

# **BLAST-OFF**

## **FROM ROW-LOFF**

A PERCUSSION SERIES FOR GRADES 1 & 2

# **Drum It Down**

by **Chris Crockarell**

**A Collection of 3 Grade II Percussion Ensembles / 4 Parts**

### **DrumZuhBit**

Snare Drum, High-Pitched Tom, (4) Timpani, Crash Cymbals, (2) Jam or Temple Blocks,  
Suspended Cymbal, Mounted Tambourine

### **Snare Necessities**

(4) Snare Drums, Mounted Cowbell, Mounted Tambourine, Large Tom

### **Timp or Mental**

(4) Timpani, Mounted Cowbell, Mounted Tambourine, Suspended Cymbal, Ride Cymbal

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Letter **A** is played three times through, each time adding a new instrument. The timpanist keeps the left hand on the low G, playing a constant quarter note pulse throughout this four bar section. Work on playing consistent 16ths at bar 20 between the rims of players 1 & 2. Use hard rubber or yarn mallets for the jam blocks and tambourine. Notice the dynamic contrast at letter **C**. Strive for an even balance between snare and tom when they play together.

<b>Snare Necessities / 2:18</b> .....	<b>7</b>
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Work on having an even volume balance between all four snare drums. The non-snare instruments should be mounted, just forward and to the right of each player. When playing unison eighth or sixteenth notes, listen and play together (ex: bar 21). From bars 33-44 make sure the soloists can be heard and there is an even balance of the lower volume instruments. From bar 61 to the end, have fun with the piece, visually. Take the visual suggestions given or make up your own.

<b>Timp or Mental / 1:35</b> .....	<b>15</b>
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Each player has one timpani and a mounted instrument set to the player's right. The piece is written as for one timpanist, so great care should be taken to have even balance and rhythm throughout. Pay close attention to the road map on this one. If it helps, highlight the D.S. and Coda markings on the parts. The ride cymbal/timpani player will need a stick in the right hand and timpani mallet in the left, in most sections. In bars 21 & 22 listen very carefully to make a constant eighth-note feel between all four drums. At the Coda, there should be a sudden dynamic contrast with intensity building over four bars.

# DrumZuhBit

by Chris Crockarell

♩ = 116-120

Snare

Tom or Snare w/ snares off

Timpani

Percussion

*f*

*f*

*f*

crash cymbals

*f*

Snare

Tom or Snare w/ snares off

Timpani

Percussion

*p*

*ff*

*p*

*ff*

crash choke

*f*

*ff*

# Snare Necessities

by Chris Crockarell

♩ = 120

The musical score is divided into two systems. The first system covers measures 1 through 4, and the second system covers measures 5 through 8. Each staff is labeled with its instrument and includes specific notation for the instrument's sound and dynamics.

- Snare 1 Cowbell:** Measures 2-4 feature snare notes with a forte (*f*) dynamic.
- Snare 2 Tambourine:** Measures 2-4 feature snare notes with a forte (*f*) dynamic. Measure 3 includes accents on the bell of the ride cymbal.
- Snare 3 Ride Cymbal:** Measures 2-4 feature snare notes with a forte (*f*) dynamic. Measures 3-4 include accents on the bell of the ride cymbal.
- Snare 4 Large Tom:** Measures 2-4 feature tom notes with a forte (*f*) dynamic.

The second system covers measures 5 through 8:

- Snare 1 Cowbell:** Measures 5-8 feature cowbell notes.
- Snare 2 Tambourine:** Measures 5-8 feature tambourine notes.
- Snare 3 Ride Cymbal:** Measures 5-8 feature ride cymbal notes with accents.
- Snare 4 Large Tom:** Measures 5-8 feature tom notes.

# Timp or Mental

by Chris Crockarell

♩ = 120-124

mounted tambourine  
w/ timp mallet (right hand)

23" Timpani  
Tambourine

26" Timpani  
Cowbell

29" Timpani  
Sus. Cymbal

32" Timpani  
Ride Cymbal

*mf*

cowbell w/ timp mallet  
(right hand)

*mf*

sus. cymbal  
w/ timpani mallets

*p*

ride cymbal w/ stick  
play accents on bell  
(right hand)

*mf*

repeat is good on D.S.

on repeat, play  
eighth-notes  
on tambourine

23" Timpani  
Tambourine

26" Timpani  
Cowbell

29" Timpani  
Sus. Cymbal

32" Timpani  
Ride Cymbal

*mf/f*

*mf/f*

*mf/f*

*mf/f*