

## Adaptations for Drum Candidates using Electronic Drum Kits in Recorded and Live-Streamed Exams

The following guidance offers solutions for candidates who are unable to perform on an acoustic drum kit for their intended exam. This is appropriate for candidates who are preparing for either a Recorded Video Exam Submission or a Live Streamed Exam. Please note that the following are only adaptations are only appropriate for exams taken under Covid-19 special arrangements. RSL Awards will discontinue these adaptations when it is safe and practical to remove Covid-19 special arrangements.

Instructions to candidates: Before performing each piece, please ensure that you explain to the examiner (either recorded or live) what measures you are taking to mitigate the restrictions of an electronic drum kit.

Grade	Song/Exercise	Technique(s)	Adaptation or Solution
<b>Debut</b>	No Adaptations necessary		

<b>Grade 1</b>	I Want To Break Free		No Adaptions necessary	
	In The Midnight Hour		No Adaptions necessary	
	Soul Man	Bell of Ride	If the electric kit cymbals do not have a bell zone, credit will be given for altered beating spot towards the centre of the cymbal pad	
		Accent	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke	
	Liberation		No Adaptions necessary	
	Billie Jean	Accent	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke	
	Yeah	Accent	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke	
	Kaiser Roll		No Adaptions necessary	
	Bend And Snap			
	Jangle Road			
	West Coast Rollin			
	Deep Trouble			
	Munky Fusic			
Technical Exercises				

<b>Grade 2</b>	Losing My Religion	Flam	If the electric kit is unable to articulate a flam stroke, credit will be given for demonstrating a difference in stroke height and impact between hands
	I Heard It Through The Grapevine	No adaptations necessary	
	Passionfruit	Flam	If the electric kit is unable to articulate a flam stroke, credit will be given for demonstrating a difference in stroke height and impact between hands
	Maggie May	Flam	If the electric kit is unable to articulate a flam stroke, credit will be given for demonstrating a difference in stroke height and impact between hands
		Accent	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
	Georgia On My Mind	No adaptations necessary	
	Relegation Riddim	Flam	If the electric kit is unable to articulate a flam stroke, credit will be given for demonstrating a difference in stroke height and impact between hands
	Bleach	Flam	If the electric kit is unable to articulate a flam stroke, credit will be given for demonstrating a difference in stroke height and impact between hands
	Dora And Bootsy	Flam	If the electric kit is unable to articulate a flam stroke, credit will be given for demonstrating a difference in stroke height and impact between hands
	Cuba Mama	Flam	If the electric kit is unable to articulate a flam stroke, credit will be given for demonstrating a difference in stroke height and impact between hands
	For You	Flam	If the electric kit is unable to articulate a flam stroke, credit will be given for demonstrating a difference in stroke height and impact between hands
	Slipstream	Flam	If the electric kit is unable to articulate a flam stroke, credit will be given for demonstrating a difference in stroke height and impact between hands
	Y'All	Flam	If the electric kit is unable to articulate a flam stroke, credit will be given for demonstrating a difference in stroke height and impact between hands
	Technical Exercises	Flam	If the electric kit is unable to articulate a flam stroke, credit will be given for demonstrating a difference in stroke height and impact between hands
Accent		Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke	

<b>Grade 3</b>	Play That Funky Music	Fast 16th open hi hat	If the hi hat foot pedal is unable to quickly articulate/trigger the change in sound, credit will be given for a clear lift of the left foot
	Standard	Flam	If the electric kit is unable to articulate a flam stroke, credit will be given for demonstrating a difference in stroke height and impact between hands
		Accent	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
	You Really Got Me	Accent	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Flam	If the electric kit is unable to articulate a flam stroke, credit will be given for demonstrating a difference in stroke height and impact between hands
	Smooth	Accent	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
	Word Up	Accent	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
	Rapper's Delight	Accent	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Fast 16th open hi hat	If the hi hat foot pedal is unable to quickly articulate/trigger the change in sound, credit will be given for a clear lift of the left foot
	Overrated	Flam	If the electric kit is unable to articulate a flam stroke, credit will be given for demonstrating a difference in stroke height and impact between hands
		Crescendo	If the electric kit is not velocity sensitive, you should demonstrate crescendo with a gradual change in attack, stick height and stroke velocity
	Old Bones Blues	Crescendo	If the electric kit is not velocity sensitive, you should demonstrate crescendo with a gradual change in attack, stick height and stroke velocity
	Indecisive	Flam	If the electric kit is unable to articulate a flam stroke, credit will be given for demonstrating a difference in stroke height and impact between hands
		Crescendo	If the electric kit is not velocity sensitive, you should demonstrate crescendo with a gradual change in attack, stick height and stroke velocity
Choke Cymbal		If the electric kit can not produce a choked cymbal sound, credit will be given for showing correct technique. This involves gripping/squeezing the cymbal pad immediately after striking.	

<b>Grade 3 (cont'd)</b>	Maiden Voyage	Accent	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Crescendo	If the electric kit is not velocity sensitive, you should demonstrate crescendo with a gradual change in attack, stick height and stroke velocity
	Reggae Island	Accent	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Cross stick	If the electric kit is unable to articulate a cross stick sound, credit will be given for showing correct technique. This involves a hinged stroke where the butt of the stick remains on the snare drum & the taper/neck of the stick strikes the rim. Even if no sound is produced, showing the correct technique here is preferable to a normal "open snare" sound.
		Crescendo	If the electric kit is not velocity sensitive, you should demonstrate crescendo with a gradual change in attack, stick height and stroke velocity
		Flam	If the electric kit is unable to articulate a flam stroke, credit will be given for demonstrating a difference in stroke height and impact between hands
	Fallout	Crescendo	If the electric kit is not velocity sensitive, you should demonstrate crescendo with a gradual change in attack, stick height and stroke velocity
		Flam	If the electric kit is unable to articulate a flam stroke, credit will be given for demonstrating a difference in stroke height and impact between hands
	Technical Exercises	Accent	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Flam	If the electric kit is unable to articulate a flam stroke, credit will be given for demonstrating a difference in stroke height and impact between hands
		Drag	If the electric kit is unable to articulate a drag stroke, credit will be given for playing the 2 'grace notes' with lesser attack than the main note and with a smooth & fluent feel.
		Cross stick	If the electric kit is unable to articulate a cross stick sound, credit will be given for showing correct technique. This involves a hinged stroke where the butt of the stick remains on the snare drum & the taper/neck of the stick strikes the rim. Even if no sound is produced, showing the correct technique here is preferable to a normal "open snare" sound.

<b>Grade 4</b>	Sweet Home Alabama	Flam	If the electric kit is unable to articulate a flam stroke, credit will be given for demonstrating a difference in stroke height and impact between hands
		Cross stick	If the electric kit is unable to articulate a cross stick sound, credit will be given for showing correct technique. This involves a hinged stroke where the butt of the stick remains on the snare drum & the taper/neck of the stick strikes the rim. Even if no sound is produced, showing the correct technique here is preferable to a normal "open snare" sound.
	Respect	Bell of Ride	If the electric kit cymbals do not have a bell zone, credit will be given for altered beating spot towards the centre of the cymbal pad
		Flam	If the electric kit is unable to articulate a flam stroke, credit will be given for demonstrating a difference in stroke height and impact between hands
		Choke Cymbal	If the electric kit can not produce a choked cymbal sound, credit will be given for showing correct technique. This involves gripping/squeezing the cymbal pad immediately after striking.
	In My Place	Accent	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Cymbal Roll	If the electric kit cymbals can not produce a 'roll' sound, credit will be given for timing and showing the correct number of strokes/roll length.
		Crescendo	If the electric kit is not velocity sensitive, you should demonstrate crescendo with a gradual change in attack, stick height and stroke velocity
	Let's Dance	Crescendo	If the electric kit is not velocity sensitive, you should demonstrate crescendo with a gradual change in attack, stick height and stroke velocity
		Flam	If the electric kit is unable to articulate a flam stroke, credit will be given for demonstrating a difference in stroke height and impact between hands
		Accent	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
	Ready Or Not	Cross stick	If the electric kit is unable to articulate a cross stick sound, credit will be given for showing correct technique. This involves a hinged stroke where the butt of the stick remains on the snare drum & the taper/neck of the stick strikes the rim. Even if no sound is produced, showing the correct technique here is preferable to a normal "open snare" sound.

		Accent	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
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<b>Grade 4 (cont'd.)</b>	Scary	Flam	If the electric kit is unable to articulate a flam stroke, credit will be given for demonstrating a difference in stroke height and impact between hands
	Noisy Neighbour	Accent	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Choke Cymbal	If the electric kit can not produce a choked cymbal sound, credit will be given for showing correct technique. This involves gripping/squeezing the cymbal pad immediately after striking.
	Cold Pants	Drag	If the electric kit is unable to articulate a drag stroke, credit will be given for playing the 2 'grace notes' with lesser attack than the main note and with a smooth & fluent feel.
		Accent	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Crescendo	If the electric kit is not velocity sensitive, you should demonstrate crescendo with a gradual change in attack, stick height and stroke velocity
		Ghost Note	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
	Attitude	Accent	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Flam	If the electric kit is unable to articulate a flam stroke, credit will be given for demonstrating a difference in stroke height and impact between hands
		Bell of Ride	If the electric kit cymbals do not have a bell zone, credit will be given for altered beating spot towards the centre of the cymbal pad
		Crescendo	If the electric kit is not velocity sensitive, you should demonstrate crescendo with a gradual change in attack, stick height and stroke velocity

<b>Grade 4 (cont'd.)</b>	The Nod	Cross Stick	If the electric kit is unable to articulate a cross stick sound, credit will be given for showing correct technique. This involves a hinged stroke where the butt of the stick remains on the snare drum & the taper/neck of the stick strikes the rim. Even if no sound is produced, showing the correct technique here is preferable to a normal "open snare" sound.
		Drag	If the electric kit is unable to articulate a drag stroke, credit will be given for playing the 2 'grace notes' with lesser attack than the main note and with a smooth & fluent feel.
		Half Open Hi Hat	If the electric kit is unable to articulate a half open hi hat sound, a fully open sound will be accepted instead, providing the foot stays in contact with the hi hat pedal.
		Rim Shot	If the electric kit is unable to trigger a rim shot sound, credit will be given for showing correct technique. The tip of the stick should strike the main pad whilst the taper hits the rim/edge of pad.
	Hammer Blow	Accent	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Crescendo	If the electric kit is not velocity sensitive, you should demonstrate crescendo with a gradual change in attack, stick height and stroke velocity
		Flam	If the electric kit is unable to articulate a flam stroke, credit will be given for demonstrating a difference in stroke height and impact between hands
		Rim Shot	If the electric kit is unable to trigger a rim shot sound, credit will be given for showing correct technique. The tip of the stick should strike the main pad whilst the taper hits the rim/edge of pad.
	Jahmake Ska	Cross Stick	If the electric kit is unable to articulate a cross stick sound, credit will be given for showing correct technique. This involves a hinged stroke where the butt of the stick remains on the snare drum & the taper/neck of the stick strikes the rim. Even if no sound is produced, showing the correct technique here is preferable to a normal "open snare" sound.
		Crescendo	If the electric kit is not velocity sensitive, you should demonstrate crescendo with a gradual change in attack, stick height and stroke velocity

<b>Grade 4 (cont'd.)</b>	Technical Exercises	Accent	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Flam	If the electric kit is unable to articulate a flam stroke, credit will be given for demonstrating a difference in stroke height and impact between hands
		Rim Shot	If the electric kit is unable to trigger a rim shot sound, credit will be given for showing correct technique. The tip of the stick should strike the main pad whilst the taper hits the rim/edge of pad.
		Ghost Note	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke

<b>Grade 5</b>	.4:44	Accent	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Flam	If the electric kit is unable to articulate a flam stroke, credit will be given for demonstrating a difference in stroke height and impact between hands
		Bell of Ride	If the electric kit cymbals do not have a bell zone, credit will be given for altered beating spot towards the centre of the cymbal pad
	Don't Let Go	Cymbal Roll	If the electric kit cymbals can not produce a 'roll' sound, credit will be given for timing and showing the correct number of strokes/roll length.
		Crescendo	If the electric kit is not velocity sensitive, you should demonstrate crescendo with a gradual change in attack, stick height and stroke velocity
		Flam	If the electric kit is unable to articulate a flam stroke, credit will be given for demonstrating a difference in stroke height and impact between hands
	Window Seat	Ghost Note	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Cross Stick	If the electric kit is unable to articulate a cross stick sound, credit will be given for showing correct technique. This involves a hinged stroke where the butt of the stick remains on the snare drum & the taper/neck of the stick strikes the rim. Even if no sound is produced, showing the correct technique here is preferable to a normal "open snare" sound.



		Flam	If the electric kit is unable to articulate a flam stroke, credit will be given for demonstrating a difference in stroke height and impact between hands
		Accent	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
<b>Grade 5 (cont'd.)</b>		Ghost Note	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Buzz/single note roll	If the electric kit can not produce a single "buzzed" stroke, credit will be given for the correct technique, even if the roll sound isnt articulated.
	Hard To Handle	Accent	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Drag	If the electric kit is unable to articulate a drag stroke, credit will be given for playing the 2 'grace notes' with lesser attack than the main note and with a smooth & fluent feel.
	Chuck E's In Love	Drag	If the electric kit is unable to articulate a drag stroke, credit will be given for playing the 2 'grace notes' with lesser attack than the main note and with a smooth & fluent feel.
		Ghost Note	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Accent	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Buzz/single note roll	If the electric kit can not produce a single "buzzed" stroke, credit will be given for the correct technique, even if the roll sound isnt articulated.
		Bell of Ride	If the electric kit cymbals do not have a bell zone, credit will be given for altered beating spot towards the centre of the cymbal pad
	Hold The Line	Diminuendo	If the electric kit is not velocity sensitive, you should demonstrate diminuendo with a gradual change in attack, stick height and stroke velocity
		Flam	If the electric kit is unable to articulate a flam stroke, credit will be given for demonstrating a difference in stroke height and impact between hands
		Accent	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
			Crescendo

<b>Grade 5 (cont'd.)</b>	<b>Geek</b>	Crescendo	If the electric kit is not velocity sensitive, you should demonstrate crescendo with a gradual change in attack, stick height and stroke velocity
		Accent	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Rim Shot	If the electric kit is unable to trigger a rim shot sound, credit will be given for showing correct technique. The tip of the stick should strike the main pad whilst the taper hits the rim/edge of pad.
		Ghost Note	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Half Open Hi Hat	If the electric kit is unable to articulate a half open hi hat sound, a fully open sound will be accepted instead, providing the foot stays in contact with the hi hat pedal.
	<b>Rolin</b>	Rim Shot	If the electric kit is unable to trigger a rim shot sound, credit will be given for showing correct technique. The tip of the stick should strike the main pad whilst the taper hits the rim/edge of pad.
		Drag	If the electric kit is unable to articulate a drag stroke, credit will be given for playing the 2 'grace notes' with lesser attack than the main note and with a smooth & fluent feel.
		Accent	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
	<b>Do Balanco</b>	Cross Stick	If the electric kit is unable to articulate a cross stick sound, credit will be given for showing correct technique. This involves a hinged stroke where the butt of the stick remains on the snare drum & the taper/neck of the stick strikes the rim. Even if no sound is produced, showing the correct technique here is preferable to a normal "open snare" sound.
		Flam	If the electric kit is unable to articulate a flam stroke, credit will be given for demonstrating a difference in stroke height and impact between hands
Bell of Ride		If the electric kit cymbals do not have a bell zone, credit will be given for altered beating spot towards the centre of the cymbal pad	

<b>Grade 5 (cont'd.)</b>	Tiberius	Crescendo	If the electric kit is not velocity sensitive, you should demonstrate crescendo with a gradual change in attack, stick height and stroke velocity
		Accent	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Flam	If the electric kit is unable to articulate a flam stroke, credit will be given for demonstrating a difference in stroke height and impact between hands
		Bell of Ride	If the electric kit cymbals do not have a bell zone, credit will be given for altered beating spot towards the centre of the cymbal pad
	Smack Talk	Crescendo	If the electric kit is not velocity sensitive, you should demonstrate crescendo with a gradual change in attack, stick height and stroke velocity
		Ghost Note	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Rim Shot	If the electric kit is unable to trigger a rim shot sound, credit will be given for showing correct technique. The tip of the stick should strike the main pad whilst the taper hits the rim/edge of pad.
		Half Open Hi Hat	If the electric kit is unable to articulate a half open hi hat sound, a fully open sound will be accepted instead, providing the foot stays in contact with the hi hat pedal.
		Accent	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Bell of Ride	If the electric kit cymbals do not have a bell zone, credit will be given for altered beating spot towards the centre of the cymbal pad
	Slam Dunk Funk	Half Open Hi Hat	If the electric kit is unable to articulate a half open hi hat sound, a fully open sound will be accepted instead, providing the foot stays in contact with the hi hat pedal.
		Rim Shot	If the electric kit is unable to trigger a rim shot sound, credit will be given for showing correct technique. The tip of the stick should strike the main pad whilst the taper hits the rim/edge of pad.
Flam		If the electric kit is unable to articulate a flam stroke, credit will be given for demonstrating a difference in stroke height and impact between hands	

		Bell of Ride	If the electric kit cymbals do not have a bell zone, credit will be given for altered beating spot towards the centre of the cymbal pad
		Crescendo	If the electric kit is not velocity sensitive, you should demonstrate crescendo with a gradual change in attack, stick height and stroke velocity
<b>Grade 5 (cont'd.)</b>		Cross Stick	If the electric kit is unable to articulate a cross stick sound, credit will be given for showing correct technique. This involves a hinged stroke where the butt of the stick remains on the snare drum & the taper/neck of the stick strikes the rim. Even if no sound is produced, showing the correct technique here is preferable to a normal "open snare" sound.
		Choke Cymbal	If the electric kit can not produce a choked cymbal sound, credit will be given for showing correct technique. This involves gripping/squeezing the cymbal pad immediately after striking.
	Techical Exercises	Accent	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Flam	If the electric kit is unable to articulate a flam stroke, credit will be given for demonstrating a difference in stroke height and impact between hands
		Drag	If the electric kit is unable to articulate a drag stroke, credit will be given for playing the 2 'grace notes' with lesser attack than the main note and with a smooth & fluent feel.
		Rim Shot	If the electric kit is unable to trigger a rim shot sound, credit will be given for showing correct technique. The tip of the stick should strike the main pad whilst the taper hits the rim/edge of pad.
		Ghost Note	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke

<b>Grade 6</b>	Ziggy Stardust	Flam	If the electric kit is unable to articulate a flam stroke, credit will be given for demonstrating a difference in stroke height and impact between hands
		Half Open Hi Hat	If the electric kit is unable to articulate a half open hi hat sound, a fully open sound will be accepted instead, providing the foot stays in contact with the hi hat pedal.
	I Got You (I Feel Good)	Accent	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Cross Stick	If the electric kit is unable to articulate a cross stick sound, credit will be given for showing correct technique. This involves a hinged stroke where the butt of the stick remains on the snare drum & the taper/neck of the stick strikes the rim. Even if no sound is produced, showing the correct technique here is preferable to a normal "open snare" sound.
		Bell of Ride	If the electric kit cymbals do not have a bell zone, credit will be given for altered beating spot towards the centre of the cymbal pad
	Superstition	Accent	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
	Dutch Flowerz	Flam	If the electric kit is unable to articulate a flam stroke, credit will be given for demonstrating a difference in stroke height and impact between hands
		Ghost Note	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Accent	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Crescendo	If the electric kit is not velocity sensitive, you should demonstrate crescendo with a gradual change in attack, stick height and stroke velocity
Cross Stick		If the electric kit is unable to articulate a cross stick sound, credit will be given for showing correct technique. This involves a hinged stroke where the butt of the stick remains on the snare drum & the taper/neck of the stick strikes the rim. Even if no sound is produced, showing the correct technique here is preferable to a normal "open snare" sound.	

<b>Grade 6 (cont'd.)</b>	Rock The Bells	Ghost Note	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Accent	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Choke Cymbal	If the electric kit can not produce a choked cymbal sound, credit will be given for showing correct technique. This involves gripping/squeezing the cymbal pad immediately after striking.
	Chameleon	Accent	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Crescendo	If the electric kit is not velocity sensitive, you should demonstrate crescendo with a gradual change in attack, stick height and stroke velocity
		Buzz/single note roll	If the electric kit can not produce a single "buzzed" stroke, credit will be given for the correct technique, even if the roll sound isnt articulated.
		Diminuendo	If the electric kit is not velocity sensitive, you should demonstrate diminuendo with a gradual change in attack, stick height and stroke velocity
	Mohair Mountain	Flam	If the electric kit is unable to articulate a flam stroke, credit will be given for demonstrating a difference in stroke height and impact between hands
		Half Open Hi Hat	If the electric kit is unable to articulate a half open hi hat sound, a fully open sound will be accepted instead, providing the foot stays in contact with the hi hat pedal.
		Rim Shot	If the electric kit is unable to trigger a rim shot sound, credit will be given for showing correct technique. The tip of the stick should strike the main pad whilst the taper hits the rim/edge of pad.
		Buzz/single note roll	If the electric kit can not produce a single "buzzed" stroke, credit will be given for the correct technique, even if the roll sound isnt articulated.
		Diminuendo	If the electric kit is not velocity sensitive, you should demonstrate diminuendo with a gradual change in attack, stick height and stroke velocity
		Crescendo	If the electric kit is not velocity sensitive, you should demonstrate crescendo with a gradual change in attack, stick height and stroke velocity
		Flam	If the electric kit is unable to articulate a flam stroke, credit will be given for demonstrating a difference in stroke height and impact between hands
Ghost Note	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke		

<b>Grade 6 (cont'd.)</b>	Pop It In The Top	Rim Shot	If the electric kit is unable to trigger a rim shot sound, credit will be given for showing correct technique. The tip of the stick should strike the main pad whilst the taper hits the rim/edge of pad.
		Flam	If the electric kit is unable to articulate a flam stroke, credit will be given for demonstrating a difference in stroke height and impact between hands
		Accent	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Ghost Note	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Crescendo	If the electric kit is not velocity sensitive, you should demonstrate crescendo with a gradual change in attack, stick height and stroke velocity
	Mindsweeper	Cymbal Roll	If the electric kit cymbals can not produce a 'roll' sound, credit will be given for timing and showing the correct number of strokes/roll length.
		Crescendo	If the electric kit is not velocity sensitive, you should demonstrate crescendo with a gradual change in attack, stick height and stroke velocity
		Ghost Note	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Accent	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Bell of Ride	If the electric kit cymbals do not have a bell zone, credit will be given for altered beating spot towards the centre of the cymbal pad
		Half Open Hi Hat	If the electric kit is unable to articulate a half open hi hat sound, a fully open sound will be accepted instead, providing the foot stays in contact with the hi hat pedal.
		Flam	If the electric kit is unable to articulate a flam stroke, credit will be given for demonstrating a difference in stroke height and impact between hands
		Cross Stick	If the electric kit is unable to articulate a cross stick sound, credit will be given for showing correct technique. This involves a hinged stroke where the butt of the stick remains on the snare drum & the taper/neck of the stick strikes the rim. Even if no sound is produced, showing the correct technique here is preferable to a normal "open snare" sound.

<b>Grade 6 (cont'd.)</b>	Favela	Accent	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Ghost Note	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Snares Off	Where a 'snares off' sound is required there are 2 possible options. 1) create a patch for a 2nd drum kit which features a snares off sound. You can then swap between the 2 sounds by quickly selecting the alternate pre-set. This can often be done in "user defined" kits on the module. 2) Clearly demonstrate the throw off of the snare mechanism by miming the procedure.
		Flam	If the electric kit is unable to articulate a flam stroke, credit will be given for demonstrating a difference in stroke height and impact between hands
	Space Future	Cross Stick	If the electric kit is unable to articulate a cross stick sound, credit will be given for showing correct technique. This involves a hinged stroke where the butt of the stick remains on the snare drum & the taper/neck of the stick strikes the rim. Even if no sound is produced, showing the correct technique here is preferable to a normal "open snare" sound.
		Bell of Ride	If the electric kit cymbals do not have a bell zone, credit will be given for altered beating spot towards the centre of the cymbal pad
		Crescendo	If the electric kit is not velocity sensitive, you should demonstrate crescendo with a gradual change in attack, stick height and stroke velocity
		Drag	If the electric kit is unable to articulate a drag stroke, credit will be given for playing the 2 'grace notes' with lesser attack than the main note and with a smooth & fluent feel.
		Rim Shot	If the electric kit is unable to trigger a rim shot sound, credit will be given for showing correct technique. The tip of the stick should strike the main pad whilst the taper hits the rim/edge of pad.



<b>Grade 6 (cont'd.)</b>	You Can Call Miguel	Cross Stick	If the electric kit is unable to articulate a cross stick sound, credit will be given for showing correct technique. This involves a hinged stroke where the butt of the stick remains on the snare drum & the taper/neck of the stick strikes the rim. Even if no sound is produced, showing the correct technique here is preferable to a normal "open snare" sound.
		Flam	If the electric kit is unable to articulate a flam stroke, credit will be given for demonstrating a difference in stroke height and impact between hands
		Rim Shot	If the electric kit is unable to trigger a rim shot sound, credit will be given for showing correct technique. The tip of the stick should strike the main pad whilst the taper hits the rim/edge of pad.
		Half Open Hi Hat	If the electric kit is unable to articulate a half open hi hat sound, a fully open sound will be accepted instead, providing the foot stays in contact with the hi hat pedal.
		Choke Cymbal	If the electric kit can not produce a choked cymbal sound, credit will be given for showing correct technique. This involves gripping/squeezing the cymbal pad immediately after striking.
		Bell of Ride	If the electric kit cymbals do not have a bell zone, credit will be given for altered beating spot towards the centre of the cymbal pad
	Technical Exercises	Flam	If the electric kit is unable to articulate a flam stroke, credit will be given for demonstrating a difference in stroke height and impact between hands
		Accent	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Drag	If the electric kit is unable to articulate a drag stroke, credit will be given for playing the 2 'grace notes' with lesser attack than the main note and with a smooth & fluent feel.
		Half Open Hi Hat	If the electric kit is unable to articulate a half open hi hat sound, a fully open sound will be accepted instead, providing the foot stays in contact with the hi hat pedal.
		Ghost Note	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Rim Shot	If the electric kit is unable to trigger a rim shot sound, credit will be given for showing correct technique. The tip of the stick should strike the main pad whilst the taper hits the rim/edge of pad.

<b>Grade 7</b>	Family Affair	Flam	If the electric kit is unable to articulate a flam stroke, credit will be given for demonstrating a difference in stroke height and impact between hands
		Accent	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Crescendo	If the electric kit is not velocity sensitive, you should demonstrate crescendo with a gradual change in attack, stick height and stroke velocity
	What Is Hip	Ghost Note	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Accent	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Crescendo	If the electric kit is not velocity sensitive, you should demonstrate crescendo with a gradual change in attack, stick height and stroke velocity
		Bell of Ride	If the electric kit cymbals do not have a bell zone, credit will be given for altered beating spot towards the centre of the cymbal pad
		Flam	If the electric kit is unable to articulate a flam stroke, credit will be given for demonstrating a difference in stroke height and impact between hands
	Law	Ghost Note	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Cross Stick	If the electric kit is unable to articulate a cross stick sound, credit will be given for showing correct technique. This involves a hinged stroke where the butt of the stick remains on the snare drum & the taper/neck of the stick strikes the rim. Even if no sound is produced, showing the correct technique here is preferable to a normal "open snare" sound.
	Control	Accent	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Crescendo	If the electric kit is not velocity sensitive, you should demonstrate crescendo with a gradual change in attack, stick height and stroke velocity
	Cry Me A River	Accent	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
Ghost Note		Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke	

		Crescendo	If the electric kit is not velocity sensitive, you should demonstrate crescendo with a gradual change in attack, stick height and stroke velocity
<b>Grade 7 (cont'd.)</b>	Techno	Accent	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Bell of Ride	If the electric kit cymbals do not have a bell zone, credit will be given for altered beating spot towards the centre of the cymbal pad
	Razorhead	Accent	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Rim Shot	If the electric kit is unable to trigger a rim shot sound, credit will be given for showing correct technique. The tip of the stick should strike the main pad whilst the taper hits the rim/edge of pad.
		Flam	If the electric kit is unable to articulate a flam stroke, credit will be given for demonstrating a difference in stroke height and impact between hands
		Crescendo	If the electric kit is not velocity sensitive, you should demonstrate crescendo with a gradual change in attack, stick height and stroke velocity
		Bell of Ride	If the electric kit cymbals do not have a bell zone, credit will be given for altered beating spot towards the centre of the cymbal pad
	Buena Havana	Accent	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Cross Stick	If the electric kit is unable to articulate a cross stick sound, credit will be given for showing correct technique. This involves a hinged stroke where the butt of the stick remains on the snare drum & the taper/neck of the stick strikes the rim. Even if no sound is produced, showing the correct technique here is preferable to a normal "open snare" sound.
		Bell of Ride	If the electric kit cymbals do not have a bell zone, credit will be given for altered beating spot towards the centre of the cymbal pad
		Ghost Note	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Rim Of Floor Tom	Where the rim of the floor tom is notated, you should instead strike the rack or hardware.

<b>Grade 7 (cont'd.)</b>	The Bean	Crescendo	If the electric kit is not velocity sensitive, you should demonstrate crescendo with a gradual change in attack, stick height and stroke velocity
		Rim Shot	If the electric kit is unable to trigger a rim shot sound, credit will be given for showing correct technique. The tip of the stick should strike the main pad whilst the taper hits the rim/edge of pad.
		Bell of Ride	If the electric kit cymbals do not have a bell zone, credit will be given for altered beating spot towards the centre of the cymbal pad
		Ghost Note	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Drag	If the electric kit is unable to articulate a drag stroke, credit will be given for playing the 2 'grace notes' with lesser attack than the main note and with a smooth & fluent feel.
	Eastern Adventure	Bell of Ride	If the electric kit cymbals do not have a bell zone, credit will be given for altered beating spot towards the centre of the cymbal pad
		Ghost Note	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Cross Stick	If the electric kit is unable to articulate a cross stick sound, credit will be given for showing correct technique. This involves a hinged stroke where the butt of the stick remains on the snare drum & the taper/neck of the stick strikes the rim. Even if no sound is produced, showing the correct technique here is preferable to a normal "open snare" sound.
		Rim Shot	If the electric kit is unable to trigger a rim shot sound, credit will be given for showing correct technique. The tip of the stick should strike the main pad whilst the taper hits the rim/edge of pad.
		Flam	If the electric kit is unable to articulate a flam stroke, credit will be given for demonstrating a difference in stroke height and impact between hands
		Accent	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Choke Cymbal	If the electric kit can not produce a choked cymbal sound, credit will be given for showing correct technique. This involves gripping/squeezing the cymbal pad immediately after striking.
		Cymbal Roll	If the electric kit cymbals can not produce a 'roll' sound, credit will be given for timing and showing the correct number of strokes/roll length.

<b>Grade 7 (cont'd.)</b>		Crescendo	If the electric kit is not velocity sensitive, you should demonstrate crescendo with a gradual change in attack, stick height and stroke velocity
		Diminuendo	If the electric kit is not velocity sensitive, you should demonstrate diminuendo with a gradual change in attack, stick height and stroke velocity
	Full English Breckerfest	Accent	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Rim Shot	If the electric kit is unable to trigger a rim shot sound, credit will be given for showing correct technique. The tip of the stick should strike the main pad whilst the taper hits the rim/edge of pad.
		Ghost Note	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Bell of Ride	If the electric kit cymbals do not have a bell zone, credit will be given for altered beating spot towards the centre of the cymbal pad
		Drag	If the electric kit is unable to articulate a drag stroke, credit will be given for playing the 2 'grace notes' with lesser attack than the main note and with a smooth & fluent feel.
		Kit's Five	Buzz/single note roll
	Rim Shot		If the electric kit is unable to trigger a rim shot sound, credit will be given for showing correct technique. The tip of the stick should strike the main pad whilst the taper hits the rim/edge of pad.
	Crescendo		If the electric kit is not velocity sensitive, you should demonstrate crescendo with a gradual change in attack, stick height and stroke velocity
	Drag		If the electric kit is unable to articulate a drag stroke, credit will be given for playing the 2 'grace notes' with lesser attack than the main note and with a smooth & fluent feel.
	Accent		Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke

<b>Grade 7 (cont'd.)</b>	Technical Exercises	Accent	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Flam	If the electric kit is unable to articulate a flam stroke, credit will be given for demonstrating a difference in stroke height and impact between hands
		Drag	If the electric kit is unable to articulate a drag stroke, credit will be given for playing the 2 'grace notes' with lesser attack than the main note and with a smooth & fluent feel.
		Bell of Ride	If the electric kit cymbals do not have a bell zone, credit will be given for altered beating spot towards the centre of the cymbal pad
		Buzz/single note roll	If the electric kit can not produce a single "buzzed" stroke, credit will be given for the correct technique, even if the roll sound isnt articulated.
		Rim Shot	If the electric kit is unable to trigger a rim shot sound, credit will be given for showing correct technique. The tip of the stick should strike the main pad whilst the taper hits the rim/edge of pad.

<b>Grade 8</b>	Red Baron	Ghost Note	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Choke Cymbal	If the electric kit can not produce a choked cymbal sound, credit will be given for showing correct technique. This involves gripping/squeezing the cymbal pad immediately after striking.
	All Of You	Accent	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Cross Stick	If the electric kit is unable to articulate a cross stick sound, credit will be given for showing correct technique. This involves a hinged stroke where the butt of the stick remains on the snare drum & the taper/neck of the stick strikes the rim. Even if no sound is produced, showing the correct technique here is preferable to a normal "open snare" sound.

<b>Grade 8 (cont'd.)</b>	Hit Me	Rim Shot	If the electric kit is unable to trigger a rim shot sound, credit will be given for showing correct technique. The tip of the stick should strike the main pad whilst the taper hits the rim/edge of pad.
		Bell of Ride	If the electric kit cymbals do not have a bell zone, credit will be given for altered beating spot towards the centre of the cymbal pad
		Ghost Note	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Accent	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Choke Cymbal	If the electric kit can not produce a choked cymbal sound, credit will be given for showing correct technique. This involves gripping/squeezing the cymbal pad immediately after striking.
	Some Skunk Funk	Flam	If the electric kit is unable to articulate a flam stroke, credit will be given for demonstrating a difference in stroke height and impact between hands
		Rim Shot	If the electric kit is unable to trigger a rim shot sound, credit will be given for showing correct technique. The tip of the stick should strike the main pad whilst the taper hits the rim/edge of pad.
		Bell of Ride	If the electric kit cymbals do not have a bell zone, credit will be given for altered beating spot towards the centre of the cymbal pad
		Ghost Note	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Choke Cymbal	If the electric kit can not produce a choked cymbal sound, credit will be given for showing correct technique. This involves gripping/squeezing the cymbal pad immediately after striking.
	Bonfire	Rim Shot	If the electric kit is unable to trigger a rim shot sound, credit will be given for showing correct technique. The tip of the stick should strike the main pad whilst the taper hits the rim/edge of pad.
		Flam	If the electric kit is unable to articulate a flam stroke, credit will be given for demonstrating a difference in stroke height and impact between hands
		Crescendo	If the electric kit is not velocity sensitive, you should demonstrate crescendo with a gradual change in attack, stick height and stroke velocity
Accent		Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke	

<b>Grade 8 (cont'd.)</b>	Last Time	Rim Shot	If the electric kit is unable to trigger a rim shot sound, credit will be given for showing correct technique. The tip of the stick should strike the main pad whilst the taper hits the rim/edge of pad.
		Cross Stick	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Ghost Note	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
	Meet Darth Ear	Flam	If the electric kit is unable to articulate a flam stroke, credit will be given for demonstrating a difference in stroke height and impact between hands
		Cross Stick	If the electric kit is unable to articulate a cross stick sound, credit will be given for showing correct technique. This involves a hinged stroke where the butt of the stick remains on the snare drum & the taper/neck of the stick strikes the rim. Even if no sound is produced, showing the correct technique here is preferable to a normal "open snare" sound.
		Bell of Ride	If the electric kit cymbals do not have a bell zone, credit will be given for altered beating spot towards the centre of the cymbal pad
	Mind The Gaps	Accent	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Rim Shot	If the electric kit is unable to trigger a rim shot sound, credit will be given for showing correct technique. The tip of the stick should strike the main pad whilst the taper hits the rim/edge of pad.
		Ghost Note	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Bell of Ride	If the electric kit cymbals do not have a bell zone, credit will be given for altered beating spot towards the centre of the cymbal pad
Choke Cymbal		If the electric kit can not produce a choked cymbal sound, credit will be given for showing correct technique. This involves gripping/squeezing the cymbal pad immediately after striking.	



<b>Grade 8 (cont'd.)</b>	Lead Sheet	Rim Shot	If the electric kit is unable to trigger a rim shot sound, credit will be given for showing correct technique. The tip of the stick should strike the main pad whilst the taper hits the rim/edge of pad.
		Buzz/single note roll	If the electric kit can not produce a single "buzzed" stroke, credit will be given for the correct technique, even if the roll sound isnt articulated.
		Accent	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Flam	If the electric kit is unable to articulate a flam stroke, credit will be given for demonstrating a difference in stroke height and impact between hands
		Crescendo	If the electric kit is not velocity sensitive, you should demonstrate crescendo with a gradual change in attack, stick height and stroke velocity
	Freightshaker	Rim Shot	If the electric kit is unable to trigger a rim shot sound, credit will be given for showing correct technique. The tip of the stick should strike the main pad whilst the taper hits the rim/edge of pad.
		Ghost Note	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Accent	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Crescendo	If the electric kit is not velocity sensitive, you should demonstrate crescendo with a gradual change in attack, stick height and stroke velocity
		Buzz/single note roll	If the electric kit can not produce a single "buzzed" stroke, credit will be given for the correct technique, even if the roll sound isnt articulated.
		Cross Stick	If the electric kit is unable to articulate a cross stick sound, credit will be given for showing correct technique. This involves a hinged stroke where the butt of the stick remains on the snare drum & the taper/neck of the stick strikes the rim. Even if no sound is produced, showing the correct technique here is preferable to a normal "open snare" sound.
		Half Open Hi Hat	If the electric kit is unable to articulate a half open hi hat sound, a fully open sound will be accepted instead, providing the foot stays in contact with the hi hat pedal.

<b>Grade 8 (cont'd.)</b>	Nosso Samba	Accent	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Half Open Hi Hat	If the electric kit is unable to articulate a half open hi hat sound, a fully open sound will be accepted instead, providing the foot stays in contact with the hi hat pedal.
		Ghost Note	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
	Dark Matter	Rim Shot	If the electric kit is unable to trigger a rim shot sound, credit will be given for showing correct technique. The tip of the stick should strike the main pad whilst the taper hits the rim/edge of pad.
		Ghost Note	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Buzz/single note roll	If the electric kit can not produce a single "buzzed" stroke, credit will be given for the correct technique, even if the roll sound isnt articulated.
		Accent	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Flam	If the electric kit is unable to articulate a flam stroke, credit will be given for demonstrating a difference in stroke height and impact between hands
	Technical Exercises	Accent	Most electric kits are capable of some variation in dynamic. Where this is not possible, credit will be given for a clear change in attack/velocity of stroke
		Flam	If the electric kit is unable to articulate a flam stroke, credit will be given for demonstrating a difference in stroke height and impact between hands
		Drag	If the electric kit is unable to articulate a drag stroke, credit will be given for playing the 2 'grace notes' with lesser attack than the main note and with a smooth & fluent feel.
		Rim Shot	If the electric kit is unable to trigger a rim shot sound, credit will be given for showing correct technique. The tip of the stick should strike the main pad whilst the taper hits the rim/edge of pad.
		Bell of Ride	If the electric kit cymbals do not have a bell zone, credit will be given for altered beating spot towards the centre of the cymbal pad
		Cross Stick	If the electric kit is unable to articulate a cross stick sound, credit will be given for showing correct technique. This involves a hinged stroke where the butt of the stick remains on the snare drum & the taper/neck of the stick strikes the rim. Even if no

			sound is produced, showing the correct technique here is preferable to a normal "open snare" sound.
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