

2010 STRING ALL-STATE SOLOS MULTIPLIER EXPLANATION

This year we will again have a graduated list of solos from which you can choose. Each solo will be worth a certain amount of points based on the multiplier for which it has been given. Take extra care to choose a solo that you can master. Play with the judging form and see what kind of scores you think you could achieve with each solo prior to making your final decision.

For example, if you choose the #3 or #4 solo and are able to play it perfectly you would earn 135 points out of the 150 points possible. ($150 \times .9 = 135$) Someone who chooses the #5 or #6 solo and isn't able to play it in tune with correct technical and rhythmic accuracy could surely end up getting a lower score on their solo than someone who chooses an easier solo. It's a numbers game that you have to play in order to choose the solo that is right for you.

IF THE SOLO IS PLAYED PERFECTLY, HERE ARE THE POINTS POSSIBLE FOR EACH:

- Solo #1 x .8 = 120 points possible
- Solo #2 x .8 = 120 points possible
- Solo #3 x .9 = 135 points possible
- Solo #4 x .9 = 135 points possible
- Solo #5 x 1.0 = 150 points possible
- Solo #6 x 1.0 = 150 points possible

HERE IS THE SECTION OF THE JUDGING FORM YOU SHOULD PAY ATTENTION TO:

REQUIRED SOLO	Which solo? _____
Tone Quality	30 _____
Pitch Accuracy	30 _____
Technical Accuracy	30 _____
Rhythmic Accuracy	30 _____
Musicality	30 _____
Possible Points 150	_____ x _____ = _____ multiplier