

Audition Excerpts for 2024 Entry



Instrument: Viola

Group: GCYS

VIOLA $\text{♩} = 110$

101 *Animato* *unis.*
f *mf*

108 *f* *Poco meno*

116 *ff a tempo* *Poco meno* *f*

124 *ff a tempo* *Meno mosso*

131 *molto rit.* *a tempo* *f*

A musical score for Viola, consisting of five staves of music. The first staff is marked '101 Animato' and 'unis.' with a tempo of quarter note = 110. It starts with a forte (f) dynamic and moves to mezzo-forte (mf). The second staff is marked '108' and 'Poco meno', starting with f. The third staff is marked '116' and 'Poco meno', starting with ff a tempo and ending with f. The fourth staff is marked '124' and 'Meno mosso', starting with ff a tempo. The fifth staff is marked '131' and 'molto rit.' followed by 'a tempo', starting with f. The music includes various rhythmic patterns, including triplets and slurs.

Allegro. Sibelius: Finlandia

Basso.

2 3 4

F

ff

ten.

f

f

f

G

f

cresc.

mf cresc.

ff

poco dim.

mf

cresc.

f

Detailed description: This is a page of a musical score for the Bass part of Sibelius' Finlandia. The score is written in 2/4 time and consists of seven staves. The first staff begins with a treble clef and a key signature of two flats (B-flat and E-flat). It features a melodic line with triplet markings (2, 3, 4) and a dynamic marking of *ff*. A first ending bracket labeled 'F' spans the first two measures. The second staff continues the melody with a *f* dynamic. The third staff shows a rhythmic accompaniment with a *f* dynamic. The fourth staff has a *f* dynamic and a *cresc.* marking. The fifth staff features a melodic line with a *mf cresc.* marking, followed by a *ff* dynamic and a *poco dim.* marking. The sixth staff continues with a *mf* dynamic and a *cresc.* marking. The seventh staff concludes with a *f* dynamic and a double bar line.

SYMPHONY No. 1

Adagio ma non troppo lento $\text{♩} = 54$

Poco a poco stringendo

JEAN SIBELIUS, Op. 39

energico
ff cresc. ff
ff cresc. ff
ff
p subito
p cresc.
mf fz
mf fz
fz fz fz
f f fz f fz f