

AUDITION REQUIREMENTS 2023-24 SEASON

SYMPHONY AND CHAMBER ORCHESTRA AUDITION INFO

Audition requirements for strings, woodwinds, and brass

- ✓ A solo or piece of your choosing that fully demonstrates your finest playing, such as a piece you are working on in lessons or a piece you performed with your school
- ✓ Major scales (2-3 octaves up to four flats and sharps). Choose one.

Audition requirements for percussion

- ✓ You may choose to audition on any percussion instrument.
- ✓ A solo or piece of your choosing on your best instrument that fully demonstrates your finest playing, such as a piece you are working on in lessons or a piece you performed with your school

STRING ACADEMY AUDITION INFO

Audition requirements for Intermezzo Strings

- ✓ Major scales (1-2 octaves; C, G, D, F, and B flat). Choose one.
- ✓ A solo or piece of your choosing that fully demonstrates your finest playing, such as a piece you are working on in lessons or a piece you performed with your school

Audition requirements for Overture Strings

- ✓ Major scales (1 octave; C, G, D, F, and B flat). Choose one.
- ✓ A solo or piece of your choosing that fully demonstrates your finest playing, such as a piece you are working on in lessons or a piece you performed with your school

PRELUDE ENSEMBLE INFO

We offer beginner ensembles with no experience necessary for winds and strings. Auditions are not required for Prelude groups. Registrations open late summer. Contact Maura to register and get on the sign-up list!

PLEASE SUBMIT AN AUDITION BETWEEN AUGUST 14-SEPTEMBER 1.

Late audition submissions will be accepted if positions are open.



HOW TO SUBMIT AN AUDITION:

Please create a video of yourself performing at your best.

When ready, please email to Maura Pelinsky, fiddlemo@msn.com with the following information included:

- ✓ School & Grade for 2023-24
- ✓ Parent Name & Phone Number
- ✓ Email
- ✓ Private Teacher information, if applicable

Questions? Contact Business Manager Maura Pelinsky at fiddlemo@msn.com or (814) 450-6951.