



## Music Department

### Audition Entrance Requirements for

### Violin

#### Repertoire/Pieces:

- Two contrasting pieces, showing your stylistic interests and technical ability on your instrument.
- If you are experienced improvising, please demonstrate this in one of your pieces.
  - We do not specify a level for the pieces, though we typically expect a minimum grade 6 or 7 Royal Conservatory technical level.
  - Candidates must bring their music to the audition.

#### Scales:

The following scales, two octaves, ascending and descending:

- C, D, Eb, F major scales and arpeggios
- C, D, E, F harmonic and melodic minor scales and arpeggios

The following scales, three octaves, ascending and descending:

- G, A, Bb major scales and arpeggios
- G, A, B harmonic and melodic minor scales and arpeggios
  - All scales are to be performed legato with two or four notes per bow.

#### Ear-Training:

- The audition includes an ear-training test. For this test you will be asked to do the following:
  - Sing back a pitch played on the piano
  - Identify and/or sign specified intervals
  - Identify the quality and/or inversion of major and minor chords

#### Sight-Reading:

- Candidates will be given a sight-reading test to demonstrate their reading ability of music, chosen by the auditioning faculty member.

#### Theory Test:

- Candidates will be given an entrance theory test to write, equivalent to the Royal Conservatory Grade Two rudiments. Those who have passed their Royal Conservatory Grade Two can be exempt from writing the theory test upon showing their Certificate at the audition.
  - A sample theory test can be found on our Applicant Audition Guide webpage

#### Q&A session with faculty

- Prospective students are encouraged to attend an informal individual Q&A session with our faculty as part of this audition. This is your opportunity to learn about our program, our internship opportunities, how our program can help you achieve your future career goals, and learn more about our articulation agreements