

Percussion

Central High School Concert Band Auditions

Auditions for placement in a concert band at Central High School are a big deal. Not only will the audition results determine where and in which concert group you will sit for the next year, but the results also help us determine appropriate music to program and lesson materials to use.

The audition consists on 5 parts:

1. Scales – Each major scale from the packet is tested in two octaves. Most packets have several options for how to perform your scales. Select the option that is the easiest for you. You receive credit (points) for each octave of each scale that you can perform without mistakes. Playing the scales by memory doubles the point value.
2. Chromatic Scale – You will be assigned a starting pitch and are to then play chromatically up exactly 2 octaves, and then chromatically back down to your starting pitch. There is a one half point deduction for each mistake. 10 points max score memorized, and 5 points reading
3. Etude – there are 3 levels of etude to select from. Level one is the easiest and Level three is the hardest. Select the level that best matches your abilities. If you can not consistently perform the notes, rhythm, articulations and dynamics of the piece, then you should select the next lower level. Level 3 is worth 7 more points than Level 2, but only if you can perform it well. A poorly performed Level 3 piece will return a lower score than a well performed Level 2 etc.
4. Sight-reading – You will have 60 seconds to study and silently practice an eight measure melody. 20 points maximum, one half point deduction per error (rhythmic, note, articulation, or dynamic)
5. Tone Score – Every note that you perform in the audition is evaluated as part of your tone score. Scales may be tongued or slurred, so select the option that gives you the best and most consistent sound.

Auditions take place the first two weeks of October 2015. Giving you the audition packet now allows you to practice when the time is available, and helps us insure the most accurate audition results.

Percussion Rudiments all Levels

SINGLE STROKE ROLL

Start slowly and gradually accel. to fastest (controlled) speed.



MULTIPLE BOUNCE ROLL

Also known as a concert of "buzz" roll.

2

FLAM

Start slowly and accel. to moderate tempo.



DOUBLE STROKE

OPEN ROLL (single rebound)



Mallets Level 1

Allegretto

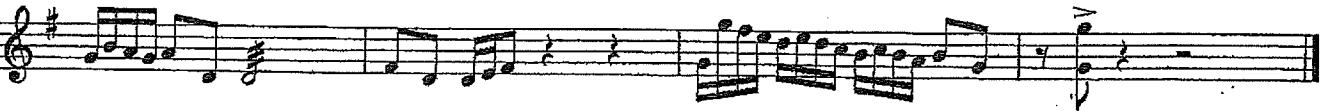
P R (legato) R L **A** R L Roll L R **B**

mf R R R R Roll R L R *p*

poco rit.

Mallets
Level 2

5 Moderato (♩=92)



XXXVIII

Perf. 2013

Vivace

A handwritten musical score for Percussion, consisting of 11 staves of music. The score is written in treble clef with a 2/4 time signature. The tempo is marked 'Vivace'. The music features a variety of rhythmic patterns, including eighth and sixteenth notes, and rests. The notation is clear and legible, with some dynamic markings and articulation symbols. The piece is identified as 'XXXVIII' and is dated 'Perf. 2013'.

Snare Drum Level 1

(♩ = 100)

p *f*

p *f*

mf *f*

p *cresc.* - - - - - *f*

Snare Drum Level 2

Moderato

♩ = 88-100

The musical score for Snare Drum Level 2, Moderato, 88-100 bpm, consists of five staves of music. The first staff begins with a dynamic of *p* and features a series of eighth-note patterns with accents and triplets, alternating between *p* and *f*. The second staff starts with *mf*, includes a double bar line with a '2' above it, and ends with *mp*. The third staff begins with *f*, has a crescendo leading to *mp*, and is marked *cresc. poco a poco*. The fourth staff starts with a double bar line and a '2' above it, followed by a dynamic of *f* and then *p*. The fifth staff begins with *cresc. poco a poco*, includes triplets, and ends with a dynamic of *f*.

2.

Practice this Etude in slow tempo, counting five beats per measure. After this is mastered, increase the tempo and count two beats per measure ($5/8 \text{ } \underline{\underline{\cdot}} \underline{\underline{\cdot}}$ or $5/8 \text{ } \underline{\underline{\cdot}} \underline{\underline{\cdot}}$). I have notated it so that the beat subdivisions are visually clear.

♩ = 116

f

5

fp

9

f

13

p subito

17

21

cresc.

25

ff

29

33

dim. *mf*

37

f

41

45

R L R L