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# Bombastix

by **Chris Crockarell**  
**Easy - 3:05 / 9-21 Players**

## Instrumentation

**Metals (ex: anvil, brake drum), Woods (ex: wood blocks, temple blocks),  
Snare Drum(s), High Tom(s), Low Tom(s), Hand Drum(s),  
Suspended Cymbal, China Cymbal, Ride Cymbal, (2) Timpani,  
Concert Bass Drum, Mark Tree, Vibraslap**

### *Performance Notes:*

*Set-Up:* Place your metals and woods next to one another.

Group your snares, toms and hand drums together. The timpani, bass drum and cymbals may be set-up behind the others.

*Instrument division:* **Bombastix** was written with the intention of having the option to use many players. From the nine parts scored, add in the following order... evenly add one player to the snare, toms and hand drum parts, from there add one player to the metals and woods parts. Then repeat the process bringing each part mentioned up to three players each.

Only one player is needed for the cymbals, timpani and bass drum parts.

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♩ = 154-160 *Lively*

The musical score is arranged in a multi-staff format for various percussion instruments. The time signature is 4/4. The score is divided into four measures. Measure 1 contains the initial rhythmic patterns for Metals, Snares, High Toms, Low Toms, Hand Drums, and Timpani. Measure 2 features a wood block pattern in the Woods part and a cymbal roll in the Cymbals part. Measure 3 shows a continuation of the wood block pattern. Measure 4 features a final wood block pattern in the Woods part and a cymbal roll in the Cymbals part. Dynamic markings include *ff* (fortissimo) and *mf* (mezzo-forte). The Cymbals part starts with a *p* (piano) dynamic and transitions to *ff* in measure 2. The Bass Drum part also starts with *p* and transitions to *ff* in measure 2. The Metals part starts with *ff* and transitions to *mf* in measure 4. The Woods part starts with *mf* in measure 2. The Snares, High Toms, Low Toms, and Hand Drums parts maintain a *ff* dynamic throughout. The Timpani part maintains a *ff* dynamic throughout.

# Bombastix

pg 2

Musical score for **Bombastix**, page 2. The score is arranged in a grand staff format with nine staves, each representing a different percussion instrument. The measures are numbered 5, 6, 7, and 8 at the top of the first staff.

- Metals:** Features a rhythmic pattern of eighth notes with 'x' marks above them, indicating cymbal crashes. The pattern is consistent across all measures.
- Woods:** Features a rhythmic pattern of eighth notes with stems pointing upwards, indicating woodblock hits. The pattern is consistent across all measures.
- Snares:** Shows a single eighth note in each measure, indicating a snare hit.
- High Toms:** Shows a single eighth note in each measure, indicating a high tom hit.
- Low Toms:** Shows a single eighth note in each measure, indicating a low tom hit.
- Hand Drums:** Features a rhythmic pattern of eighth notes with stems pointing downwards, indicating hand drum hits. The pattern is consistent across all measures. A dynamic marking of *mf* is present in measure 6.
- Cymbals:** Shows a single eighth note in each measure, indicating a cymbal hit.
- Timpani:** Shows a single eighth note in each measure, indicating a timpani hit.
- Bass Drum:** Shows a single eighth note in each measure, indicating a bass drum hit.

# Bombastix

pg 10

37 38 39 40

*Metals*

*Woods*

*Snares*

*High Toms*

R L L R L R L RLR L RLR L RLR L RLR L RLR L RLR L

*Low Toms*

R L L R L R L

*Hand Drums*

R L L R L R L

*Cymbals*

*Timpani*

*Bass Drum*

*mf*

*mf*

# Bombastix

pg 20

F

77 78 79 80

**Metals**

**Woods**

**Snares**

*solo*

*ff*

**High Toms**

*ff*

**Low Toms**

*solo*

*ff*

**Hand Drums**

*ff*

**Cymbals**

*ff* *p*

**Timpani**

*ff*

**Bass Drum**

*ff*

# Bombastix

pg 28

**H**

109 110 111 112

*Metals*

*Woods*

*Snares*

*High Toms*

*Low Toms*

*Hand Drums*

*Cymbals*

*Timpani*

*Bass Drum*

*p* *f* *mf* *f*