

Undergraduate Music Major Audition Requirements

For Degrees in Music Performance, Music Education, and Music Composition

Live & Video Auditions for the following >>

Voice

- ▶ **Prepare two songs of contrasting style,** preferably with one of the two in a foreign language (Latin, Italian, German or French). Appropriate styles include art song, music theater, or arias from operatic or oratorio works.

Brass, Strings, Woodwinds

- ▶ **Prepare two contrasting pieces** from the standard solo literature of your instrument.
- ▶ **Be prepared to play major scales** (two octaves as appropriate) up to 4 sharps and 4 flats.

Guitar and Electric Bass

- ▶ **Prepare two pieces in contrasting styles** demonstrating classical and/or contemporary (chords and slashes) abilities.
- ▶ Jazz bass players should demonstrate a walking bass line.
- ▶ **Be prepared to play major scales** (two octaves) up to 4 sharps and 4 flats.

Percussion

Prepare pieces in at least one of the five following categories:

- ▶ Snare: showing rudiments
- ▶ Mallet: (2 or 4 mallets) major scales (two octaves) up to 4 sharps and 4 flats
- ▶ Timpani: showing tuning
- ▶ Drum Set: various styles (swing, latin, etc.)
- ▶ Marching Percussion: (snare, multi-toms or bass)

Piano

- ▶ **Prepare two contrasting pieces from the standard piano solo repertoire** featuring two of the following periods: Baroque, Classical, Romantic, Impressionistic, and 20th Century.
- ▶ **Be prepared to play Major scales** (two octaves) up to 5 sharps and 5 flats.

******Sight-reading and/or scales may be requested during 'in person' auditions******

For a Degree in Worship Arts and Ministry

Sing one modern worship song or hymn of your choosing without accompaniment. Song should be chosen to demonstrate artistic sensibility and vocal range.

Demonstrate guitar and/or piano skills by:

- ▶ Singing a worship song or hymn of your choosing while accompanying yourself on guitar or piano.
- ▶ Playing a piece of your choosing on guitar and/or piano that highlights range of skill.