

2022-2023 TRINITY HIGH SCHOOL BAND

AUDITIONS

Welcome to the Trinity High School Band! The Trojan Band has three ensembles that are divided by students' ability level. This audition process is used to help us evaluate your musical abilities and place you in the appropriate ensemble that will further your musical understanding of your instrument.

There are 3 components of the audition process:

1st Component:

- Major Scales: **CONCERT** Eb, Bb, F, C, G, D, Ab scales
- Chromatic Scale: Be prepared to play a chromatic scale starting from your lowest note to your highest note **with a good tone.**
- ***Percussionists, see attached information at the end of this packet for your specific instructions and material***

2nd Component:

- Prepared Musical Excerpts:
 - Wind Ensemble**- Both etudes in their entirety
 - Symphonic Band**- Lyrical etude and 1/2 of Technical etude
 - Concert Band**- Lyrical etude only*Etude requirements above are minimum requirements for each ensemble. If possible, it's recommended to play both etudes for higher band/chair placement.

3rd Component:

- Sight Reading: You will have a moment to look over the music before you perform.

Auditions will take place in the Trinity Band Hall between 4:15-8:15 pm. Sign-ups for audition times will take place the week before auditions.

Tuesday, May 10.....Flute, Clarinet, Oboe

Wednesday, May 11.....Trumpet, French Horn, Alto Sax

Thursday, May 12.....Low Woodwinds, Low Brass

Friday, May 13.....Percussion

2022 Trinity Summer Band Dates

May 16-17 New Marcher Fundamentals Camp

5:30pm – 8:30pm New marchers/leadership

May 20 All Marchers Fundamental Camp

5:30pm – 8:30pm All students

May 24 Director Meeting (All Members)

7pm @ THS Band Hall

May 31 – June 2 Band Camp

8:00am – 12:00pm All Students

12:00pm -1:30pm Lunch

1:30pm – 4:00pm All Students

June 3 Band Camp

8:00am – 12:00pm All Students

TBA- June Camp Social

June 4 Band Registration

9:00am-11:00am Seniors

12:00pm-2:00pm Juniors

2:00pm-4:00pm Sophomores

July 18 - 22 (full Band)

7:00am - 11:00am Marching

11:00am - 12:30pm Lunch

12:30pm - 4:00pm Music

July 25 – 29 (full band)

7:00am - 11:00am Rehearsal

11:00am - 12:30pm Lunch

12:30pm - 4:00pm Indoor Rehearsal

August 1 – 5 (full band)

7:00am - 11:00am Rehearsal

11:00am- 12:30pm Lunch

12:30pm - 4:00pm Indoor Rehearsal

August 8,9

7:00am – 12:00pm

August 10

First day of school

*Schedule Subject to Change

Items Needed for Rehearsal

- All equipment needed for rehearsal; marching instrument, flag/rifle, music, and pencil
- Students are to bring a 2-liter jug of water to ALL rehearsals!
- Dress in light weight, breathable, athletic clothes
- Be sure to wear athletic shoes. This will help prevent injury and make it easier to do the marching technique
- Students are encouraged to wear sun screen, hats, and sunglasses
- Student Participation Physical

The students' safety is always our top priority in the Trinity Band program. We make sure to slowly acclimate the students to the warm weather by starting outside for only 2-3 hours each day, then gradually increasing the time. We provide the students several water breaks and encourage them to sit in the shade.

Below are some things the students can do to help prepare for Summer Band:

- Be sure to drink lots of water BEFORE camp! Not soda, tea, energy drinks, etc. They dehydrate your body.
- Be sure to eat a good meal the night before
- It is crucial the kids eat breakfast before camp. Even if they don't normally eat in the mornings, they will need the fuel to feel good.
- Get plenty of sleep each night. That will take care of itself after the first day!



Flute

Lyrical Etude

Adagio $\text{♩} = 66$

1 2 3 4 5 6 7

p *mp* *cresc.* *f*

8 9 10 11 12 13 14

mp *mf* *f*

Technical Etude

Allegro $\text{♩} = 120-132$

1 2 3 4 5

mp cresc. *f* *mf*

6 7 8 9 10

mp *cresc.*

11 12 13 14 15 16

mf *f* *mp*

Concert Band: ALL of Lyrical Etude ONLY

Symphonic Band: ALL of Lyrical Etude & bracketed section of Technical Etude

Wind Ensemble: ALL of Lyrical Etude & ALL the Technical Etude