

ALL-STATE AUDITION STUDENT INFORMATION



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

TIME FRAME

9:30 AM	Pick up tryout card at your tryout room – YOU must have your card by 10:15 a.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.
9:45 AM	ALTERNATE SIGN-IN at the ASBOA Office – Online registration for alternates will be available prior to the event and you are encouraged to register to facilitate the process on Saturday morning. 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. Only students registered by 10:00 a.m. will be eligible for the draw.
10:30 AM	All scales, rudiments, and selected prepared material will be posted at your tryout room. Scales and rudiments 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. For one-room tryouts, play prepared material first, then scales and sight-reading.
11:00 AM	AUDITIONS BEGIN
12:00 PM	Alternates meet at the ASBOA Office, for the alternate draw. Only those that registered at 10:00 a.m. can be drawn. This is the ONE AND ONLY ALTERNATE DRAW!!! Standby alternates will be selected at this time. YOU MUST BE PRESENT to be selected!

REMINDERS

- Scales and rudiments 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.
- For single tryout rooms, you play your prepared material first. Then place all of your belongings under your chair to play your scales and sight-reading.
- For split room tryouts, go to the prepared room first, then immediately go to the scales/sight-reading room. You may use your own material in the prepared room, but do not take anything but your instrument to the scales/sight-reading room.
- Percussion – tryout order is Timpani, Keyboard, Snare.
- You are to sign the back of judge 1's sheet after you complete each room. After your last room, you will also sign the back of your tryout card 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.
- 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.