

All West Tennessee Junior High 2009 - 2010 Xylophone Audition Music

:29 Estimate

Perform the timpani music first, xylophone 2nd and Snare last.

WTSBOA

Dotted Quarter Note = 80

mf

mp

f

f

The software used to create this music only allows one instrument **sound** per staff line; therefore, the percussion audition music is presented on 3 separate sheets of paper. Three music stands will be used. Here are the instructions for the prepared music audition.

You must bring your own mallets and sticks. Ask your director about the equipment to be provided.

Before the audition:

- (1) Place your mallets and sticks in the proper location (on the music stands etc.)
- (2) Place the music on the appropriate music stand if you choose to use your own music.
- (3) Be prepared to tune the timpani - a very brief period of time will be allowed.

The monitor will provide additional information if needed.

Prepared Music Audition Procedure:

All three pieces will be performed as one continuous performance.

You will have 12 counts between pieces to move to the next instrument and exchange mallets.

- (1) Play the timpani music first - After the timpani performance - count to 12 (in time), then
- (2) Play the xylophone music - After the xylophone performance - count to 12 and then
- (3) Perform the snare drum music.

NOTE to the MONITOR: Set up one music stand for each instrument. Release the tension on the timpani pedals. All students will tune the timpani from the same position. If time is an issue, the timpani must be set up exactly the same for every student. Place a copy of the timpani music on the stand, xylophone music on the next stand and the snare music on the third stand. If the student prefers to use their own music due to rehearsal markings, assist in placing the music on the stands. Make sure the monitor's copies of the music do not leave the room.

NOTE TO THE PERFORMER:
PERCUSSION AUDITION INCLUDES:

THIS PIECE, TIMPANI PIECE AND SNARE DRUM PIECE
ALL THREE ARE REQUIRED FOR THE ALL TENNESSEE AUDITION.