



ALL-STATE JAZZ AUDITION STUDENT INFORMATION

Congratulations on achieving a position at All-State Jazz Auditions!
Please follow the procedures below to ensure you have a successful audition!

TIME FRAME

- 4:00 PM Pick up tryout card at your tryout room – YOU must have your card by 4:45 p.m. Don't lose your card! Your card is your ticket to audition. If you lose your card, go immediately to the ASBOA Office at the tryout site to have it replaced.
- 4:30 PM All key centers, drum beats, and selected prepared material will be posted at your tryout room. Key Centers and drum beats must be memorized and played in the order posted. You may use your own copies of the prepared material, and you may play the material in any order. The tryout process order is play prepared material first, improvisation second, key centers/drum beats third, and sight-read last.
- 5:00 PM AUDITIONS BEGIN
- 6:00 PM ALTERNATES sign-in and meet location TBA – Online registration for alternates will be available prior to the event and you are encouraged to register to facilitate the process on Friday afternoon. ALL STUDENTS, even those who registered online, need to be at this meeting to ensure they are included on the list of available alternates. Roll will be taken at this meeting. Only those present will be included in the draw. This is the ONE AND ONLY ALTERNATE DRAW!!! YOU MUST BE PRESENT to be selected!

REMINDERS

- Key Centers and drum beats must be memorized and played in the order posted.
- You may use your own copies of the prepared material, and you may play the material in any order.
- The tryout process order is play prepared material first, improvisation second, key centers/drum beats third, and sight-read last. Place your belongings under your chair when you play your improvisation, key centers/drum beats, and sight-reading.
- You are to sign the back of judge 1's sheet and the back of your tryout card after you complete your tryout and turn it in at that time.
- You may not talk aloud in the tryout room. If you have a question, whisper to the monitor.
- There is not a community amp. Guitar and bass players will need to provide their own.
- If you have a problem with your instrument during tryouts, you must say so when it is happening. The committee will either repair the instrument or send you to someone who can. If you finish your tryout and then say your instrument is broken, it is too late.
- You must be at your tryout room on time. If you are a later number, check the room often to see what number they are on.
- Make sure that the monitor announces YOUR NUMBER to the judges in your room.
- Wind players may play the first note as a warm-up before each part of the tryout.
- Warm up in designated areas only. No loud talking, horseplay, or playing in the halls.
- Your instrument and your belongings are your responsibility.