

Electric Guitar Musicianship

Examination Requirements

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| GRADE ONE |
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Pre-requisite: None

Examination length: 20 minutes

Examination Requirements & Marking

Mark per requirement

Maximum Mark

Area 1 General Musicianship

15

(3) Pedagogy & Technique: Basic knowledge of holding the guitar, hand & finger positions, achieving a clear tone and avoiding fret buzz, holding the pick. Naming the parts of the guitar.

(6) Theory: Naming pitches of the musical alphabet & knowledge of the whole/half step arrangement of pitches in the musical alphabet. Staff & tablature notation systems. Defining musical terms such as pitch, enharmonic equivalent & interval. Explaining 4/4 & 3/4 time signatures (what the top & bottom numbers represent), meaning of the terms common time & tempo. Explaining how to count a whole, half & quarter note, and equivalent rests. Explain an augmentation dot and how to count a dotted quarter or dotted half note.

Area 2 Scales & Arpeggios

15

(10) Scales: Recommended Metronome Mark — quarter = 100 — rhythmic value of notes in quarter notes. Memorization is required for ascending and descending C Major & C Major Pentatonic, A Natural Minor, A Minor Pentatonic & A Blues Scale.

(5) Arpeggios: M.M. qt=76 — rhythmic value = 1/4. Memorization is required for ascending and descending C Major & A Minor arpeggios.

Area 3 Chords & Rhythm Techniques

15

(10) Chords: Memorization is required for open position power chords E5, A5, D5; open position C, G & D Major; Am, Em & A7, E7 & B7 chords.

(5) Rhythm Techniques: Playing a quarter & half note rhythm pattern combined with 1 chord from area 3. Examiner will select the rhythm pattern and chord and allow the Candidate 30 seconds to look the example over before playing.

Area 4 Chord Progressions & Chord Charts

10

(10) Progression or Chart: Playing a chord progression or chart using chords from Area 3. Candidate will be allowed 30 seconds to look the example over before playing.

Area 5 Improvisation & Improvisation Techniques

15

(5) Improvisation Techniques: Improvising a riff/chord or riff/riff/chord/chord using scales from area two and chords from area three.

(10) Vamp/Progression: Improvising over a chord vamp or chord progression using scales from area two. Candidate is allowed 30 seconds to look over the vamp or progression before playing.

Area 6 Aural Musicianship

10

(3) Rhythm Play-back or clap-back: 2 measures in length using quarter notes and half note rhythms.

(3) Melody Play-back : 1 measure in length using first 5 notes of scales from area two. Candidate is allowed 30 seconds to perform the example after the example has been played twice. If the Candidate is unsuccessful after 30 seconds, the Examiner will play the example a 3rd time, however the next response will be taken as final.

(2) Interval Identification: name interval as a 2nd or 3rd.

(2) Chord Quality Identification: name chord as major, minor or dominant 7th.

Area 7 Sight-reading

10

(10) Rhythmic or Melodic: A short rhythmic phrase in quarter & half notes & rests.

A short melodic phrase in staff or tablature with pitches on individual strings to the 3rd fret. Candidate is allowed 30 seconds to look the example over before playing.

Area 8 Specialized Techniques

10

(10) Alternate picking technique: Candidate will be required to play a song or musical example of 4 to 8 measures in length, demonstrating alternate picking technique. Memorization is not required. Examples may be self composed, improvised or selected from a guitar book, magazine or the Internet.

Total Possible – 100

60-69 = MERIT. 70-79 = HONOURS. 80 -89 = FIRST-CLASS. HONOURS.
90 or above = FIRST-CLASS HONOURS with DISTINCTION.