

# Percussion

# General Effect

## Marching Percussion Ensembles



*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. The music drives the visual in creating an effective presentation.*

### Music Effect

Communication  
Musicianship  
Creativity  
Blend & Balance  
Excellence as it Relates to Effect  
Expression  
Idiomatic Interpretation

SCORE

100

### Overall Effect

Communication  
Audio/Visual Coordination  
Imagination/Creativity  
Pacing/Continuity  
Impact/Climax/Resolution  
Range of Effects  
Presence  
Entertainment

SCORE

100

JUDGE SIGNATURE \_\_\_\_\_

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 performer's ability to connect with the audience. The music drives the visual in creating an effective presentation.

## Music Effect

<p><b>Class A</b> Basic Concepts</p> <p><b>Open Class</b> Intermediate Concepts</p> <p><b>World Class</b> Advanced Concepts</p>	<p><b>Who had the greater understanding/achievement as it relates to...</b></p> <p><b>Communication:</b> The performance techniques that connect musically with the audience.</p> <p><b>Musicianship:</b> The interpretive art of the music.</p> <p><b>Creativity:</b> The uniqueness and freshness of the musical program.</p> <p><b>Blend and Balance:</b> The measure of the performer's understanding of and commitment to the musical effects of the entire ensemble.</p> <p><b>Excellence as it Relates to Effect:</b> The proficiency of technical skills or virtuosity that elicits a response from the listener.</p> <p><b>Expression:</b> The range of dynamics as a whole. The ability to convey a wide range of nuances through artistic control.</p> <p><b>Idiomatic Interpretation:</b> The ability to convey the appropriate "feel" and style of the music.</p>	<p><b>Class A &amp; Open Class</b> Readiness for next class</p> <p><b>World Class</b> Sets New Standards</p>
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	Box 1	Box 2	Box 3	Box 4	Box 5	Box 6
<i>Descriptors</i>	Never	Rarely	Sometimes	Frequently	Consistently	
<b>Numerical Range</b>	<b>0 to 49</b>	<b>50 to 59</b>	<b>60 to 79</b>	<b>80 to 89</b>	<b>90 to 96</b>	<b>97 to 100</b>
<i>Learning Steps</i>	Experience	Discover	Know	Understand	Apply	

## Overall Effect

<p><b>Class A</b> Basic Skills</p> <p><b>Open Class</b> Intermediate Skills</p> <p><b>World Class</b> Advanced Skills</p>	<p><b>Who had the greater understanding/achievement as it relates to...</b></p> <p><b>Communication:</b> The performance techniques that connect with the audience.</p> <p><b>Audio/Visual Coordination:</b> The presentation and delivery of the music and the visual in such a way as to enhance each other throughout the program.</p> <p><b>Imagination:</b> The ability to present the known idea with an effective and unique variation.</p> <p><b>Creativity:</b> The successful and effective utilization of an original musical/visual concept.</p> <p><b>Pacing:</b> The planning of effects through time to manipulate response.</p> <p><b>Continuity:</b> The logical development of one musical/visual idea to another.</p> <p><b>Impact/Climax/Resolution:</b> The result of musical/visual phrases that punctuate the program ideas.</p> <p><b>Range of Effects:</b> The variety and depth of development within each planned effect.</p> <p><b>Presence:</b> The apparent poise and effectiveness enabling a connection between performer and audience in real time.</p> <p><b>Entertainment:</b> That quality which engages and captivates the audience.</p>	<p><b>Class A &amp; Open Class</b> Readiness for next class</p> <p><b>World Class</b> Sets New Standards</p>
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### 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

**Generational Effect**  
 Percussion Ensemble