Hi all,

Your child has been given the instrument: Cello.

You have two options: you can either rent through the school or rent through a music shop. I have attached a list of possible music stores to rent from. Orchestra instruments come in different sizes so they can either get sized here at school when I see them or at a rental shop. Make sure you get the right size for your child. SCHOOL INSTRUMENT ONLINE FORMS WILL BE SENT OUT WITHIN THE FIRST TWO WEEKS OF SCHOOL. THERE IS NOTHING TO DO OR ANYTHING TO FILL OUT AT THIS TIME ABOUT RENTING A SCHOOL INSTRUMENT. THERE IS NO CURRENT "LIST" TO BE PUT ON AT THE MOMENT.

It is better to rent because the "cheap" instruments you see available to buy online are cheap for a reason. The quality is poor and usually are very difficult to play on for the kids since the quality is so bad. Ignore that pink cello and stay away from Amazon instruments please!

If you decide to rent through the school district, you will receive an email from me to sign up for an instrument rental. The fee for the year is only \$60 but you must apply, and the district decides who gets them. It is first come, first served. Just keep in mind that we have a limited number of instruments and we might not have the size your child needs. It is not guaranteed that everyone will receive a school instrument, so please plan accordingly. I have to size everyone first, so I will be distributing school instruments within the first two weeks of school. There will be a form sent out by the district. As soon as they send it to me, I will make it available to parents during the first two weeks of school.

The kids will need the following two books:

https://www.amazon.com/Essential-Elements-Strings-Book-Cello/dp/0634038192

https://www.amazon.com/Concert-Tunes-Beginning-Strings-Cello/dp/B005S7Z4YW

Cellos will also need rock stops for when we perform to prevent slipping and rosin.

Rock stop link

AND

Rosin link

I'm so excited to teach your child and to have them in my class! Have a great summer \bigcirc