

BOWIE TROMBONE CHOIR TROMBONE OLYMPICS 2005

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COMPETITION EVENTS

- I. Soft & Legato
- II. Lip Slurs
- III. Articulation
- IV. Loud & Marcato
- V. Scales
- VI. High (2 rounds)
- VII. Low (2 rounds)
- VIII. Trombone Toss

GENERAL RULES

- (1) We all want to pitch the trombone, but *competitors will only be allowed to compete in the trombone toss if they compete in at least 5 out of the 7 other events.* Don't hide in the corner until the end – the playing is the fun part!
- (2) The winners of each event will receive points, and it is to your advantage to play.
 - 1st place: 6 points
 - 2nd place: 4 points
 - 3rd place: 3 points
 - Participating/Competing: 2 points
- (3) The judge in all events will be yours truly, and possibly another guest artist...
- (4) All Bowie Trombonists are eligible for competition.

**See the attached materials,
Practice the attached materials.**

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IV. Loud and Marcato

Qualifications: Loud & marcato. Cleanliness and *musicality* will also figure into the ratings. (Continue straight form the first line to the second. All bass clef). Figure out what *Etwas drängend* and *Triolen nicht schleppend* each mean, and play that way.

Etwas drängend

ff Triolen nicht schleppend

Wild

f *cresc.* *ff*

V. High (jump; 2 rounds).

Qualifications: Play high, hold it for *at least 5 seconds*. Watch the clock – 5 seconds is a long time. Squeaking does count, as long as it’s not vaporous. As with a ‘high jump’ competition, you need to claim your intended pitch, then play it. If you miss, you’re finished for the round.

VI. Low (jump; 2 rounds)

Qualifications: Play low, hold it for *at least 3 seconds*. (as above with High Jump)

VII. Scales (2 rounds)

Qualifications: Select a card from a deck, and then the judge will tell you what scale to play. You get one chance to play it *clean*. Play outside the key (or just miss a note) and you’re out.

First round: all major scales

2nd round (elimination): add natural minor scales

VIII. Trombone Toss (2 rounds)

Qualifications: *Only open to competitors who have participated in at least 5 events.*

Chuck a trombone as far as you can. Longest toss wins.

THE PRIZES

Local fame, glory, and reknown.

You get to keep the Trombone from the toss.

Food!