

2011-2012 WSHSB Placement Auditions

CONCERT JUNIOR BAND

If you are currently in Concert Junior Band and want to stay there, **OR** you wish to join Concert Junior Band for the first time as a new member, you need audition for Concert Junior Band only.

NEW MEMBERS' NOTE: You are also invited and encouraged to come along with your parent(s) to the Parents' & New Members' meeting in September. See the **CALENDAR** webpage for the exact date and time for this meeting as well as for the first band practice.

AUDITIONING FOR A PARTICULAR BAND DOES NOT GUARANTEE ACCEPTANCE IN THAT BAND. You will be placed in a band level based on your proficiency and the needs within each section and band. **Membership in the WSHSB is by audition only, Cadets (beginners) excluded. Those who do not submit an audition video will not receive music and will not be considered a member of the band.**

NOTICE TO FIRST YEAR JUNIOR PERCUSSIONISTS - For a beginner percussionist as a Cadet, the focus is on developing rhythms and skills on bells. However, there must be equivalent time spent doing the same on snare. Therefore, any Cadet percussionist who passes the Junior audition, in addition to attending Junior band rehearsals, is expected to also attend Cadet band for one additional season for the purpose of developing their snare and rhythm reading skills.

What We're Looking For

We realize it is very difficult to play everything perfectly, especially for those with less experience. Part of being a good performer or "showman" is to keep going, despite mistakes. A solid performance, incorporating the following aspects is more important than playing all the correct notes with incorrect rhythms, tempos, articulation, etc.

Musical aspects that will be considered when evaluating a performance are

- Note accuracy
- Correct rhythms **and** tempos
- **Note** - Avoid the tendency to slow down or stop when a difficult passage is encountered. Stay with the beat. Do not let the metronome simply be "white noise" in the background while you play at a different or uneven tempo. Weakness in playing at the correct rhythm and/or tempo is often what prevents one from getting a higher placement.
- Continue to play at tempo through mistakes
- Articulation, which includes things like tonguing, accents, staccatos, correct phrasing and slurs
- Dynamics (applies to both winds and percussion)
- Tone
- Intonation (playing in tune)

For current members, the following six points are also considered when determining chair assignments:

- Regular attendance
- Practice times
- Spirit of service to the band
- Attitude/demeanor
- Performance at rehearsals and sectionals
- Overall leadership abilities

CONCERT JUNIOR AUDITION REQUIREMENTS

(Instructions for BOTH percussion and wind)

For recording

- At the beginning of the recording clearly state your first and last name and announce for which band and instrument you are auditioning.

- If you are not interested in being 1st chair, assuming a leadership position and playing solos, please say so at the beginning of your recording. There is much expected of a principle player.
- Announce each selection before playing e.g.; Bb chromatic scale, passage name, etc.
- **Everything must be played with a metronome at the designated tempo where specified.**
- VERY IMPORTANT – You may choose to record parts of your audition on different days or at different times. However, there is to be no break or editing within any passage/exercise/scale. If you make a mistake or stop within a passage, etc., leave the video running and pick-up where you left off. Points will be deducted for breaks in the recording, other than at measured rests. One or two measures of rest should be counted out on the video. Where there are three or more measures of rest, leave the video running, pause playing and announce, “I am continuing at measure ____.” Resume playing at that measure. **While making your audition video if you record any passage/exercise/scale more than once you must edit that video to a final video with only one take of each audition requirement.**
- AUDITION VIDEOS MUST BE AT THE DIRECTOR’S HOME BY 9PM, AUGUST 11, 2011.

REQUIREMENTS FOR WINDS (percussion requirements follow winds’)

All requirements are from **Essential Elements 2000 Book 1 “GOLD”**- (*instrument specific*)

Get the newest version, which includes both a play-along CD (tracks 1-58), as well as a DVD (all 185 tracks)

Requirements 1, 2 and 4 are to be played with metronome tempo at one quarter note = 88

1) Page 33, exercise 174

“Chromatic scale”, Half-Steppin’

2) Page 35, exercise 181

“Bb”, Essential Elements Quiz - Scale Counting Conquest

3) Page 38, exercise #185,

Performance Spotlight Solo

Play the second ending WITH NO REPEATS

PLAY with metronome **AT YOUR SELECTED TEMPO** – please state tempo on video

NOTE – If two students are identical in all musical aspects, the one playing at a faster tempo will have an edge. However, do not play at a faster tempo and sacrifice your accuracy or another musical aspect.

4) Page 43, PLAY (do not clap) the complete rhythm line for measures listed below.

Metronome again set to 88

Rest four beats between each line

Measures:

37-40

41-44

49-52

57-60

65-68

REQUIREMENTS FOR PERCUSSION

IMPORTANT REMINDER - *When making percussion roster assignments for current members, one’s ability to play proper dynamics in all ranges, will be considered*

All exercises are from **Essential Elements 2000 Book 1 – “GOLD”** (*instrument specific*)

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BELLS – play on bells

1) Page 33, exercise 174

Chromatic scale”, Half-Steppin’

2) Page 35, exercise 181

“Bb”, Essential Elements Quiz - Scale Counting Conquest

3) Page 37, exercise 184

Theme from 1812 Overture measures 1-5 and measure 34-42

SNARE - Play on drum pad

1) Pages 42 and 43, measures 1-40, minimum tempo, quarter note = 120

Play as if one continuous song. Play each line. Rest four beats between each line. Continue with the next line. Do not stop until reaching measure 40, even if mistakes are made.

2. Demonstrate the following rudiments

- Drum roll to be played in 4/4 time, for three measures, quarter note = 100
- Five-stroke roll, play six total
Start slow, increasing speed for each roll, ending at a fast tempo by the last one
- Paradiddle: demonstrate in the same manner as the five-stroke roll.
- Flams: play four
- Rimshot: play one

3. From Essential Elements 2000 Book 1 – “GOLD”

Play on snare drum with CD accompaniment or as quickly as possible

Page 23-A, solo # 118, Hungarian Dance within Allegro tempo (120-168),
measure 17 to end ONLY.