# co logo jpeg

# The Orchestra of Scottish Opera

Music Director – Stuart Stratford

Leader – Anthony Moffat

# Section Principal 2nd Violin

# Salary – £732.43 per week plus benefits

Scottish Opera takes world-class opera to all corners of Scotland, ensuring that as many people as possible can enjoy this wonderful art form. The company is Glasgow based and the Orchestra performs main stage and medium-scale operas, participates in education and outreach work and performs concerts and recordings throughout Scotland and beyond.

We invite applications for the position of Section Principal 2nd Violin. Players have a contractual guarantee of a minimum of 29 weeks of work per year, and are given 5 months’ notice of the dates for the following season.

Auditions for this position will take place in Glasgow on the following dates:

1st Round

Applications and Audio Visual Digital Submissions must be received by 5pm on Tuesday 4th October 2022.

2nd and 3rd Rounds

Monday 31st October (2nd round in the AM and 3rd round in the PM)

Tuesday 1st November (2nd round in the AM and 3rd round in the PM)

Applicants should apply via Musical Chairs [www.musicalchairs.info](http://www.musicalchairs.info). To be considered for an audition, your application must include all of the documents specified on the Musical Chairs Website. If you have any queries regarding your application, please contact our Orchestra Manager, Heather North at [heather.north@scottishopera.org.uk](mailto:heather.north@scottishopera.org.uk)

Scottish Opera has a strong commitment to promoting equality, and in particular to encourage applications from people who are under-represented in the performing arts. To eliminate any unconscious bias, we have introduced an anonymised application process and screened auditions for 1st and 2nd Rounds. We welcome candidates from all countries.

**Scottish Opera strives to be an equal opportunities employer and is subsidised by the Scottish Government. Registered Number SCO37531. Scottish Charity Number SCO19787**