

UMEA Adjudicator Application Solo/Ensemble – PIANO/HARP

Name _____ Email _____ Home Phone _____
Address _____ City/State/Zip _____
Present Position _____ Location _____ Work Phone _____

APPLICATION REQUIREMENTS:

- 1) Have you read the UHSAA Music Rules and Regulations?
Y N
- 2) Have you read the UMEA Instructions for Adjudicators?
Y N
- 3) Have you taken the UMEA Adjudicator Exam?
Y N
- 4) Do you have at least 2 years piano or harp teaching experience (at least 1 year in UT)
Y N
- 5) Are you a current member of MENC (or other professional music association)?
Y N Name of assoc. other than MENC _____
- 6) Have you completed a one hour internship at a Region Solo/Ensemble Festival with a certified adjudicator? (**first time applicants only**)
N/A Y N Name of mentor adjudicator _____
- 7) Complete at least **TWO** of the following:
Do you have a Music Degree? Y N
Do you have College level Piano or Harp teaching experience? Y N
Have you taught at least five piano or harp students who have received a superior rating at a Region Solo/Ens. Festival **or equivalent**? Y N
List equivalent (if needed) _____
Have you requested letters of recommendation from **two** certified adjudicators who have 1) heard your piano or harp students and 2) recommend you as a piano or harp solo/ensemble adjudicator? Y N
(letters should be sent directly to the UMEA Adjudication Committee)

I agree to abide by the UHSAA Music Rules and Regulations and the UMEA Instructions for Adjudicators.

Applicant's Signature _____ Date _____

Please submit the following materials to:

UMEA Adjudication Committee, 274 E. Gold River Cr, Orem, UT 84057

Completed UMEA Adjudication Application

Completed UMEA Adjudication Exam

Check to UMEA for \$5 (one check covers all applications submitted together)

Applications will be reviewed by the UMEA Adjudication Committee. All applicants will be notified via email of the committee's decision. Certifications are valid for four years. The current list of certified adjudicators is available at uhsaa.org.