

ATSSB Monitors' Instructions for Percussion

For Use at Area Auditions

Each monitor packet should contain:

- Check In Sheet
- Call List
- [Audition Instruction Sheet](#)
- Copies of the Snare, Mallet and Timpani Etudes for the stand. (Books are located in the contest office, if needed).
- Copy of the [Holding Room Guidelines](#) for Students

If your packet is missing any of these items, STOP and immediately contact your Contest Chair for further instructions.

Prior to Round 1 of the Audition

- Read the following without embellishment to the students in the warm up room:

“Students are permitted to use a non-audible metronome, but it must be turned off before starting to play. No tuners are allowed in the audition rooms. Electronic devices may not be used for communicating, photographing, streaming or recording ANY student, INCLUDING oneself during the audition process. Failure to comply may result in disqualification. Headphones or earbuds may not be used in the audition room unless medically prescribed for hearing loss purposes. For each round (Snare, Mallet and Timpani) 5 students will enter the audition room and be given a 30 second warm up that I will time. After the warm up, all students will leave except the first.

Students may not talk, text, record, or communicate electronically in any way in the audition room, although students may use electronic media in place of printed music if they bring their own equipment. You may use your own music, or the music provided.

Should you experience an instrument malfunction before sounding the first note of the etude, let the Monitor know so you may leave the room to seek repairs. The deadline for returning to perform is 15 minutes after the last student auditions, in the round the malfunction occurred.

If you have a question while you are in the audition room, raise your hand and I will take you out of the room so you can ask your question. You will enter the audition room one at a time and I will announce your number to the judges. Once I have announced your number, you may play a long roll for no more than 5 seconds as a warm up or immediately begin your audition.

Are there any questions?”

Place the following items on the stand prior to the start of Round 1:

- [Audition Instruction Sheet](#)
- Snare Drum Etude (Book is available in the contest office, if needed.)

Remove the items from Round 1 and place the following items on the stand prior to the start of Round 2:

- [Audition Instruction Sheet](#)
- Mallet Etude (Book is available in the contest office, if needed.)

Remove the items from Round 2 and place the following items on the stand prior to the start of Round 3:

- [Audition Instruction Sheet](#)
- Timpani Etude (Book is available in the contest office, if needed.)

Monitor Responsibilities During the Audition

- **If you have a question at any time that is not addressed in these guidelines, contact your Contest Chair for assistance.**
- Do not, at any time, announce judges are taking a break. Should judges need a break (and need to leave the room) students should be sent to the holding room before judges exit and told auditions will resume shortly.
- There will be no lunch breaks between rounds.
- Students are permitted to use a non-audible metronome and must be turned off before playing.
- No electronic tuners are allowed in any audition room. It is your responsibility to ensure an electronic tuner is not used during the audition.
- Percussion Procedures:
 - a. Students may take their own hard copy/digital copy of the audition music into the audition room or use the music provided on the stand.
 - b. All students will be placed in a holding room with access to the audition room.
 - c. During Round 1, 2 AND 3: The first 5 students will be allowed in the audition room to warm up. After 5 have auditioned, the next 5 will be allowed in to warm up. Continue in this manner through the round.
 - d. Once students have finished the 3rd round, they are to leave the audition area and go to the posting area. They DO NOT return to the holding room.
- Should the student experience an instrument malfunction during the warm-up or scales, the student may have the instrument checked for mechanical problems and return to the audition room. The deadline for returning to perform is 15 minutes after the last student auditions in the round the malfunction occurred. Once a student sounds the first note of an etude, the student must continue to play and be scored.
- After all Percussion Students have performed Round 1, students will return in the same order (if possible) beginning halfway down the audition letter to the next even letter to play the Round 2 (another warm-up on the first note of the etude for no longer than 5 seconds is allowed). Should a student fail to appear to play the Round and all others have completed the audition, the Monitor will inform the judges and the student not appearing will receive a total point value of "0" on exercise 3. Auditions will then be considered complete.
- Percussion auditions will be held in three rounds.
- After auditions are completed, please return any necessary paperwork to the contest office, then the Monitor is free to leave (there will be no callbacks).

After the Audition

- After the auditions are over and you leave the audition room, **please remember you are not to discuss the auditions.** Including, but not limited to what was said or done in the audition room with anyone, **especially auditioning students or their directors.** See [Penalties for Rules and Policies Infractions](#).
- If you have concerns, or you would like to contest the results, you should communicate with your Region/Area Coordinator within 72 hours. If you have further concerns, you should follow the [ATSSB Appeals Process](#), which can be found at [ATSSB.org](#)