

Jazz Auditions 2021

**Rhythm Section players – be sure to read and follow these instructions.
It is your first step towards a successful audition.**

Piano

Extract 1 - perform this as written at your audition.

Extract 2 – look at the pdf of the famous tune Work Song. Listen to some available recordings off You tube or Spotify to assimilate style and some jazz language.

In the audition you will be required to perform the following along with the backing track provided.

- Play the melody for 1 chorus
- Comp through the chords in a stylistically appropriate manner for 1 chorus.
- Play an improvised solo over 1 chorus. Suggested scales are on the 2nd page of the pdf.

The backing track is waiting for you on the end of this link.

https://churchlandswaedu-my.sharepoint.com/:u:/g/personal/glenn_robinson_churchlands_wa_edu_au/EXu3WvasIHREt5gIRccRVMcBQbhDKCnbfGzRCs5UvIPIYw?e=Pxamnb

EXTRACT 1 PIANO

EASY SWING (♩ = 132) ♩ = ♩³ ♩

SOLO F6

74

4 2 3 4

F7

5 6 7 8

Bb9 F6 Eb9 D9

Piano

9 10 11 12

G9 C7 F F7 Bb Bb F C+7

13 14 15 16

F6 Bb9 Bb F6 F9

17 18 19 20

Bb9 Bb F6 D9

Work Song (Part 1 - melody)

Nat Adderley

Background for solos is included on 2nd and 3rd parts.
Disregard breaks and figures during solos.

(after solos)
D.C. al Coda

Work Song has a 16 bar form and a call and response melody.
It was originally played with a medium swing feel.

Supplemental Material - Work Song

Sample Piano Voicings

Basic 3-note voicings

Rootless voicings

F_{MI}^7
 C^7
 B^b7
 F_{MI}^7
 C^7
 B^b7

b7
b3
1
3
b7
1
3
b7
1
5
b3
b7
9
b7
3
9
b7
3

Useful Scales

F Blues Scale

F Dorian

(F_{MI}^7)

1 b3 4 b5 5 b7 1
1 2 b3 4 5 6 b7 1

C Mixolydian

(C^7)

B^b Mixolydian

(B^b7)

1 2 3 4 5 6 b7 1
1 2 3 4 5 6 b7 1

Sample Bass Line

(Solos) F_{MI}^7

1 5 b3 2 1 b7 5 b7 1 5 b3 5 1 b3 2 b7 1 b7 5 b7 1 b3 4 #4

C^7

F_{MI}^7

B^b7

1 5 b7 1 3 5 b7 5 1 5 b7 7 1 2 b3 5 1 3 b7 6

B^b7

F_{MI}^7

B^b7

C^7

F_{MI}^7

5 3 1 b7 1 b7 6 5 1 3 b7 1 1 3 5 1 1 2 b3 5

Guitar Voicings

F_{MI}^7

C^7

B^b7

6 fr.

8 fr.

6 fr.

R

R

R