



## Audition Process

Beginning in January 2015, the Bloomington Symphony Orchestra will begin a two-part, rolling audition process for all of our volunteer, dues-paying member players. The first part will consist of a video audition which will be reviewed by current section principals. The second part will be a traditional live audition attended by a committee of musicians and Music Director Manny Laureano.

Musicians who are interested in auditioning may submit a video at any time. Those selected to move forward will be invited to perform at the next live audition date, with a minimum of two dates per year and the possibility of more, depending on need and availability. The live audition will have the same requirements (solo & excerpts) as the video audition.

### Instructions for the video audition:

*Please know that a video captured on smartphone or small handheld camcorder will suffice; there is no need to purchase hi-definition video recorders or rent studio time.*

- 1) Download the audition materials here: [www.bloomingtonsymphony.org/auditions](http://www.bloomingtonsymphony.org/auditions)
- 2) Record in a traditional rehearsal space – not too “live” (like a church or cathedral) or dead (like a carpeted room with a low ceiling).
- 3) Digital files may not be edited or enhanced in any way. Any recordings that are altered will be ineligible for consideration.
- 4) Record yourself from the **beginning to the end without stopping**, as you would at a live audition.
  - a. State your name clearly and let us know if you are auditioning for a section and/or leadership position.
  - b. Play about three minutes of a solo, including both slow and fast movements, if possible.
  - c. Play the excerpts in the order in which they are included in the audition packet.
  - d. The video should be ten minutes or less. (YouTube has a 15-minute limit)
- 5) Upload your video to YouTube as a Public or Unlisted\* video.
- 6) Send the link to [info@bloomingtonsymphony.org](mailto:info@bloomingtonsymphony.org) - Sara Tan, General Manager

If you have any questions or concerns, please contact Sara Tan, General Manager at [info@bloomingtonsymphony.org](mailto:info@bloomingtonsymphony.org).

*\*From the YouTube website: Unlisted videos - Making a video unlisted means that only people who have the link to the video can view it. To share an unlisted video, just share the link with the people who you'd like to have access to it, and they'll then be able to see it. Unlike private videos, the people you share the video with do not need to have a Google account to see the video, and they can share with more people simply by forwarding the link to them. Unlisted videos won't appear in any of YouTube's public spaces, like your channel page or search results.*

Violin I

# Symphony No. 39

**BSO Audition: Prepare beginning to letter B**

Quarter note =  
136-138

VIOLINO I

W. A. Mozart, K. 543.

**Finale**  
**Allegro**

**BSO - End at Letter B**

# BSO Audition: 8 Before B to D

Brahms — Symphony No. 4 in E Minor

Quarter note = 95

## Violine I

13

**Allegro energico e passionato**

Fl. *pizz.*

14 *dim.* **Start here (at arco)** *arco* *f ben marc. largamente* **A**

31 *f ben marc. largamente*

40 **B** *cresc. sempre più*

47 *espress cresc.*

54 *f f püf* **C**

60 *cresc. ff*

66 *fp*

70 *dim.*

73 *fp dim. pp*

76 *fp dim. pp*

80 **D End here** *p poco cresc. pp*

Stravinsky — The Rite of Spring

Violini I

2

Begin here

The musical score consists of three staves. The first staff begins with a treble clef, a key signature of two flats, and a 7/8 time signature. It starts with a dynamic marking of *sf* and a *Pizz.* instruction. Measure 17 is circled. The second staff continues with a dynamic marking of *mf*, followed by a triplet of eighth notes. Measure 18 is circled and includes the instruction *arco non div.* and *sempre simile*. The dynamic marking *ff* is present. The third staff continues with a dynamic marking of *sf*, followed by a dynamic marking of *mf*. Measure 19 is circled and includes the instruction *p subito*. The score ends with a double bar line and repeat signs.

End here