BLAST-OFF
FROM ROW-LOFF

A PERCUSSION SERIES FOR GRADES 1 & 2

Ad Lib Jibz

A collection of 3 Grade I-II percussion ensembles promoting improvisation.

Drumprovisation / by John R. Hearnes / 2:06

Dark Sky Jam / by John R. Hearnes / 2:57

On Down the Line / by John R. Hearnes / 1:47

Instrumentation

Any combination of Bells, Xylo, Marimba or Vibes,
(5) Snare Drums (for On Down the Line), Cajon or Djembe,
Shaker, Cowbell, Tambourine, Guiro,
(2) Toms, Bass Drum, Suspended Cymbal

Table of Contents / Performance Notes

All ad lib parts should adhere to the following tips for improvisation:

1) Keep it simple. Don't play something that is beyond your reach that can cause the piece to fall apart.
2) Never sacrifice the time/tempo while improvising.
3) Practice improvising away from the group's rehearsal and find things you are comfortable with that can be used when the group practices or performs together.

Drumprovisation by John R. Hearnes / 2:06 ..... **3**

- The suspended cymbal part should be played with drum sticks. Crashes should be played by striking the edge of the cymbal with the shoulder of the stick. When the part calls for playing on the bell, the cymbal bell can be struck with the tip or shoulder of the stick (note the different sounds from each).
- The shake rolls on the tambourine should start and end with a tap from the opposite hand to give a clear beginning and ending to the roll.

Dark Sky Jam by John R. Hearnes / 2:57 ..... **8**

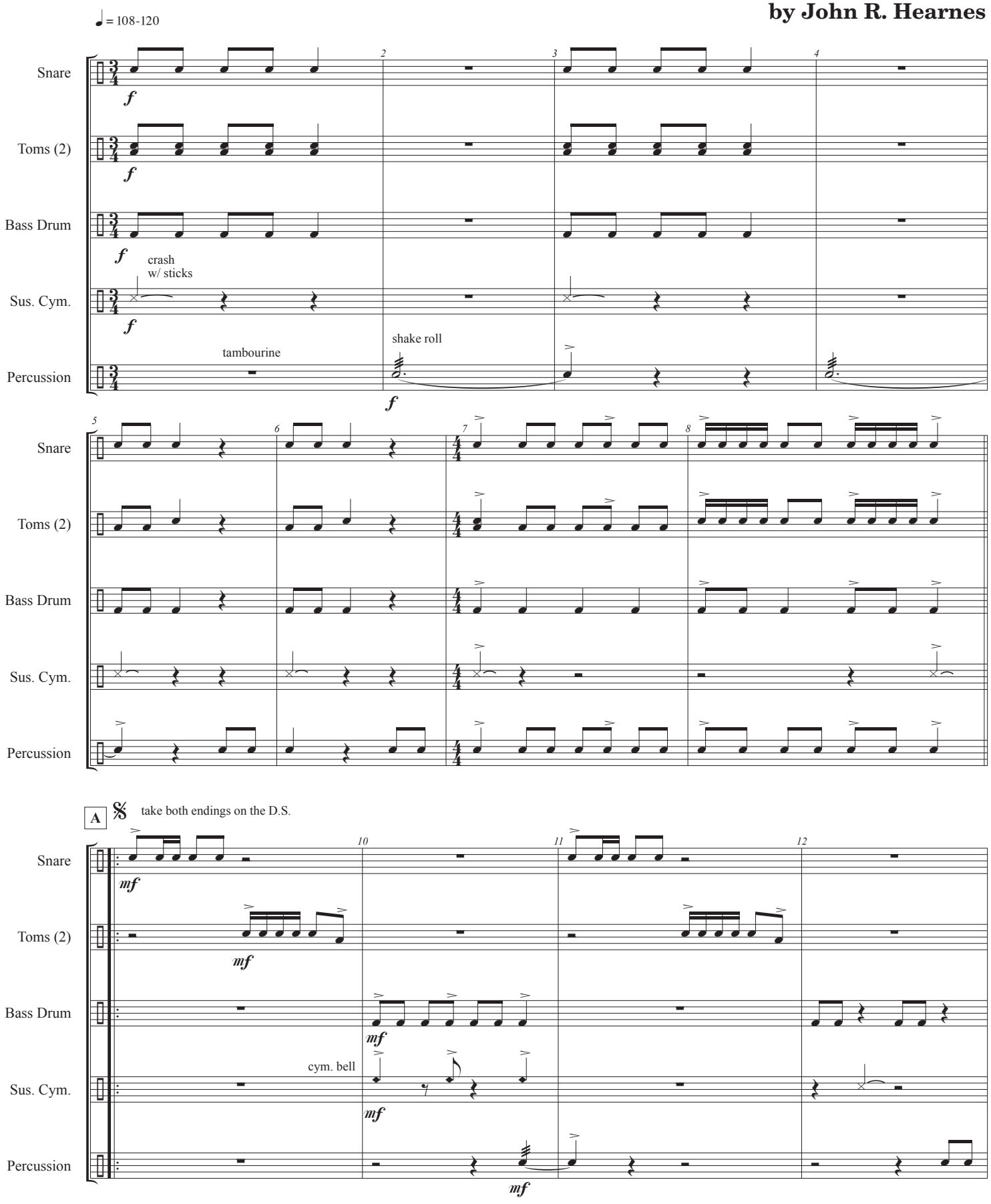
- Don't let the key signature scare you away from this piece. You just need all five of the black keys on a mallet keyboard in order to perform it. When it comes time to improvise, any bar on the black row of keys will work—you can't hit a wrong pitch! This is a safe piece to begin working on mallet improvisation.
- The cajon part has two sounds: a bass tone and a high tone. This part can be played on any kind of hand drum if a cajon is not available. Try bass and high tones on a djembe or hand drum, or use high and low congas or bongos.
- For the two mallet parts, Part 1 should play on the upper end of a mallet keyboard and Part 2 should play on the lower end. Bells should play Part 1. If there are three players on a marimba, divide the parts up depending on the needs of the ensemble. Have as many mallet players as possible.
- At letter "B," one player should ad lib a solo while other players (or some of the other players) play the written bass line. The bass line should stay dynamically underneath the soloist. When all soloists are finished, move on to letter "C."
- At letter "C," all players should improvise, but keep in mind the tips for successful improvisation. Listen to other players and keep the tempo steady. The director will decide when to go on to letter "D." Keep building to measure 35!
- Solos from the recording are on a provided part!

On Down the Line by John R. Hearnes / 1:47 ..... **13**

- To best hear the different parts in this all-snare piece, finding drums of different sizes and/or tunings is recommended.
- Improvisations on the snare drum can include sounds like the edge, rim, shell, and even stick clicks.

Drumprovisation

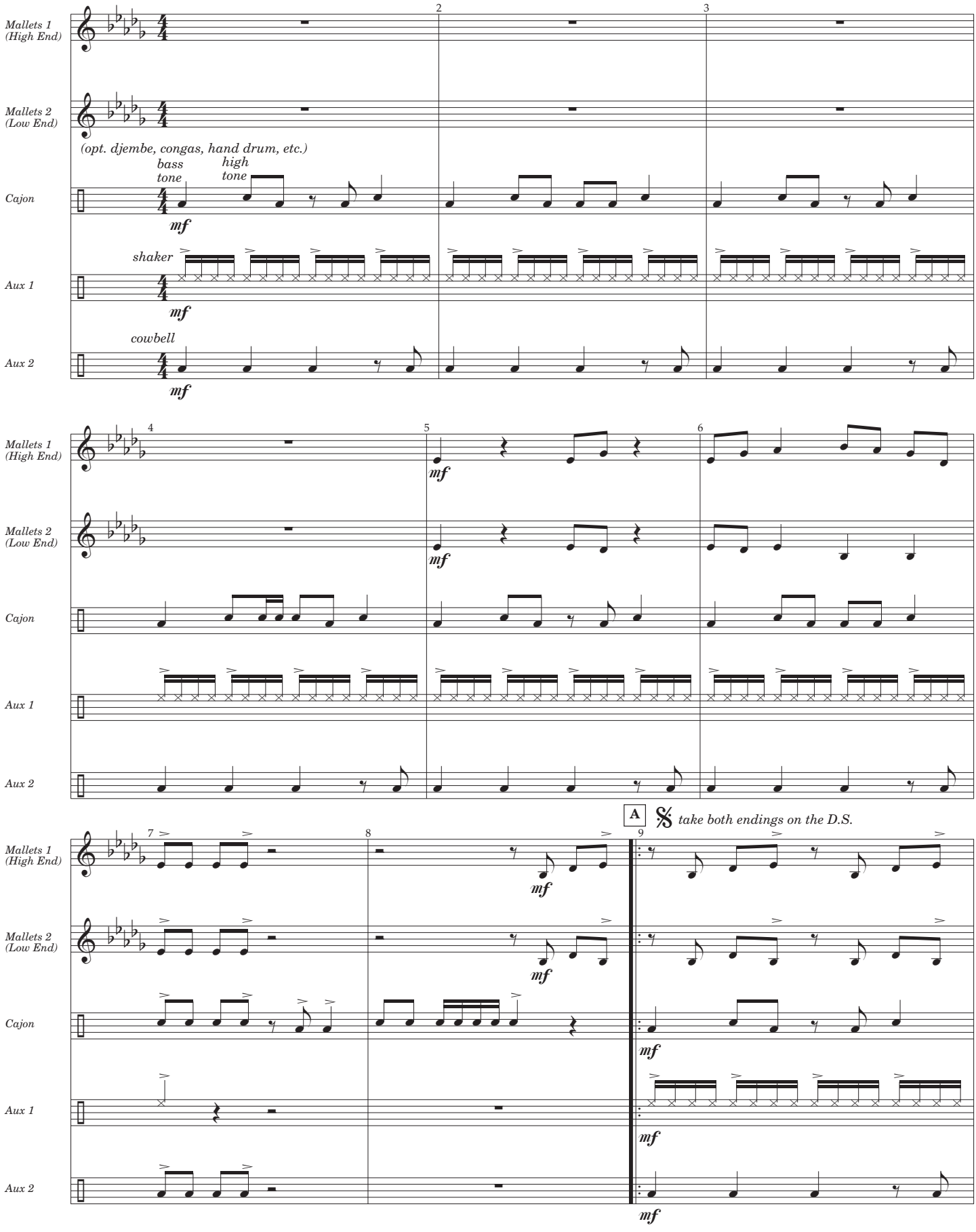
by John R. Hearnes



Dark Sky Jam

by John R. Hearnes

♩ = 104-112



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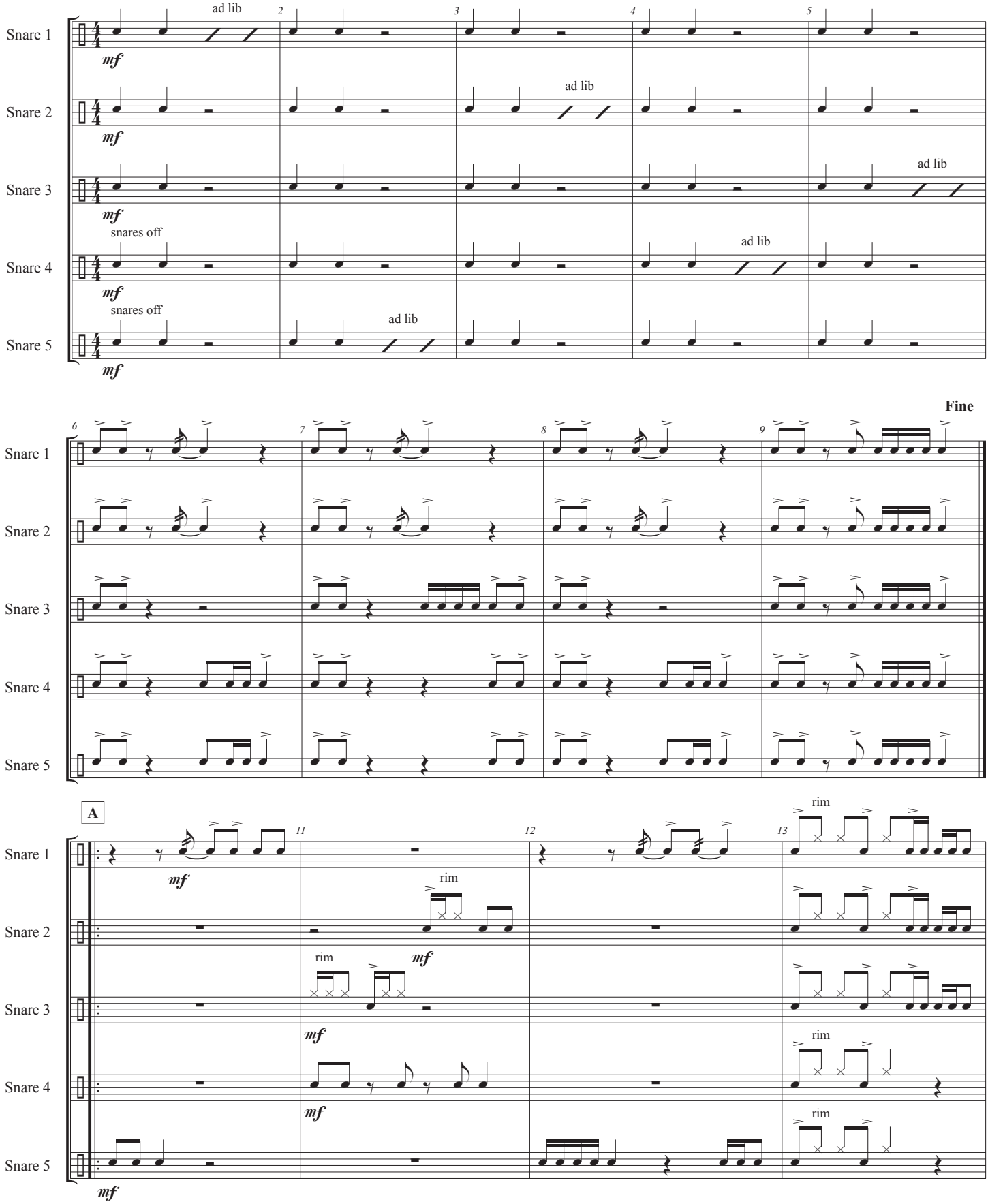
On Down the Line

by John R. Hearnes