

AUDITION REQUIREMENTS

Applicants have the option to audition in person or audition on MS Teams.

For MS Teams auditions, please follow these guidelines:

- The camera angle must include the player's entire playing posture. The audition panel must be able to see both hands and arms playing the instrument in order to properly assess the student's technique. Vocalists need to see mouth and face.
- Before each performance task, please introduce what you will be playing. For example, "This is a G major scale in one octave." Or "I will be playing Minuet in G from Suzuki Book 1"

Please prepare the following performance tasks:

TECHNIQUE

SCALES: Please prepare Concert D+ and G+ scales. They may be one (1) octave, however, if you are capable, please play two (2) octaves. Play your scales in quarter notes at a moderate tempo.

DRUMMERS: Please prepare the attached drum patterns on your set

REPERTOIRE

OWN CHOICE: Applicants may choose their own piece.

The requirements for this piece are as follows:

- It must be a solo piece. Please avoid an ensemble part, such as playing just the rhythm guitar part to a piece.
- If you are auditioning in person, please bring a copy of the piece for the audition panel.
- If you are doing an MS Teams audition, please provide a PDF, a scan, or a photo of the piece you are playing email it to abpa@hwdsb.on.ca with your Name and Piece Title in the subject line
- If you are presenting a piece that you have created in a DAW, send the completed and mastered audio file as an mp3 to abpa@hwdsb.on.ca with your Name and Piece Title in the subject line PLUS be prepared to share your screen with us during the audition showing your music project in the DAW that you are using.

JACK YANOVER AUDITION DRUM SOLO

JACK YANOVER & MITT BURNS

♩ = 105

DRUM SET

pp *ff*

5 *mf*

JAZZ SWING

9 *fill*

13 *SET UP STRAIGHT 8/8*

17 **BOSHA NOVY** *fill*

21 *fill*

25 **OH OH** *fill*

29 *f*

33 **FUNKY ALA "COLD SWEET" BY JAMES BROWN**

37 *rit.*

41 **HARD ROCK ALA "LITTLE MONSTERS" BY ROYAL BLOOD** *ff*

45

49 **SOLO** *fill*