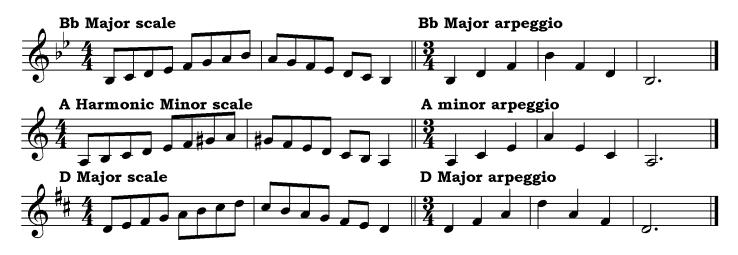


Grade 2: Treble Clef Trombone

Total Marks: 150 Pass with Distinction: 130 Pass: 100 Pass with Merit: 120

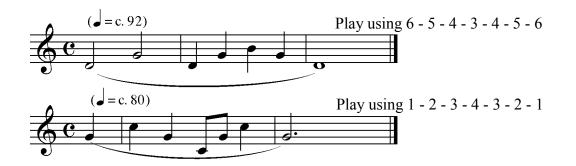
Scales and Arpeggios: (20 Marks)



Scales and arpeggios are to be prepared tongued and must be played from memory.

Flexibility Exercises: (15 Marks)

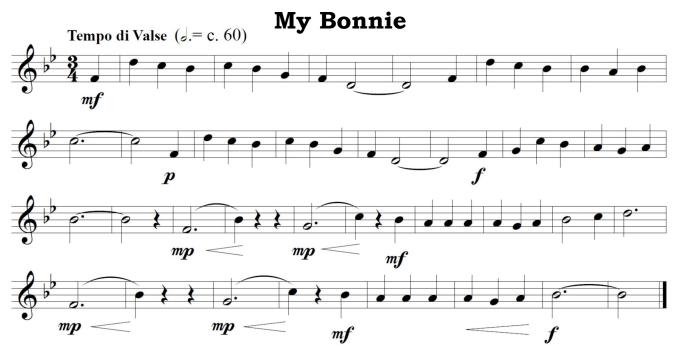
Play each of these exercises using the slide positions shown.



Aim for a good sound and the smoothest slurs you can manage using good air support from your diaphragm.

www.NMPAT.co.uk/brass

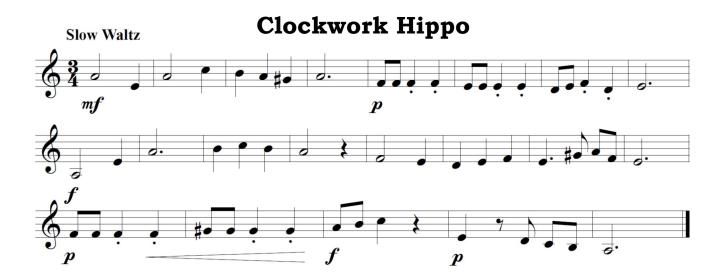
Pieces: choose 3 pieces to play, at least one from each page. (25 marks)















Questions: (10 Marks)

You will be asked questions about the pieces you choose to play:

 note lengths note names rests dynamics Italian terms key signatures time signatures ties slurs Staccato Tenuto accents etc 			Allegro Vivace Allegretto Tempo di Valse Tempo di Marcia (↓=120)		quick lively quite fast at the speed of a Waltz at the speed of a March metronome mark meaning 120 crotchets per minute			
		dotted minim		4 beats 3 beats 2 beats		crotchet quaver semiquaver	1 beat ½ beat ¼ beat	
p mp pp	piano soft mezzo piano pianissimo	moderately very soft	soft	f mf ff	forte mezzo fortiss	-	loud moderately very loud	loud
	Crescendo (cresc.) Diminuendo (dim.)		getting louder (crescendo) getting quieter (diminuendo)					

Aural Tests: (15 Marks)

- 1. Clap the rhythm of a short tune after two hearings.
- 2. Listen to it a third time and then say whether is has 2 or 3 beats in a bar. Beat time when it is played again.
- 3. Sing or hum a short tune after two hearing s, or buzz it on your mouthpiece.
- 4. Play a note specified by the examiner and then any major interval above it. Eg; the examiner may ask for C and a major sixth higher. You would play C and A. (Only notes from the scale known will be used.)
- 5. Find on your instrument 3 notes played by the examiner on the piano or their instrument.

Sight Reading: (15 Marks)

You will be asked to play a piece at sight. You will have a chance to have a look at the piece and try it before you perform.

