



Workshop Descriptions

Novice Workshops (Grades 5, 4 , 3)

Technique I : Scales, Eliminating crossing noises, Gracenotes, GDE combinations, Doublings, D Throw, Grips, Taorluaths, Birl.

Bagpipe Clinic: Basics of good maintenance. Checking over bagpipes to ensure they are working and tuned correctly. Basics of reed manipulation.

Tuning and Reed Selection: How to tune your drones – the basic principles. Tuning the drones to the chanter. Tuning meters. Picking out chanter and drone reeds – what to look out and listen for and how to adjust them.

Parade Tunes: Coverage of the expected repertoire for parades covering the mainstays of the Irish, Scottish and American repertoire.

March Playing: Covering the major points of phrasing, expression and tempo for March playing in different time signatures.

Music Theory I: This workshop covers the building blocks of music theory, note values, relative duration, bars, barlines, time signatures, simple time, compound time. The theory syllabus for the Piping and Drumming Qualifications Board at levels 1 and 2 will be covered.

Introduction to Piobaireachd Movements and Ground: An explanation of the different embellishments used in Piobaireachd from simple cadences to crunluath a machs in addition to learning the beginning part of a Piobaireachd – the Ground and more if time permits.

Pipe Band Skills: This workshop covers marching, striking in, stopping together, tuning to each other, keeping steady time and other important aspects of playing in unison.

Technique II: Continuation of Technique I workshop covering all light music embellishments and time permitting some Piobaireachd embellishments.

Parade Tunes II: Revision and continuation of the earlier Parade Tunes workshop to build competence and confidence.



Workshop Descriptions

Intermediate/ Advanced Workshops (Grades 2, 1 , Open)

Technique: Covering approaches to improve technique, practice routines, piobaireachd technique.

Bagpipe Clinic, Tuning and Reed Manipulation: Basics of good maintenance. Checking over bagpipes to ensure they are balanced and tuned correctly. Sound optimisation and reed manipulation.

MSR Playing: With illustrated examples this workshop aims to cover the major points of phrasing, expression and tempo for 2/4 March, Strathspey and Reel playing. Appropriate tune selection and competition practice.

Piobaireachd I: Working through a new Piobaireachd from start to finish using both manuscript and Canntaireachd. Discussion on classification and structure / variation types. Q and A on other tunes as requested by students.

Theory II: Basics of music theory covering Simple and Compound time tunes. How to write tunes from memory. The theory syllabus up Level 4 for the Piping and Drumming Qualifications Board will be covered.

Hornpipe and Jig: This workshop covers some new Hornpipes and Jigs and highlights differences in possible performance styles.

Piobaireachd II: Continuation of Piobaireachd I workshop covering another tune(s) of different structure and development of understanding of Canntaireachd notation. Also continuing with Q and A on other tunes as requested by students.

Composition and Arrangement: How to compose a tune(s). Phrase construction. Motifs. Effect of key changes etc. This workshop will show in a practical way how to write tunes that make musical sense. Students will write their own new compositions after being given a grounding on the basics. The workshop also aims to cover aspects of putting a medley together and arranging tunes in a tasteful way.

MSR Playing II: Following on from MSR Playing I with further illustrated examples to cover the major points of phrasing, expression, tempo for 2/4 March, Strathspey and Reel playing. Appropriate tune selection and competition practice.

Tuning a Group: How to go about tuning a group of pipers in an efficient and effective manner.