University of Florida

School of Music MUN 1460, 3463 and 6010 Flute Ensemble Spring 2016

Dr. Mary Birkner

Adjunct Lecturer email: mbirkner@arts.ufl.edu Cell phone: (352) 672-0796 Office hours: By appointment

Purpose:

To rehearse and perform flute choir repertoire to the best of our abilities.

Materials

Students will need a flute, a stand (for home practice and rehearsal), a metronome, and a tuner. Music will be provided by the professor.

Description:

The flute ensemble meets once per week (Wednesdays 12:50-1:40) during the semester for 50 minutes to rehearse. Attendance at these rehearsals and all performances is **mandatory**. Extra rehearsals may be called, or regular rehearsals lengthened, to prepare for performances.

Missed class policy:

If a student must miss a rehearsal, he or she must contact the professor at least 24 hours in advance if at all possible. Excused absences include absences due to illness or family emergency, or required exam for another course (if scheduled *during* our rehearsal). Because we only rehearse once a week, regular attendance is expected and MANDATORY.

Requirements:

Preparedness for and attendance of each rehearsal (regular practice outside of rehearsal is required)

Performances: Flute Ensemble Recital, April 12th, 7:30pm, MUB 101.

Grading:

Students semester grades will be based entirely on preparation and attendance. If students are regularly unprepared, graded pop quizzes on music may be administered during rehearsal. For each unexcused absence, your final grade will be lowered (A becomes A-, A- becomes B+, etc...) Regular tardiness will also negatively impact your grade – 3 tardies will equal one unexcused absence. If you are ever in question about your current grade, please consult the professor.

* Students requesting classroom accommodation must first register with the Dean of Students Office. The Dean of Students Office will provide documentation to the student who must then provide this documentation to the Instructor when requesting accommodation.