>
<td>✓</td>
<td>✗</td>
<td>✗</td>
<td>✗</td>
</tr>
<tr>
<td><strong>Performance</strong></td>
<td>3 pieces</td>
<td>4 (or 5) pieces, all selected from repertoire list</td>
<td>4 pieces (3 selected from grade list, plus 1 own choice)</td>
<td>3 pieces</td>
</tr>
<tr>
<td><strong>Viva Voce</strong></td>
<td>✓</td>
<td>Optional for Component 2</td>
<td>✗</td>
<td>✗</td>
</tr>
<tr>
<td><strong>Sight Reading</strong></td>
<td>✓</td>
<td>Optional for Component 2</td>
<td>✗</td>
<td>✗</td>
</tr>
<tr>
<td><strong>Aural Tests</strong></td>
<td>✓</td>
<td>✗</td>
<td>✗</td>
<td>✗</td>
</tr>
<tr>
<td><strong>Structure</strong></td>
<td>Grades 1-8</td>
<td>Grades 1-8</td>
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<td>Levels 1-8</td>
</tr>
<tr>
<td><strong>Pre-requisites</strong></td>
<td>✗</td>
<td>✗</td>
<td>✗</td>
<td>✗</td>
</tr>
<tr>
<td><strong>Assessment</strong></td>
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<td>Examination</td>
<td>Examination</td>
<td>DVD</td>
</tr>
<tr>
<td><strong>Ofqual Accreditation</strong></td>
<td>✓</td>
<td>✓</td>
<td>✗</td>
<td>✗</td>
</tr>
</tbody>
</table>
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.
Component 1 - Technical Work (Rudiments)  15 marks

To be played from memory:
1. Single Stroke Roll
2. Double Stroke Roll
3. Paradiddles
4. Flams
5. Drags
6. Ruffs
7. Five Stroke Roll
8. Seven Stroke Roll
9. Nine Stroke Roll

Component 2 - Performance  60 marks

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

A. Jack Richards  Trooper’s March
   Brian Stone  Cut It
   Tony Stockley  Study

B. Brian Stone  Cereal Beater
   Tony Stockley  3 in 1
   Jack Richards  Three in a Half

C. 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 1, 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.
Component 1 - Technical Work (Rudiments) 15 marks

To be played from memory:
1. Single Stroke Roll
2. Double Stroke Roll
3. Paradiddles
4. Flams
5. Drags
6. Ruffs
7. Five Stroke Roll
8. Seven Stroke Roll
9. Nine Stroke Roll
10. Flam Accent
11. Flamacue
12. Flam Tap

Component 2 - Performance 60 marks

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

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

Component 3 - Viva Voce 7 marks

The examiner will ask questions on areas covered in Grades 1 and 2, 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.
SNARE DRUM: GRADE 4

Component 1 - Technical Work (Rudiments) 15 marks

To be played from memory:

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

Component 2 - Performance 60 marks

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

A. Jack Richards  
   Tony Stockley
   Piece for Ben
   Study for Four

B. Brian Stone  
   Tony Stockley
   Oom Pah Pah
   Time for Change

C. Brian Stone  
   Brian Stone
   In Line
   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.
SNARE DRUM: GRADE 5

Component 1 - Technical Work (Rudiments) 15 marks

To be played from memory:

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

Component 1 - Technical Work (Rudiments) 15 marks

To be played from memory:

1. Single Stroke Roll
2. Double Stroke Roll
3. Paradiddles
4. Flams
5. Drags
6. Ruffs
7. Five Stroke Roll
8. Seven Stroke Roll
9. Nine Stroke Roll
10. Eleven Strike Roll
11. Swiss Army Triplet
12. Flam Accent
13. Flamacue
14. Flam Tap
15. Flam Paradiddle
16. Drag Paradiddle
17. Drag and Stroke
18. Double Drag and Stroke
19. Double Paradiddle
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.
Component 1 - Technical Work (Rudiments)  
To be played from memory:

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

Component 2 - Performance  
Performance of three pieces, selected from the following list:
- Stanley Glasser - Elephant and Castle Roundabout  
- Peter Precious - The Art of Three  
- Laura Rossi - Midnight Mover  
- Mike Hannickel - Parameters  
- Victor Oskam - Magic Seven  
- LCM Snare Drum Grades 5-8 (Stainer & Bell)  
- LCM Snare Drum Grades 5-8 (Stainer & Bell)  
- 1st Recital Series for Snare Drum (Curnow Music)  
- Rudimental Drumming (De Haske)

Component 3 - Viva Voce  
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  
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  
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.
Component 1 - Technical Work (Rudiments)  

15 marks

To be played from memory:

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