

## **AUDITION INSTRUCTIONS**

Deadline for tapes:	November 27, 2009
Student Audition Fee:	\$5.00 – due with tapes
Student Registration Fee:	\$10.00 – due after acceptance (includes lunch fee)

### **General:**

1. Please submit Honor Band applications electronically (recordings can still be mailed). Application can be found at: [http://www.wsc.edu/schools/ahu/musc/band/festivals/honor\\_bands/](http://www.wsc.edu/schools/ahu/musc/band/festivals/honor_bands/). Complete the excel document labeled “Application” and email to [dabohne1@wsc.edu](mailto:dabohne1@wsc.edu).
2. Students may audition on more than one instrument, but will be assessed a \$5.00 audition fee for each.

### **Audition Procedures:**

1. If applying by mail: use separate tapes/cd’s for each instrument (multiple auditions on the same instrument can be on the same tape/cd). For each audition, please identify **instrument, student name, and school name** on the case and verbally on the cd. Please clearly mark each recording as High School or Junior High School
2. If applying electronically: make each audition a separate file (scales/rudiments and etude in same file) and label as follows – **Instrument-Student Name-School-JH or HS**. Email MP3 or WAV files to [dabohne1@wsc.edu](mailto:dabohne1@wsc.edu)

### **Audition Materials:**

1. All audition materials are available online at:  
[http://www.wsc.edu/schools/ahu/musc/band/festivals/honor\\_bands/](http://www.wsc.edu/schools/ahu/musc/band/festivals/honor_bands/)

\*\*Should you need a printed copy, please contact Joshua Calkin at: [jocalki1@wsc.edu](mailto:jocalki1@wsc.edu) or 402-375-7599 as soon as possible.

**Results:** All recordings will be adjudicated and the results should be announced before Christmas Break. Directors should expect another mailing containing music and further details of the Honor Band Festival just after the first of the year.

### **Audition Fees:**

Make checks payable to *WSC Bands* and mail to: David Bohnert, Wayne State College, 1111 Main St., Wayne, NE 68787