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Hot Town in the Old Tune Tonight

Fantasy for solo xylophone and percussion ensemble

by Dan Moore

Advanced - 4:25 / 9 - 13 Players

Instrumentation

**Bells, Xylophone (4 octave), Vibes,
(2) Marimbas (one 4 1/3 octave, one 5 octave)**

Multi-Perc: Anvil, Ship Bell, Large Brake Drum, (2) Triangles, (4) Cowbells, Marimba
(share with Marimba 2), Siren Whistle, Duck Call, Ratchet, Kazoo

Percussion 1: Snare Drum, Small & Large Wood Blocks

Percussion 2: Small Concert Bass Drum, (4) Concert Toms

Percussion 3: Small Crash Cymbals, Suspended Cymbal, Large Triangle, Bulb Horn or
Car Horn, Police Whistle

Program Note

Hot Town in the Old Tune Tonight is a rollicking fantasy variation based on the melodic theme of *There'll be a Hot Time in the Old Town To-night* composed by Theodore A. Metz (1848-1936).

In an interview for Time Magazine on August 5th, 1935, less than a year before his death, Metz retold the story of the composition's genesis. "I was with McIntyre and Heath's Minstrels as the bandmaster in 1886, and we were trouping through Louisiana... On the train, we passed a village called Old Town and there was a cabin burning. Mac turned to me and said: 'There'll be a hot time in Old Town tonight.' It had the ring a good title ought to have and I jotted it down on the top of an envelope upon which I was scribbling the notes of a new march I was composing for our parade in New Orleans. The march became the song."

There'll be a Hot Time in the Old Town To-night remains one of the most enduring American Folk Songs, becoming popular after it was used as a theme for Teddy Roosevelt's Rough Riders in the late 1890s. Since then it has been used as a Fight Song for many colleges and universities, and can be heard in films from *Citizen Kane* to *Batman*. It was used to great comedic effect when performed by the Hooterville Volunteer Fire Department Band in episodes of vintage television shows *Green Acres* and *Petticoat Junction* (which is probably where I first became aware of it).

The original melody is woven into the fabric of *Hot Town in the Old Tune Tonight* in many different ways - turned upside down, inside out, and backwards - giving it a slightly not-quite-right-ness that might also explain the title.

Performance Notes

Hot Town in the Old Tune Tonight is an entertaining work for a solo xylophonist and percussion ensemble. It is written with a slightly tongue-in-cheek irony that makes it a challenge to play. In order to be effective, it must be performed with as much integrity, precision, and accuracy as possible. In other words - serious/fun.

The composition can be performed on one 5.0 and one 4.3 octave marimba. The multi-percussion marimba part can be played on the same instrument as Marimba 2.

Additional kazoo performers can be added at Letter I playing the melody found on the multi-percussion part.

If you don't have all of the sound effect instruments, substitutions are possible within the same sound family *i.e.*, metal sounds should be replaced by similar metal sounds, and calls, horns, and whistles should be similar to those marked in the score. **Be creative!**

Hot Town in the Old Tune Tonight

Fantasy for solo xylophone and percussion ensemble

by Dan Moore
ASCAP

Quickly ♩ = 126

The score is written for a solo xylophone and a percussion ensemble. The tempo is marked 'Quickly' with a quarter note equal to 126 beats per minute. The key signature is one sharp (F#) and the time signature is 2/4. The score is divided into eight measures, with measure numbers 2 through 6 indicated above the xylophone staff. The xylophone part features a melodic line of eighth notes. The percussion ensemble includes Bells, Vibes, Marimba 1, Marimba 2, Multi Percussion, Percussion 1, Percussion 2, and Percussion 3. The percussion parts are primarily rhythmic accompaniment, with some melodic elements in the Multi Percussion and Percussion 2 parts. Dynamics range from *mf* to *f*.

Hot Town in the Old Tune Tonight

pg. 2

Solo Xylophone

Bells

Vibes

Marimba 1

Marimba 2

Multi Percussion

Percussion 1

Percussion 2

Percussion 3

7 8 9 10 11 12

large brake drum

small WB

Detailed description: This is a page of a musical score for percussion instruments. The score is written for eight parts: Solo Xylophone, Bells, Vibes, Marimba 1, Marimba 2, Multi Percussion, Percussion 1, Percussion 2, and Percussion 3. The Solo Xylophone part has a melodic line with notes numbered 7 through 12. The Bells, Vibes, and Marimba 1 parts have sustained chords. The Marimba 2 part has a melodic line in both treble and bass clefs. The Multi Percussion part has a melodic line with a 'large brake drum' annotation. The Percussion 1 part has a rhythmic pattern with 'x' marks and a 'small WB' annotation. The Percussion 2 and Percussion 3 parts have rhythmic patterns with 'v' marks. The score is in 2/4 time and has a key signature of one sharp (F#).

Hot Town in the Old Tune Tonight

pg. 3

Solo Xylophone

Bells

Vibes

Marimba 1

Marimba 2

Multi Percussion

Percussion 1

Percussion 2

Percussion 3

13 14 15 16 17 18

ship bell

anvil

large WB

like horse hooves

sizzle plates together

mf

p

pp

Hot Town in the Old Tune Tonight

pg. 17

Solo Xylophone

95 96 (2nd X only) 97 98

mp

Bells

Vibes

Marimba 1

Marimba 2

Multi Percussion

mp

Percussion 1

Percussion 2

Percussion 3

Detailed description: This page of a musical score for 'Hot Town in the Old Tune Tonight' (page 17) features eight staves. The Solo Xylophone staff (top) has a melodic line starting at measure 96, marked '(2nd X only)' and 'mp', with notes 95-98. The Bells staff has a rhythmic pattern. The Vibes staff has a melodic line. Marimba 1 and Marimba 2 have chordal accompaniment. Multi Percussion has a rhythmic pattern. Percussion 1, 2, and 3 have various rhythmic patterns. The key signature is one sharp (F#) and the time signature is 4/4.

Hot Town in the Old Tune Tonight

pg. 18

This musical score is for page 18 of the piece "Hot Town in the Old Tune Tonight". It features eight staves of percussion instruments. The Solo Xylophone part begins at measure 99 with a melodic line, marked *mp*. The Bells, Vibes, and Marimba 2 parts follow a similar melodic pattern. Marimba 1 and Multi Percussion are primarily accompanimental. Percussion 1, 2, and 3 provide rhythmic support. A key signature change to G major is indicated by a box labeled "G" above the Solo Xylophone staff at measure 101. The score is divided into three measures by vertical bar lines, with measure numbers 99, 100, and 101 marked at the beginning of each measure.

Hot Town in the Old Tune Tonight

pg. 19

This musical score page, numbered 19, is for the piece "Hot Town in the Old Tune Tonight". It features a variety of percussion instruments. The Solo Xylophone part begins at measure 102 with a melodic line, marked *p* (piano) at measure 103. The Bells part provides a rhythmic accompaniment with eighth-note patterns. Vibes play a melodic line with some rests. Marimba 1 plays a steady eighth-note accompaniment, also marked *p*. Marimba 2 is shown with a grand staff, with the bass line providing a rhythmic accompaniment. Multi Percussion plays a melodic line with eighth notes, marked *p*. Percussion 1, 2, and 3 have their own rhythmic parts, with Percussion 1 and 2 playing eighth-note patterns and Percussion 3 playing a more sparse, accented pattern.

102 103 104 105

Solo Xylophone

Bells

Vibes

Marimba 1

Marimba 2

Multi Percussion

Percussion 1

Percussion 2

Percussion 3

p

p