

2023-2024 **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.									
	Ab	Eb	Bb	F	C	G	D	A	Chromatic
Piccolo	2	2	1	2	1	2	2	1	Ab, 2 8va
Flute	2	2	2	2	2	2	2	2	Bb, 2 8va
Oboe	1	1	1	1	2	1	1	1	C, 2 8va
Bb Clarinet	2	2	2	3	2	2	2	2	E, 3 8va
Low Clarinets	2	1	2	2	2	2	1	2	E, 2 8va
Bassoon	1	2	2	2	2	1	2	1	Bb, 2 8va
All Saxophones	1	2	2	2	2	1	2	1	C, 2 8va
Cornet/Trumpet	1	1	1	1	1	2	1	1	G, 2 8va
F Horn	1	1	1	2	1	1	1	1	F, 2 8va
Baritone T.C.	1	1	1	1	1	2	1	1	G, 2 8va
Baritone B.C.	1	1	1	2	1	1	1	1	F, 2 8va
Trombone	1	1	1	2	1	1	1	1	F, 2 8va
Bb Tuba	1	1	1	1	1	1	1	1	C, 1 8va
Mallets	2	2	2	2	2	2	2	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.



2023-2024 **Audition Requirements**

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	Andersen/Voxman	Rubank ¹
Oboe	Sonatina, Mvt 1 & 2 (Mvt. 2-meas. 1-19)	Mozart/Voxman	Rubank ¹
Bb/Eb Clarinet	Menuet	Mozart/Voxman	Rubank ¹
Alto/Bass/Contra Clarinets	Menuet and Gigue (BCL Book)	Bach/Voxman	Rubank ¹
Bassoon	#26 Landler and #27 Rustic March	Hilling and Bergman	Faber ²
Alto Sax	Largo and Allegro	Handel/Voxman	Rubank ¹
Tenor Sax	Prelude and Allegro	Ostransky/Voxman	Rubank ¹
Bari Sax	Largo and Allegro	Handel/Voxman	Rubank ¹
Cornet/Trumpet	Air Gai	Berlioz/Voxman	Rubank ¹
F Horn	Farewell Serenade	Herfurth/Voxman	Rubank ¹
Baritone BC (Baritone TC: Use Trumpet Book)	Sarabande & Gavotte /Baritone TC (use Trumpet book)	Corelle/Voxman	Rubank ¹
Trombone	Topaz	H.A. Vandercook	Rubank ³
Bb Tuba	Premiere Solo de Concours	Maniet/Voxman	Rubank ¹
Mallets	Sonata (for Violin) (P. 16-17)	Corelli/McMillian	Alfred ⁵
Percussion	See Page 5-7		

Book and publisher information:

- 1-Rubank Concert & Contest Collection
- 2.-First Book of Bassoon Solos, Hilling & Bergmann. Faber Publishing (Google it, it's available)
- 3-Trombone Gems, H.A. Vandercook, Rubank Publishing (Hal Leonard)
- 4-Audition Etudes by Garwood Whaley (Meredith)
- 5-Masterpieces for Marimba, Arranged by Thomas McMillan (Alfred)

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

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

2023-2024 **Audition Requirements**

INSTRUMENT RANGES

PICCOLO	D4-Ab6
FLUTE	C4-Bb6
OBOE	C3-C5
BASSOON	Bb1-F3
Bb CLARINET	E3-F6
ALTO CLARINET	E3-F6
BASS CLARINET	E3-F6
CONTRA CLARINET	E3-F6
ALTO SAX	Bb3-F6
TENOR SAX	Bb3-F6
BARI SAX	Bb3-F6
TRUMPET	G3-G5
HORN IN F	F3-G5
TROMBONE	F2-F4
BARITONE BC	F2-F4
BARITONE TC	G3-G5
TUBA	Ab1-G3
STRING BASS	E2-G4
MALLETS	Two 8va minimum

2023-2024 **Audition Requirements**

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.
- Do not repeat tonic within scale. Repeating highest note is acceptable

String Scale Requirements (Number indicates number of octaves)									
	Ab	Eb	Bb	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 note with the quarter note =104bpm
 - Slurred bows: 8 notes slurred to a bow, as 8th notes, with the quarter note =104bpm
- **Bass** scales must be played in the following manner:
 - Separate bows: each note will be played as a quarter note with the quarter note =84bpm
 - Slurred bows: 4 notes slurred to a bow, as 8th notes, with the quarter note =84bpm
 - *No octave drop

STRINGS-PART II: SOLO-(50 POINTS)*

Please note the edition below. No cadenzas are required.

Inst.	Title	Composer	Movements	Edition
Violin	Sonata in e minor, Op2, No.8	Veracini	Allegro con Fuoco (NOT Gavotte Allegro)	Any
Viola	Old French Dances	Marais	La Provencale and La Basque	Suzuki Book 5
Cello	Dance Rustique	Squire	All	Fischer
Bass	Simandl 30 Etudes for Double Bass	Simandl, Franz	Etude No. 6	International



INTERMEDIATE BAND, ORCHESTRA, AND PERCUSSION
ENSEMBLE

2023-2024 **Audition Requirements**

Please note that NJMEA All-State uses the same solos and scales. Any change in All-State material will affect the **STRING** solos and scales. Please check NJMEA.org for updates.

STRINGS-PART III: SIGHT READING (20 POINTS)

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

MULTI-PERCUSSION AUDITION INFORMATION

Be Advised – Multi-Percussionists must do ALL solos, rudiments, and sight reading on this page at audition including timpani!!!

Solos:

- Audition Etudes by Garwood Whaley: Multiple Percussion Solo #6(change snare drum to tambourine for the last three lines)
- Timpani Solo #4

Rudiments:

- Snare Rudiments: (Please see Page 5)
 - Long Roll
 - Flam
- Traps Rudiments: (Please see Page 6)
 - Suspended Cymbal
 - Bass Drum
- Timpani
 - Place the first pitch of the solo on the bottom drum.
 - Tune the second pitch of the solo on the upper drum.
 - A pitch pipe or piano can be used for the first pitch only.

Sight Reading


- Snare Drum



Intermediate Band & Orchestra Snare Drum Rudiments

Please refer to page 5 for the required rudiments

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



Play for 15 Seconds

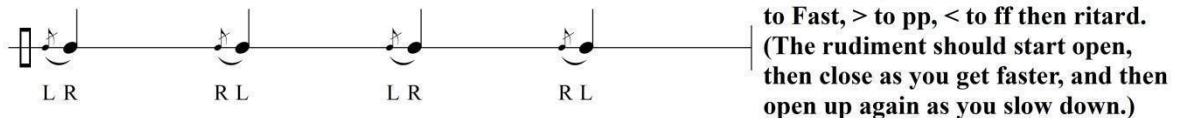
pp *ff* *pp*

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



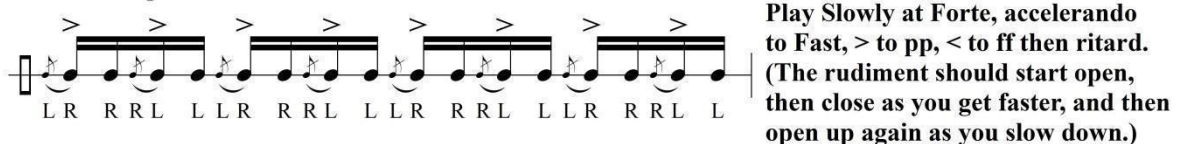
8 x's Cresc.
8 x's Dim.
To be played as quickly as possible

3. Flam



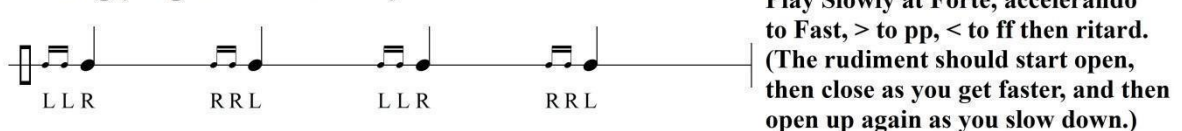
Play Slowly at Forte, accelerando to Fast, > to *pp*, < to *ff* then ritard. (The rudiment should start open, then close as you get faster, and then open up again as you slow down.)

4. Flam Tap



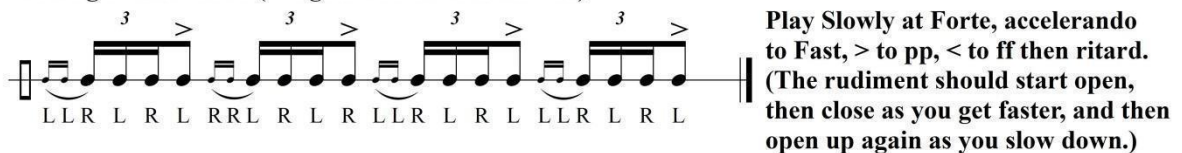
Play Slowly at Forte, accelerando to Fast, > to *pp*, < to *ff* then ritard. (The rudiment should start open, then close as you get faster, and then open up again as you slow down.)

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.)



Intermediate Band and Orchestra

Traps Skills

Please refer to page 5 for required rudiments.

1. Bass Drum

♩ = 120

2. Crash Cymbals

♩ = 100

3. Triangle*

♩ = 120

4. Tambourine

♩ = 120

5. Suspended Cymbal***

♩ = 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.