

ATSSB Percussion Audition Guidelines

All percussion equipment to be used must be in the audition area before auditions begin. Students may take their sticks and mallets with them to the holding area but must leave equipment in the audition area.

State level chair audition may be held on a portion of the Area audition music and selections from the concert music to be performed in the All-State Band.

ROUND ONE: SNARE DRUM

1. The first 5 students will be allowed in the audition room for a 30-second warmup timed by the Monitor.
2. After the warmup, all but the first performer will exit the room, then auditions begin.
3. If the individual student wishes to warm up, they may play anything they wish for 15 seconds (timed by the monitor).
4. After five students have auditioned, the next five will be allowed in to warm up (see No. 1 above).
5. This continues until all students have performed the first round (snare drum).

ROUND TWO: MALLETS

1. The first 5 students will be allowed in the audition room for a 30-second warmup timed by the Monitor.
2. After the warmup, all but the first performer will exit the room, then auditions begin.
3. If the individual student wishes to warm up, they may play anything they wish for 15 seconds (timed by the monitor).
4. After five students have auditioned, the next five will be allowed in to warm up (see No. 1 above).
5. This continues until all students have performed the second round (mallets).

Mallet recommendations are as follows (*this list should be used as a reference for the type of mallet that should be used for the student's performance*):

- bells - hard rubber mallets such as 06 Mike Balter, gray, or medium plastic mallets.
- marimba - any medium firm yarn wrapped marimba mallet such as Encore 32AY, Innovative 603H or Balter 222.
- xylophone - medium hard rubber mallets such as Encore 1038, Innovative ENS360, or Balter 5.

Students should refrain from using any plastic mallets, brass mallets, or acrylic mallets.

ROUND THREE: TIMPANI

1. The first 5 students will be allowed in the audition room for a 30-second warmup timed by the Monitor.
2. After the warmup, all but the first performer will exit the room, then auditions begin.
3. The Monitor will lower all tuning pedals to the floor.
4. Each student will tune each timpani from any source so long as it is audible to the judging panel. Each student will be given 30 seconds to tune the timpani and will be scored up to 30 points for tuning accuracy by each judge. Timing will be done by the percussion monitor. If the individual student wishes to warm up, they may play anything they wish for 15 seconds (timed by the monitor). The student will then play the timpani etude for a maximum of 70 points by each judge.
5. After the student is done, the Monitor will lower the pedals to the floor again for the next student.
6. After five students have auditioned, the next five will be allowed in to warm up (see No. 1 above).
7. This continues until all students have performed the third round (timpani).