

2020 General Ray Davis Band Audition Instructions

Congratulations on auditioning for the General Ray Davis Middle School Fine Arts Program and the GRDMS Band. Here the requirements for auditioning.

Woodwind and Brass Players

- Perform the Concert F and Bb Scales, one octave, at 100 bpm
- The Concert Bb Chromatic Scale, one octave
- A prepared Etude

Percussion

Mallets

- Perform the Concert F and Bb Scales, one octave, at 100 bpm
- A prepared Etude

Snare Drum

- Perform the following rudiments: Single Stroke Roll, Single Paradiddle, Flam Tap, and a choice of 5 Stroke Roll or 9 Stroke Roll

Rising 6th Grade Students Only:

- If you are a rising 6th grade student, interested in playing an instrument, but don't have any experience. You too can audition for the Fine Arts Program in Band. You will be given a diagnostic test on basic musical theory. There are only a few students that will be taken from this diagnostic test, and it is only available to Rising 6th grade students.

Note: All of the required material can be found on the Davis Middle School website under Fine Arts and Band. **Please print off your instrument and grade level (rising 6th and 7th grade or rising 8th grade)** If you have any questions, please reach out to Mr. Williams, Director of Bands, at jwilliams1@rockdale.k12.ga.us.

General Ray Davis Middle School Fine Arts Audition

Contact person for questions: Mr. Williams

jwilliams1@rockdale.k12.ga.us

Band Rubric

Requirements for the rising 6th, 7th, and 8th grade students. To audition for band students must be enrolled in a middle/elementary school band program or taking private lessons.

Instrumental Music Audition Requirements

Each student must complete the following:

Wind Players

1. **45 points** - Play the following major scales one octave: Concert F and Bb at 100 bpm
2. **25 points** - Chromatic scale one octave: Concert Bb
3. **30 points** – Perform required prepared piece

Percussion

1. **45 points** – Mallets: Play the following major scales one octave: Concert F and Bb at 100 bpm
2. **20 points** - Snare: 4 rudiments (*single stroke roll, paradiddle, flam tap, and a choice of 5 stroke roll or 9 stroke roll*) All rolls should be played open/closed/open or slow/fast/slow
3. **35 points** – Perform required prepared piece on mallets