



INTERMEDIATE BAND, ORCHESTRA, AND PERCUSSION ENSEMBLE

2011-2012 Audition Requirements

All auditions will consist of scales (30 points), solo (50 points), and sight reading (20 points).

WIND/MALLET INSTRUMENTS-PART I: SCALES (30 POINTS)

The following major and chromatic scales must be played in the correct rhythm from memory.

Wind and Percussion Scale Requirements (All scales are in written pitch)									
Number indicates number of octaves.									
	A \flat	E \flat	B \flat	F	C	G	D	A	Chromatic
Piccolo	2	2	1	2	1	2	2	1	A \flat , 2 8va
Flute	2	2	2	2	2	2	2	2	B \flat , 2 8va
Oboe	1	1	1	1	2	1	1	1	C, 2 8va
E\flat Clarinet	2	2	2	2	2	2	2	2	E, 3 8va
B\flat Clarinet	2	2	2	3	2	2	2	2	E, 3 8va
Alto Clarinet	2	1	2	2	2	2	1	2	E, 2 8va
Bass Clarinet	2	1	2	2	2	2	1	2	E, 2 8va
Contrabass Clarinet	2	1	2	2	2	2	1	2	E, 2 8va
Bassoon	1	2	2	2	2	1	2	1	B \flat , 2 8va
Alto Saxophone	1	2	2	2	2	1	2	1	B \flat , 2 8va
Tenor Saxophone	1	2	2	2	2	1	2	1	B \flat , 2 8va
Baritone Saxophone	1	2	2	2	2	1	2	1	B \flat , 2 8va
Cornet/Trumpet	2	1	2	1	1	2	1	2	G, 2 8va
F Horn	1	1	1	1	1	2	1	1	G, 2 8va
Baritone T.C.	2	1	2	1	1	2	1	2	G, 2 8va
Baritone B.C.	2	1	1	2	1	2	1	1	F, 2 8va
Trombone	1	1	1	2	1	1	1	1	F, 2 8va
B\flat Tuba	2	1	1	1	1	1	1	1	C, 1 8va
Mallets	2	1	2	1	2	2	1	2	G, 2 8va

All major scales should be played in the following rhythm and will be either tongued or slurred.



All chromatic scales should be played slurred in even octaves as indicated below.





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WIND/MALLET INSTRUMENTS-PART II: SOLOS (50 POINTS)

<u>Wind and Percussion Solo Requirements</u>			
	<u>Title</u>	<u>Composer</u>	<u>Publisher</u>
Piccolo/Flute	Scherzino	Anderson/Voxman	Rubank ¹
Oboe	Menuetto & Presto	Haydn	Rubank ¹
B♭/E♭ Clarinet	Menuet	Mozart/Voxman	Rubank ¹
Alto/Contra Alto Clarinet	Largo & Allegro (from Bass Clarinet Book)	Loeillet/Voxman	Rubank ¹
Bass/Contra Bass Clarinet	Menuet and Gigue (from Bass Clarinet Book)	Bach/Voxman	Rubank ¹
Bassoon	Sarabande	Debussy/Paine	Alfred
Alto Saxophone	Largo and Allegro	Handel/Voxman	Rubank ¹
Tenor Saxophone	Piece in G Minor	Pierne/Voxman	Rubank ¹
Baritone Saxophone	Sonatina	Haydn	Rubank ¹
Cornet/Trumpet	Air Gai	Berlioz/Voxman	Rubank ¹
F Horn	Two Outdoor Scenes	Ostransky	Rubank ¹
Baritone BC (Baritone TC: Use Trumpet Book)	Sarabande & Gavotte	Corelle/Voxman	Rubank ¹
Trombone	Prelude & Fanfaronade (m. 5-35, and m. 49-125)	Koepke	Rubank ¹
B♭ Tuba	Waltz & Galop	Kabalevsky	Rubank ¹
Mallets	Solo #8 for Mallets	Whaley	Meredith Music ²
Percussion		See Page 4-6	

1-Rubank Concert & Contest Collection
2-Audition Etudes by Garwood Whaley

WIND/MALLET INSTRUMENTS-PART III: SIGHT READING (20 POINTS)

A small excerpt will be provided for all students to sight read.



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STRINGS-PART I: SCALES (30 POINTS)

- All scales are to be memorized. Please, no vibrato. Judges/Audition Chair will select which scale(s) is/are to be played.
- A metronome tempo will be given before each scale
- Students will not receive extra points for additional octaves or faster tempos.

String Scale Requirements (Number indicates number of octaves)									
	A \flat	E \flat	B \flat	F	C	G	D	A	E
Violin	3	2	3	2	3	3	2	3	2
Viola	2	3	2	3	3	2	3	2	3
Cello	2	3	2	3	3	2	3	2	3
Bass	2*	1*	1*	2*	1*	2*	1*	1*	2*

- **Violin, Viola, and Cello** scales must be played in the following manner:
 - Separate bows: each note will be played as a quarter at the tempo of: $\text{♩} = 104$
 - Slurred bows: 8 notes slurred to a bow, as 8th notes, at the tempo of: $\text{♩} = 104$
- **Bass** scales must be played in the following manner:
 - Separate bows: each note will be played as a quarter note at the tempo of: $\text{♩} = 104$
 - Slurred bows: 4 notes slurred to a bow, as 8th notes, at the tempo of: $\text{♩} = 104$
 - *-No octave drop

STRINGS- PART II:SOLO-(50 POINTS)

All publishers accepted and no cadenzas are required.

	Title	Composer	Movements/Sections
Violin	Concerto in G Major	Haydn	Movement 1
Viola	Concerto in G Major (no Suzuki editions)	Telemann	Movements 1 & 2
Cello	Sonata in B \flat Major, Op. 43 #1	Romberg	Movements 2 & 3
Bass	The Elephant	Saint-Saëns	Complete

STRINGS-PART III: SIGHT READING (20 POINTS)

A small excerpt will be provided for all students to sight read.



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MULTI-PERCUSSION AUDITION INFORMATION

Solos:

- Audition Etudes by Garwood Whaley: Percussion Solo #2
 - Change woodblock to tambourine
 - Change castanets to triangle
- Timpani Solo #2

Rudiments:

- Snare Rudiments: (Please see Page 5)
 - Roll
 - Flam
 - Drag
- Traps Rudiments: (Please see Page 6)
 - Crash cymbal
 - Suspended Cymbal
- Timpani
 - Place a pitch on the lowest drum
 - Tune a fourth above the pitch on drum #1
 - Tune a fifth above the pitch on drum #1
 - Pitch pipes can only be used to tune the first drum

Sight Reading

- Percussion/Traps
- Timpani

EQUIPMENT AVAILABLE FOR AUDITIONS AT THE SOUTH PLAINFIELD MIDDLE SCHOOL

*All percussion students must bring **THEIR OWN** sticks, mallets, triangles, and beaters. If you need it and it is not on the list below, **YOU** must bring it.*

Attention all Multiple Percussion Players!

- A 32" Ludwig Concert Bass Drum (Bring your own Mallets)
- 14" Concert Snare Drum
- Grover Tambourine with waxed head
- 1 Pair Sabian 16" AA Orchestral Viennese Crash Cymbals
- Sabian 18" AA Orchestral Suspended Cymbal

Attention all Mallet Players!

A Musser 3 octave Kelon Xylophone, and a Musser 2 ½ octave Orchestra bells are available to use during your audition, but you are free to use your own instrument.

Attention all Timpani Players!

2 Ludwig fiberglass pedal timpani 29 and 26 inch will be available for your audition.



INTERMEDIATE BAND, ORCHESTRA, AND PERCUSSION ENSEMBLE

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Intermediate Band & Orchestra Snare Drum Rudiments

All Six Snare Drum Rudiments Must Be Memorized

1. Multiple B ounce, Closed, Buzzed, Long Roll

Play for
15 Seconds

2. Five Stroke Roll (All rolls are to be played closed)

8 x's Cresc.
8 x's Dim.
To be played as quickly as possible

3. Flam

Play Slowly at Forte, accelerando to Fast, > to pp, < to ff then ritard. (The rudiment should start open, then close as you get faster, and then open up again as you slow down.)

4. Flam Tap

Play Slowly at Forte, accelerando to Fast, > to pp, < to ff then ritard. (The rudiment should start open, then close as you get faster, and then open up again as you slow down.)

5. Drag (Drags should be buzzed)

Play Slowly at Forte, accelerando to Fast, > to pp, < to ff then ritard. (The rudiment should start open, then close as you get faster, and then open up again as you slow down.)

6. Single Ratamacue (Drags should be buzzed)

Play Slowly at Forte, accelerando to Fast, > to pp, < to ff then ritard. (The rudiment should start open, then close as you get faster, and then open up again as you slow down.)



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Intermediate Band and Orchestra

Traps Skills

All five Traps skills may be read from this sheet during this audition

1. Bass Drum

$\text{♩} = 120$

2. Crash Cymbals

$\text{♩} = 100$

3. Triangle*

$\text{♩} = 120$

4. Tambourine

$\text{♩} = 120$

5. Suspended Cymbal***

$\text{♩} = 100$

*Hold Triangle in hand on a clip while playing with 1 beater.

** with your foot on a chair, play the tambourine between your knee and fist K-knee, F-fist.

***To be played with mallets.