

Winds & Percussion Audition Requirements

Woodwinds and Brass:

Any Woodwind & Brass players will be placed into an appropriate group based on their audition.

- A 2-minute excerpt of a piece or movement you are working on or have completed
- Your choice of two of the following scales
 - C, G, D, A, F, Bb, Eb scale (1 octave in 8th notes, slurred while ascending and articulated when descending)

Percussion

Students auditioning on percussion can choose to audition on mallets or snare drum.

- Mallet Percussion
 - A 2-minute excerpt of a piece or movement you are working on or have completed and two of the following scales
 - C, G, D, F, Bb, Eb (1 octave in 8th notes)
- Percussion (Snare Drum)
 - A 2-minute excerpt of a piece or movement you are working on or have completed
 - Long roll (ff > pp < ff), 5 & 9 stroke rolls, single and double

String Audition Requirements

Group 1 - Beginner

- 1 song of your choice. **Examples:** your assigned part from school music, Suzuki Book 1 or one fun packet song
- 1 octave D Major scale

- optional - violin/viola: 1 octave G major scale starting on the D string

- optional - cello: 1 octave C major scale starting on the G string

- optional - bass: 1 octave C major scale starting on the A string

Group 2 - Intermediate

String Instruments:

- A 2-minute excerpt of a piece or movement you are working on or have completed. **Examples:** Suzuki Book 2 or 3, Junior District/All-State pieces
- The following scales
 - Violin/Viola/Cello: 2 octave D and G Major scale
 - Bass: 2 octave G Major scale

Group 3 - Advanced

String Instruments:

- Two contrasting excerpts (one fast tempo, one slow tempo) of pieces or movements you are working on or have completed. Each excerpt should be 2-5 minutes long and should showcase your technique, tone quality, articulation, dynamic range, and expression. **Examples:** Suzuki Book 4+, Senior district/All-State pieces
- The following scales
 - Violin/Viola/Cello: two different 3 octave scales of your choice

Bass: 2 octave E major scale and 2 octave A major scale (A scale must use thumb position)