**Second Class Musician**

Wind Player Requirements

1. C, F, Bb, G, and D major scales with arpeggios. You must play at least one scale 2 octaves. Scales are to be played in quarter notes at a metronome marking of quarter note equals 120.
2. Chromatic scale one octave.
3. Be able to count and clap all rhythms on our rhythm chart.
4. Demonstrate proper posture, embouchure, breath control and tone production.
5. Perform at least one solo, ensemble, or prepared study assigned by the director.
6. Understand basic principles of transposition of your instrument.
7. Be able to start a note p (piano) and crescendo to f (forte) and then back to p (piano) for 8 counts at a quarter note equals 60.

Percussion Requirements

1. Rudiments: Five stroke roll, flam tap, and paradiddle, all played open-close-open.
2. Play multiple bounce roll ff-pp-ff for 8 counts at a quarter note equals 60.
3. Play the long roll open-close-open.
4. C, F, Bb, G, and D major scales with arpeggios. You must play at least one scale 2 octaves. Scales are to be played in quarter notes at a metronome marking of quarter note equals 120.
5. Chromatic scale one octave.
6. Demonstrate proper Bass Drum, Cymbal, and Snare Drum technique.
7. Perform one solo, ensemble, or prepared study on Bells and Snare assigned by director.
8. Be able to count and clap all rhythms on our rhythm chart.

**First Class Musician**

Wind Player Requirements

1. C, F, Bb, Eb, Ab, G, D, and A major scales with arpeggios. You must play at least two scales 2 octaves. Scales are to be played in quarter notes at a metronome marking of quarter note equals 120.
2. Be able to play the C harmonic and A melodic minor scales with arpeggios.
3. Chromatic scale 2 octaves.
4. Be able to count and clap all rhythms on page 42 and 43 in Essential Elements Book 2.
5. Demonstrate proper prosture, embouchure, breath control, and tone production.
6. Sight-read on your instrument.
7. Perform at least one solo, ensemble, or prepared study.
8. Understand basic principles of transposition of your instrument.
9. Understand the following styles of articulation: attack and release, slur, legato, and staccato.
10. Be able to start a tone (f) forte and decrescendo to p (piano) for 8 counts at mm\_72.

Percussion Requirements

1. Perform the following rudiments open-closed-open: 5 stroke, paradiddle, 9 stroke, flam tap, and flam paradiddle.
2. C, F, Bb, Eb, Ab, G, D, and A major scales with arpeggios. You must play at least two scales 2 octaves. Scales are to be played in quarter notes at a metronome marking of quarter note equals 120.
3. Be able to play the C harmonic and A melodic minor scales with arpeggios.
4. Chromatic scale 2 octaves.
5. Play the long roll open-closed-open.
6. Demonstrate proper cymbal, Triangle, Tambourine, and Bass Drum technique.
7. Be able to count and clap all rhythms on page 42 and 43 in Essential Elements Book 2.
8. Perform one solo, ensemble or prepared study assigned by director.
9. Sight-read a piece on Snare and Mallets.