

EIU Wind Symphony and Eastern Symphony Orchestra Percussion Auditions - Fall 2023

Attached are the audition materials for the Fall 2023 EIU Wind Symphony and Eastern Symphony Orchestra. *All percussion majors and minors are **required** to audition for the large concert ensembles. Please prepare the attached excerpts for placement into one of the large concert ensembles.*

1. Snare Drum: Morris Goldenberg, *Modern School for Snare Drum*, p. 47, Etude II
2. Timpani: Mitchell Peters, *Fundamental Method for Timpani*, p. 176, Etude No. 45
3. Marimba (or xylophone): J.S. Bach, *Violin Sonata I (g minor)*, Presto measures beginning to repeat sign
4. Triangle: Johannes Brahms, *Symphony No. 4*, movement III:
 - a. Five measure before **B** to **B**
 - b. **D** to six measures before **E**
 - c. **I** to **K**
5. Cymbals: *Skill No. 5 - Crash Cymbals Etude*

For the orchestral excerpt (Brahms triangle) I *strongly* recommend first listening to several different recordings of the piece, and then seeking out tutorials for preparing the excerpts (readily available on YouTube, etc.). Many YouTube recordings include a video score to follow, or you may check out a full score from the Booth Library.

Grodden berg, Modern School for

II Snare Drum

Moderato

First staff of music in bass clef, 4/4 time. It begins with a *ff* dynamic and a *p* dynamic. The notation includes various rhythmic patterns and accents.

Second staff of music in bass clef, continuing the rhythmic patterns from the first staff.

Third staff of music in bass clef, featuring a *ff* dynamic and a *p* dynamic. The notation includes various rhythmic patterns and accents.

Fourth staff of music in bass clef, featuring a *ff* dynamic and a *f* dynamic. The notation includes various rhythmic patterns and accents.

Fifth staff of music in bass clef, featuring a *f* dynamic and a *mf* dynamic. The notation includes various rhythmic patterns and accents. A bracket labeled "stop" is placed over the end of the staff, which is filled with scribbles.

A series of empty musical staves, likely representing a continuation of the piece or a placeholder for another instrument.

Mitchell Peters, Fundamental Method for Timpani

Etude No. 45

Allegro giusto

F# - B - E

ff

First staff of music, bass clef, common time. Starts with a fortissimo (ff) dynamic. The melody consists of eighth and sixteenth notes with various rests and accidentals.

Second staff of music, continuing the melodic line with eighth and sixteenth notes.

Third staff of music, featuring eighth and sixteenth notes with rests.

Fourth staff of music, continuing the rhythmic pattern with eighth and sixteenth notes.

Fifth staff of music, featuring eighth and sixteenth notes with rests.

Sixth staff of music, continuing the melodic line with eighth and sixteenth notes.

Seventh staff of music, featuring eighth and sixteenth notes. Includes a piano (p) dynamic marking and a ritardando (ritard.) instruction at the end of the staff.

Eighth staff of music, featuring eighth and sixteenth notes. Includes dynamic markings: f, sf, sf, and ff.

Ninth staff of music, featuring eighth and sixteenth notes. Includes a triplet of eighth notes marked with a '3' below.

J.S. Bach, Violin Sonata No. I

8

Presto. (♩ = 72)

f

dimin.

cresc.

cresc.

dim.

cresc.

f

Stop



SYMPHONY No. 4

Johannes Brahms
(1833-1897)

Triangolo

I. - II. TACET III.

Allegro giocoso

(violins) 12 **A** (oboe)

23 8 *tr* (violins)
(timpani)

39 *tr* **B** 10 (violins)

57 **C** *top, clarity*
p

66 *p* 7 *pp* 11 **D** (violins)

91 *muffling* *p* 2 *p*

101 *f sempre*

111 5 **E** 26 (strings) 15

163 (vc., cb.) **F** 12 (horn)
pp

Tempo I

184 (oboe)

212 (violins)

232 *tr* **G** 19 (trumpet)

259 15 (timpani)

282 **H** 26 (violins)

316 **I** *tr* *ff sempre* 2 *tr* 2 *tr*

327 4 **K** *tr*

339 *tr* *tr* *tr* 6 (oboe) (timpani) *tr*

353 *tr*

IV. TACET

Skill #1

Perform staccato *mf* quarter note crashes at quarter note = 92 for eight beats.



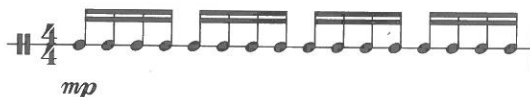
Skill #2

Perform eight *pp* whole note crashes at quarter note = 88.



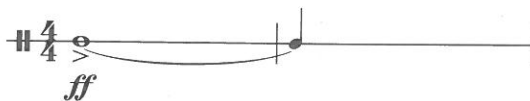
Skill #3

Perform *mp* sixteenth notes at quarter note = 80 for four beats.



Skill #4

Perform a *ff* crash. Let ring for four beats at quarter note = 100, then dampen.



Skill #5

Perform etude below.

Crash Cymbals Etude