

Fall 2021 Audition Music

Tuba

Excerpt No. 1- Drei Skizzen by Rainer Lischka

Play All

Tempo: Half note=100

(♩ = 100)

2 *mf*

9

15

22

28 *cresc.*

36 *f*

42

47

51 *mf* 2 *p* 3

61 *dim.* *rit.*

Excerpt No. 2- XVIII (from Prokofiev's Symphony No. 5)

Play All

Tempo: Quarter=80

Risoluto ♩=80

mf

5

A Poco più mosso

10

14

B a tempo

f

dim. e rit.

mf

18

f

mf

22

f

rit.

3

C

26

a tempo

molto rit.

f

29

rall.

3

dim.

Excerpt No. 3-Festive Overture by Dimitri Shostakovich

Play rehearsal 11 to rehearsal 13

Please play the bottom octave

Tempo: Half note=144

The image shows a musical score for a bassoon part, consisting of six staves. The first staff is rehearsal 11, starting with a circled 'a2' and a dynamic marking of 'mf'. It contains a melodic line with eighth and sixteenth notes. Rehearsals 12 and 13 are indicated by boxed numbers at the beginning of their respective staves. Rehearsals 12 and 13 consist of a steady eighth-note accompaniment. The score includes various musical notations such as slurs, accents, and dynamic markings like 'ff' at the end of rehearsal 11.

Excerpt No. 4-Come Sunday Mvt. 2 "Shout!" by Omar Thomas

Play measure 48 to end of measure 66

Tempo: Quarter Note=140

The image displays a musical score for a bassoon part, spanning measures 48 to 66. The score is written in bass clef with a key signature of one flat (B-flat). The tempo is marked as Quarter Note = 140. The score is divided into five systems, each containing two staves. Measure numbers 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, and 66 are indicated below the notes. Dynamic markings include *p* (piano) and *f* (forte). There are several accents (^) and slurs over the notes. A large bracket groups measures 48 through 66. Measure 50 is marked with a box containing the number 50. Measure 58 is marked with a box containing the number 58. Measure 66 is marked with a box containing the number 66. The score ends with a double bar line and a final note in measure 66.