BOOMSICLES!

A Collection of 8 Boomwhacker® Masterpieces For Six Percussionists

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Boomsicles General Notes

Welcome to *Boomsicles!* A fun collection of eight Boomwhacker® ensembles for Grades II-III performers. The ensembles found in this collection are wonderful aides for teaching not only rhythms, but interacting rhythms within other players. (Much like the skills needed for playing in a marching bass drum line, one part split between multiple musicians.) We hope you enjoy teaching and performing these pieces. We promise they'll be wonderful crowd pleasers.

You'll find on the music (both scores and student books) that the first dead bar contains the pitches (tubes) used by each individual player within the entire piece. Also, over the first actual bar of music, there is a LH & RH (left hand & right hand) prep guide for which tubes the players start with. In some cases a player may have octave notes. In this situation they will be notated as Hi E and Lo E.

Within the music, when a player has to make a change from a "C" tube to a "D" tube in the left hand, for example, there will be a graphic to denote that change: ↻LH C to D. Some players may have as many as five tubes to manage within a single piece while many only require two. While this is not true for every situation, this can be a quick helpful guide for discerning the difficulty level for each part.

There are two ensembles within this collection that require play-along tracks (*QWERTY* & *MonTooBo*). You'll need some type of PA/Speaker system that will allow the audience as well as the players to hear the audio. It is important to practice in the venue where you'll be performing to find a good balance for everyone. You may find it helpful to use a mic or two on stage to help with the tube projection/balance. (you can download the mp3s for *QWERTY* & *MonTooBo* from the *Boomsicles* page at www.rowloff.com.)

To perform all of the ensembles in this collection you'll need: (2 sets) C Diatonic, (2 sets) Chromatic, (1 set) Treble Extension, (2 sets) Octavators. **Purchase this entire set through Row-Loff and receive 10% off!**

Go to the *Boomsicles* page at www.rowloff.com to order your Boomwhackers® as well as view helpful performance video tips!

Boomsicles Performance Notes

Eine Kleine Boomwhackers® (Grade II - we apologize, Wolfgang) is a crowd-pleasing piece that shouldn't be too difficult to master. One of the more difficult sections to be rehearsed would be the sixteenth-note splits between players 1-4 in bars 9-10. At **B**, player 4 plays the triangle by laying down the E tube and picking up a triangle beater. It is best that the triangle be mounted on a stand with a clip or, for comedic effect, have a separate person come on stage with the triangle and beater for this section and either play the part or hand the beater to player 4 while holding the triangle. Have them dressed appropriately, perhaps butleresque. In fact, pull out all of your powered wigs for this one and have Mozart conduct!

All Mixed Up (Grade II) is based on the Mixolydian scale. The piece features an 80s pop music style that might have been played by bands like Devo or Talking Heads. It should be very quirky and robotic. Go all out and stage All Mixed Up like an MTV video, and perform with 80s costumes and robotic movements. Have fun with this one and don't forget your red flowerpot hats, haz mat suits and outrageous sunglasses!

QWERTY (Grade III) is a funky, techno-style piece that can be played with Boomwhackers® only or with an accompaniment track (go to the Boomsicles page under the Concert tab at www.rowloff.com to download the play-along track). If using the accompaniment track (which is highly recommended), the beginning starts with a two-measure count off from a shaker sound. During the piece, lock in to the drum set part providing the steady pulse. Players 5 and 6 provide the bass line and accompaniment throughout the piece. Those players should balance their dynamics with those of the other players providing the melody. Performers can augment the piece with any visual aspects that are desired: visuals, props, clothing, etc. Have fun with it!

Danza Italiano (Grade III) is a medley of two very popular Italian folksongs, the *Tarantella* and *Funiculì Funiculà.* They are almost always played at Italian celebrations such as weddings, birthdays, anniversaries, etc. They are very joyful songs and should be played as such. You could add to the celebration atmosphere by adding a tambourine playing ¼ notes throughout the arrangement if you like. You'll for sure need this one on the program if you'll be performing for The Godfather.

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Blue Bamboo (Grade II) is a groovy Blues tune that really gets rocking. It is based on the D-minor blues scale and features all players trading the melody around throughout the ensemble. I'm not sure there is such a thing as blue bamboo but if there was, I'm pretty certain this is what it would sound like. Be careful of the trading between parts. Everyone has to count carefully and WATCH THOSE REPEATS!

MonToobo (Grade III) was written with the Montuno groove in mind. (This could possibly be the first Boomwhacker® Montuno ever published?) *MonToobo* uses a play-along track, so you'll need a PA/speaker system for this one. To obtain a good audio balance between players, audience and track, it is advised to practice in your performance situation/venue as much as possible. While players 1 & 2 are managing five tubes, it is as equally important that your "groove" players (4, 5 & 6) are comfortable executing that Montuno-ish groove with each other and the track. The tune starts with two bars of percussion and then the players enter in bar 3. Follow all dynamics as closely as possible to maintain the melody/accompaniment balance. In bars 57-60, stress to the players to "lock-in" with the eighth-note build up in the track as this will have a tendency to rush. If possible, perform this tune without a conductor.

A Little Lood-vig (Grade III) is a medley of several popular Beethoven themes set to a simple rock groove. There are snippets from *Beethoven's 5th, Ode To Joy, Für Elise,* and in homage to the legendary Huntley-Brinkley Report, a brief quote from the *Scherzo from Beethoven's 9th.* If you'd like to spice up your performance, have the players wear powdered wigs ala old Ludwig V. himself. The audience will love it.

Carol of the Boomers (Grade III) is fun to perform around the holidays. Rehearse the dynamics on this one to bring out the "sweet spots". If the tube change is too quick for player 4 at bar 18, player 5 may reach over and grab the "E" whacker. One of the more challenging techniques will be executing smooth "rolls" with one tube at the end of the piece (1st & 2nd endings). This may be accomplished by either holding the hand over the tube and quickly hitting the tube between the playing surface and the hand or hitting each end of the tube against the playing surface by using a loose grip of the hand and manipulating the tube back and forth using the middle, ring and pinky fingers while holding the tube between the thumb and index finger. Check out video examples of these techniques on the Boomsicles page at www.rowloff.com. Santa hats for everyone!!

Building A Whacker Table

Boomwhackers® have to be hit on something to make a sound. You can use chairs, stools, tables, the floor, etc. In many of the arrangements, some or all the players use more than (2) Boomwhackers®, so they have to have a place to lay the ones they're not using for quick access in a given section when they have to change notes. The best option we've found is to build some "Whacker" tables. They're relatively simple to build and will cost around $20.00 each. You'll need 3 tables to accommodate 6 players.

Each table is 2' x 4'and has a PVC bar that's mounted perpendicular across the front of it which is the playing surface for the Boomwhackers®. They're covered with carpet (you should be able to find a remnant for little or nothing) so when the players are changing whackers it won't make any noise. They also have strips of wood mounted on top of the table to separate playing areas and keep the whackers from falling off the sides of the tables. You can sit them on the top of flat-backed chairs.

Here is a materials list for everything you'll need to make one Whacker table:

(1) sheet plywood - 1/2" x 2 'x 4'

(1) wood strip - 1" x 2" x 6'

(1) piece PVC - 1 1/4" x 5'

(2) 1 1/4" PVC 90° elbows

(2) 1 1/4" PVC end caps (not threaded)

(2) 1/4" x 1 1/2" bolts w/nuts & lock washers

(6) #8 screws, 2" long w/nuts & lock washers

(4) 1/4" x 1 1/4" fender washers (big washer w/small hole)

8 sq. ft. cheap carpet (a piece 2' x 4')

Cutting

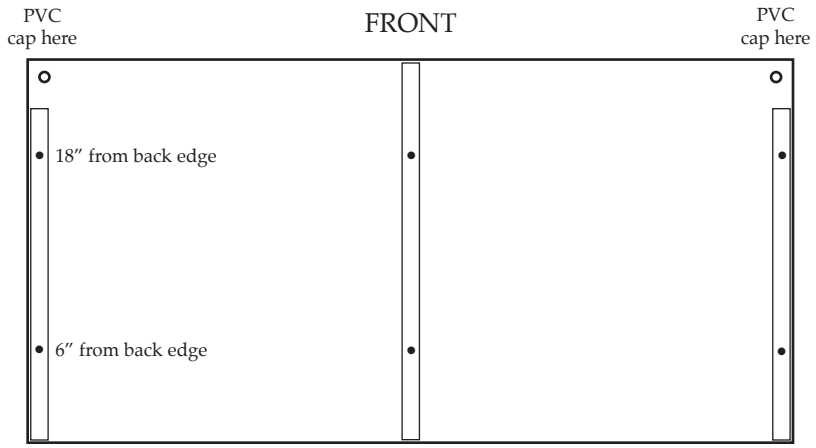
From the 1″ x 2″ wood strip, cut one piece that is 24″ long. From the remaining material cut two pieces that are 21 & 1/2 “ long.

Cut the PVC pipe into three pieces - (1) 41 & 1/2″ long, and (2) 9″ long.

Drilling

1st, take the PVC end caps and drill a 1/4″ hole through the center of each one. It’s essential to drill exactly in the center of the caps. They’ll be bolted to the plywood and must sit straight when they’re bolted.

The sheet of plywood needs to be drilled as illustrated below. The holes on the front corners are 1/4″ holes and are drilled 2″ from the front and 2″ from the side. All the other holes are 3/16″ and should be drilled simultaneously with the 1″ x 2″ strips held in place so all the holes will line up when the tables are assembled. The hollow circles denote 1/4″ and the solid dots denote 3/16″. You can see on the drawing where the 1″ x 2″ strips are positioned.



Assembling the Table

Put the plywood on a couple of sawhorses so you can easily access it from above and underneath. Place the carpet squarely on the plywood and from the bottom punch the two center 3/16" holes through the carpet. Once they're located you may want to make them just a little larger with a utility knife. Then using the #8 screws, attatch the 24" wood strip (center). From top to bottom it should be, wood strip, carpet, then plywood (carpet sandwiched between the wood strip & plywood). Put the lock washers and nuts on the screws from the underside. Then, making sure the carpet is laying nice and flat, attach the 21 & 1/2" wood strips on each side of the board the same way you did the center strip. The wood strips serve (3) purposes: They hold the carpet in place, they keep the playing areas separated for the players, and they keep the whackers from possibly rolling off the end of the table.

Now you need to attach the PVC caps. They should be sitting up, curve of the cap against the carpet. Put a 1/4" bolt through a fender washer, and put that through the inside of the cap. Then put the bolt through the board. You'll then put a fender washer on the underside of the board followed by a lock washer and a nut. There's a PVC cap on each of the front corners of the board. After you have the screws and bolts in, give them all a good tightening. The caps should be good and tight, compressing the carpet, but don't tighten them so much they'll break. Just good and firm.

Now all that's left is putting together the PVC pipe. Put an elbow on each end of the 41 & 1/2" pieces and make sure they're turned in the exact same direction. You can do this by laying the pipe on the table. Put a 9" piece into each of the the caps that are bolted to the boards. Then connect the long pole to the two 9" pieces that are pointing up. You'll now have a table with a perpendicular PVC bar running across the front side. If it's a little wobbly you may need to tighten the bolts holding the PVC caps a little more.

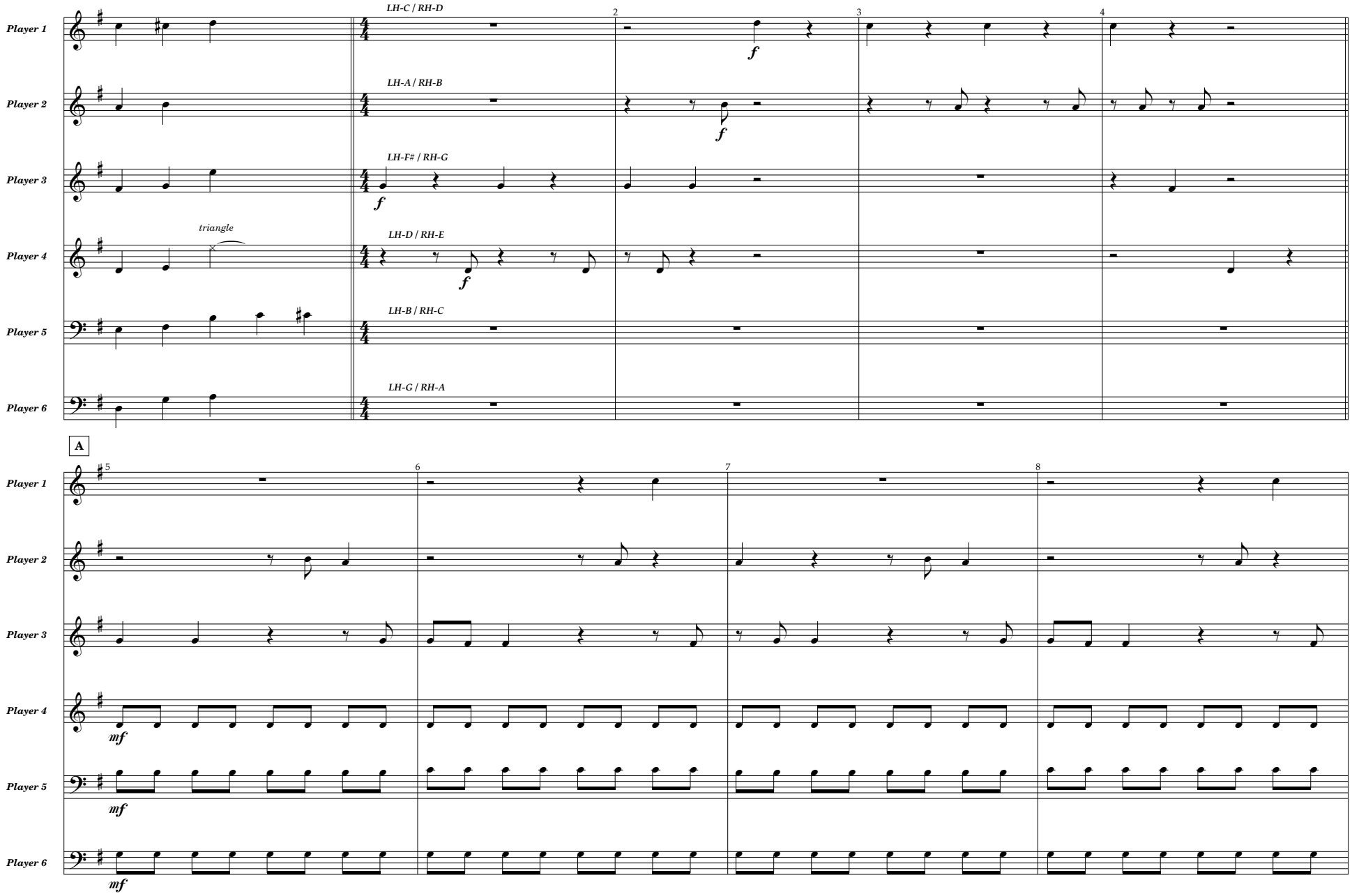
You could glue all the PVC together, but I'd recommend you not for storage purposes. They're very easy to store with the PVC not attached to the board, just stack 'em against the wall and put the PVC pieces in a duffle bag. However, glueing them together would eliminate the risk of losing any of the pieces. A pretty good compromise is to glue all the PVC pieces together, but not into the caps. A little warning, it can be a little challenging to pull the short pieces out of the caps if you can't turn them while pulling them out. Bottom line: Do whatever you think works best for you and your program.

If building the tables just seems to be too much, the pieces can be performed with the players sitting or kneeling on the floor, and using the floor as their playing surface. This is a reasonable option (costs nothing), just as long as the players are well disciplined with their Boomwhacker® changes. As with any novelty piece, a little bit of theatrics goes a long way. Incorporate a bit of drama and choreography and the ensembles from *Boomsicles* should get your ensemble a standing O!

Eine Kleine Boomwhackers®

♩= 112-120 *With a Degree of Sophistication*

arr. by Chris Crockarell



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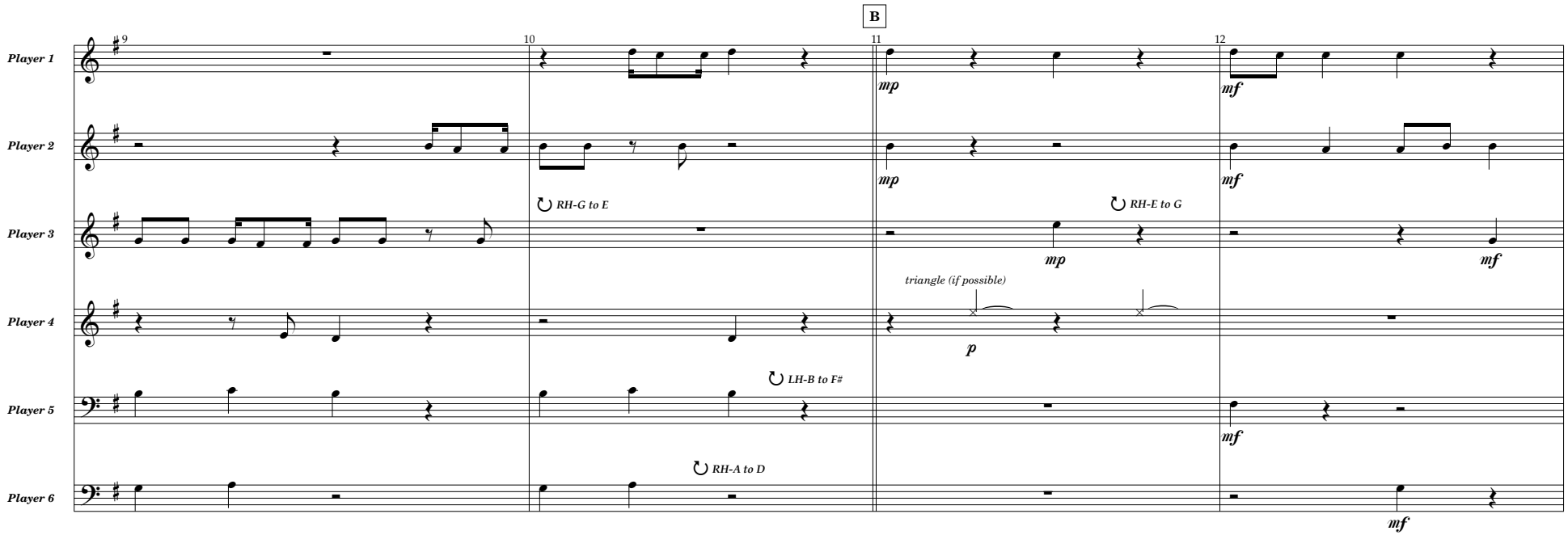
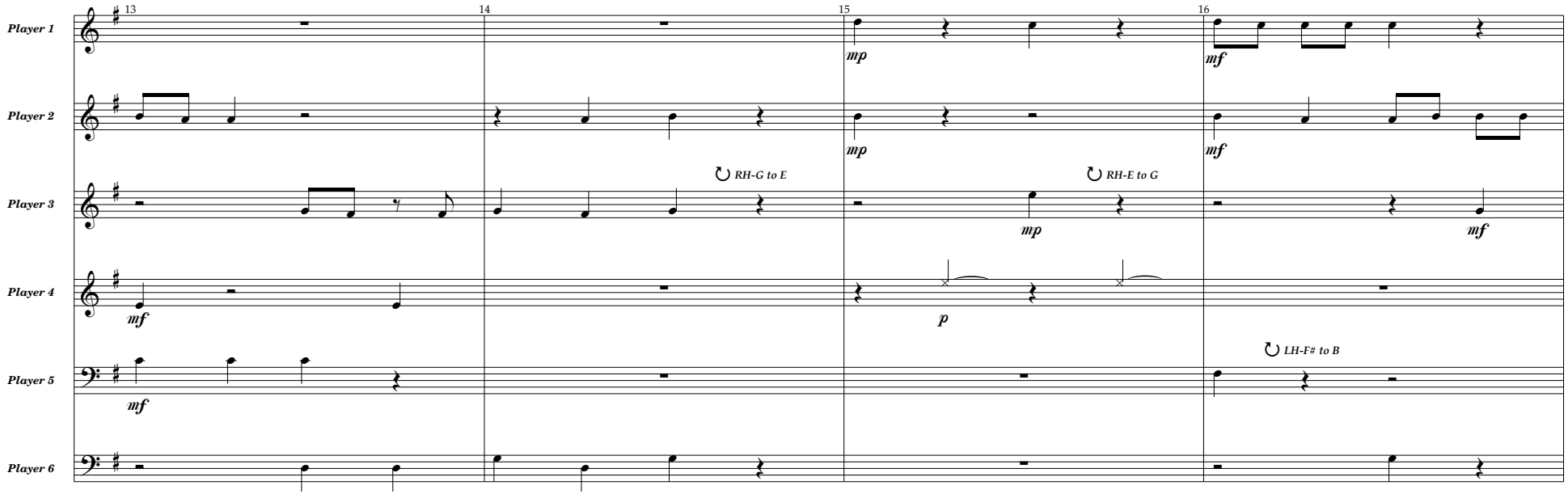
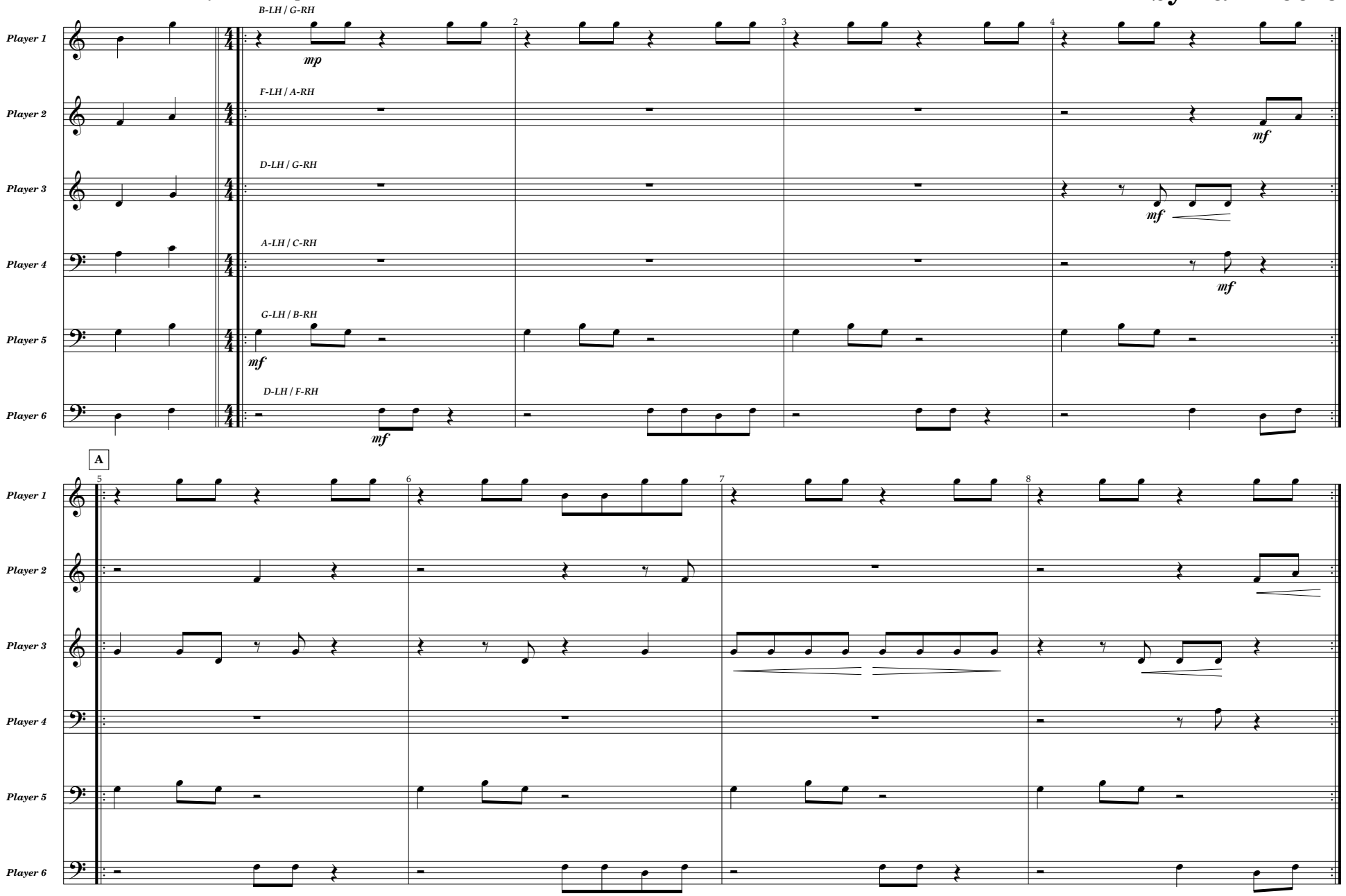

B
9
10
11
12
Player 1
Player 2
Player 3
Player 4
Player 5
Player 6
mp
mf
RH-G to E
RH-E to G
triangle (if possible)
p
LH-B to F#
RH-A to D


13
14
15
16
Player 1
Player 2
Player 3
Player 4
Player 5
Player 6
mp
mf
p
RH-G to E
RH-E to G
LH-F# to B

All Mixed Up

♩ = 120 *Mix-o-lydian It Up!*

by Dan Moore



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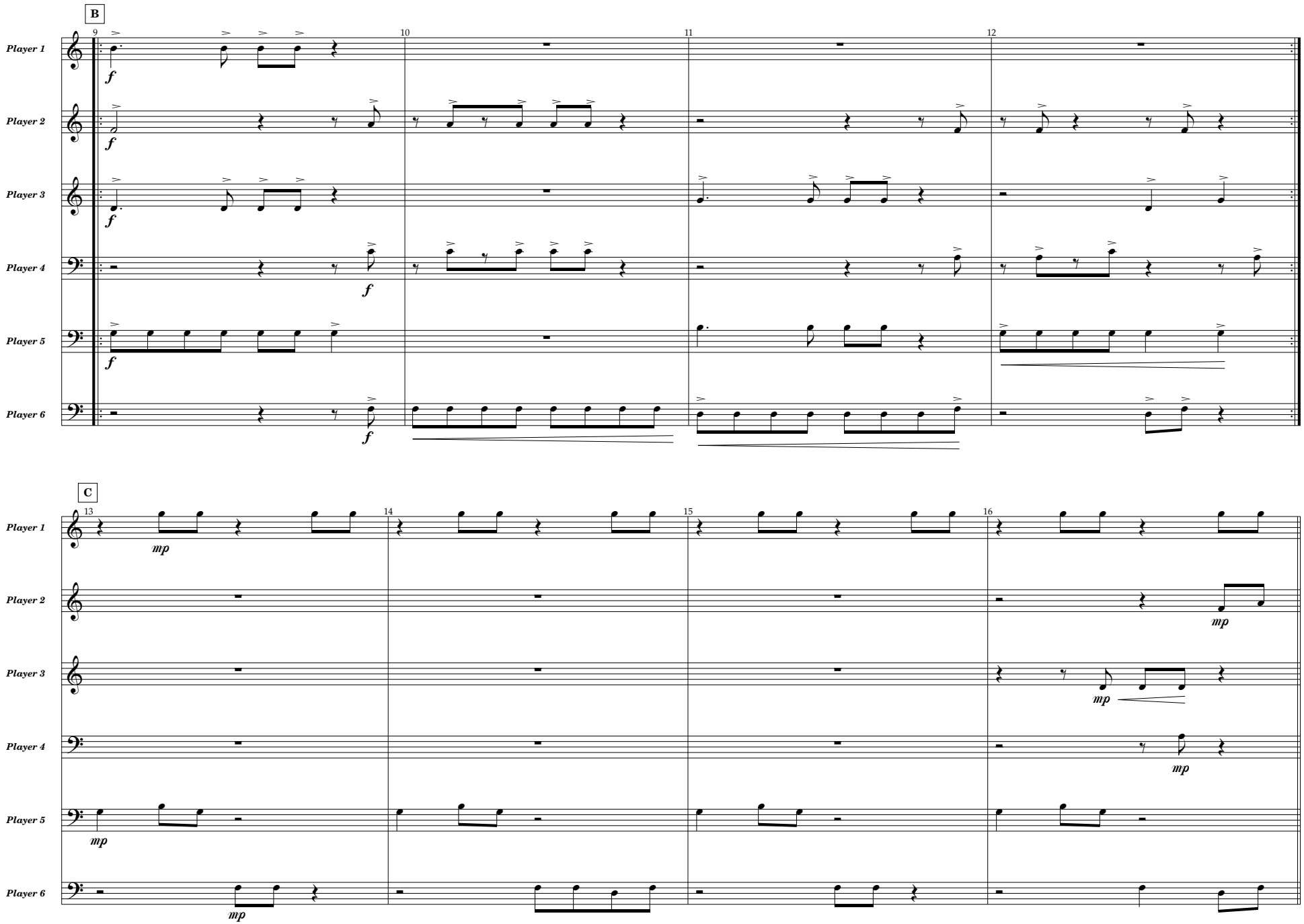
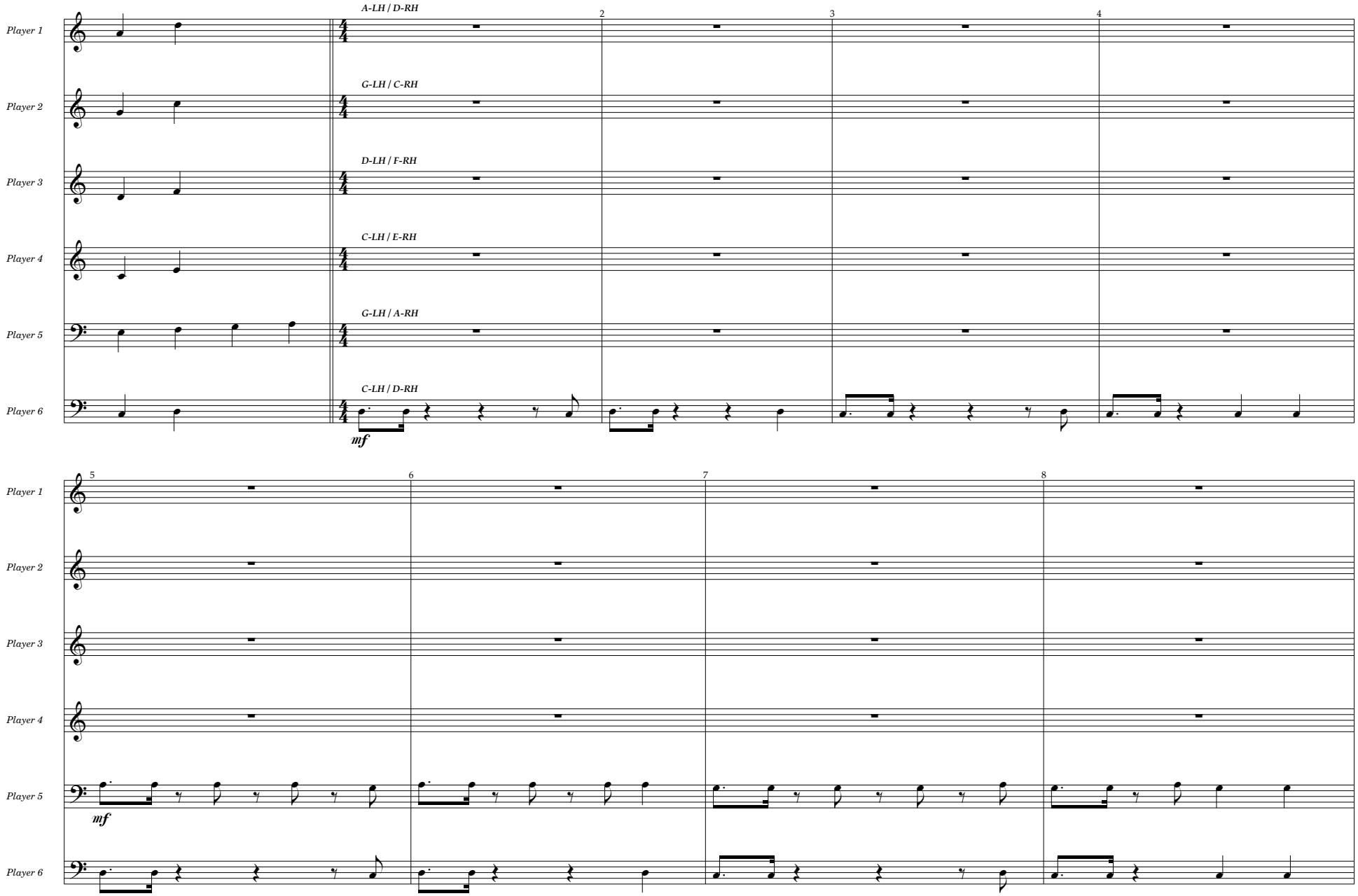

B
9
10
11
12
Player 1
Player 2
Player 3
Player 4
Player 5
Player 6
f
C
13
14
15
16
mp

QWERTY

♩ = 115 *Textingly*

by John R. Hearnes



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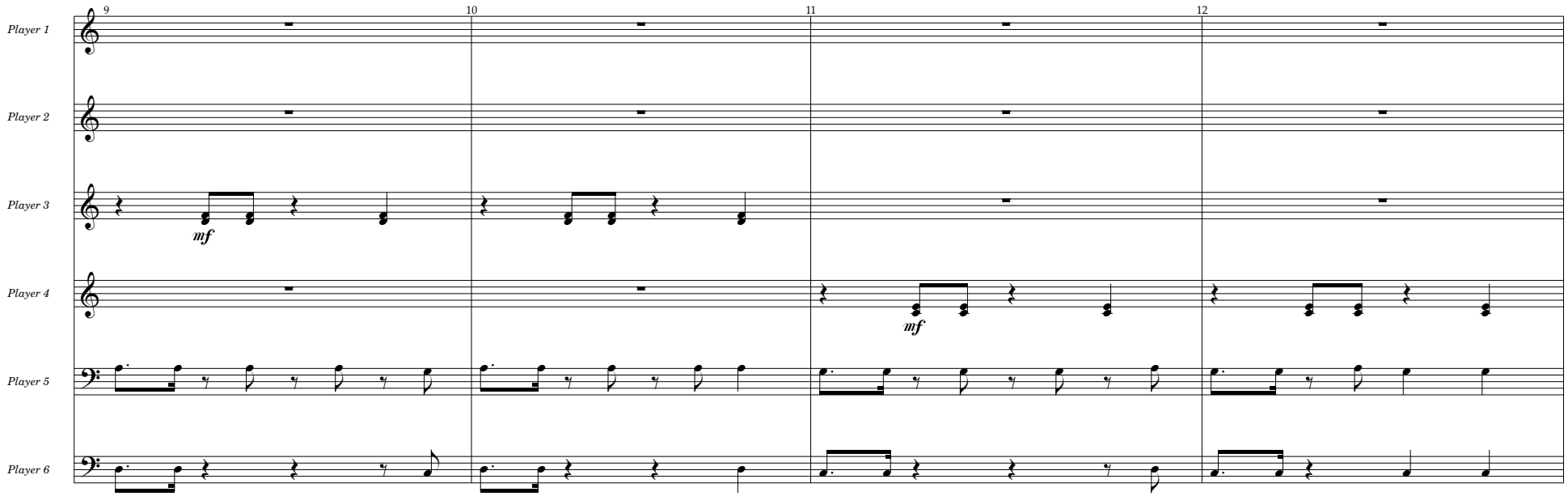
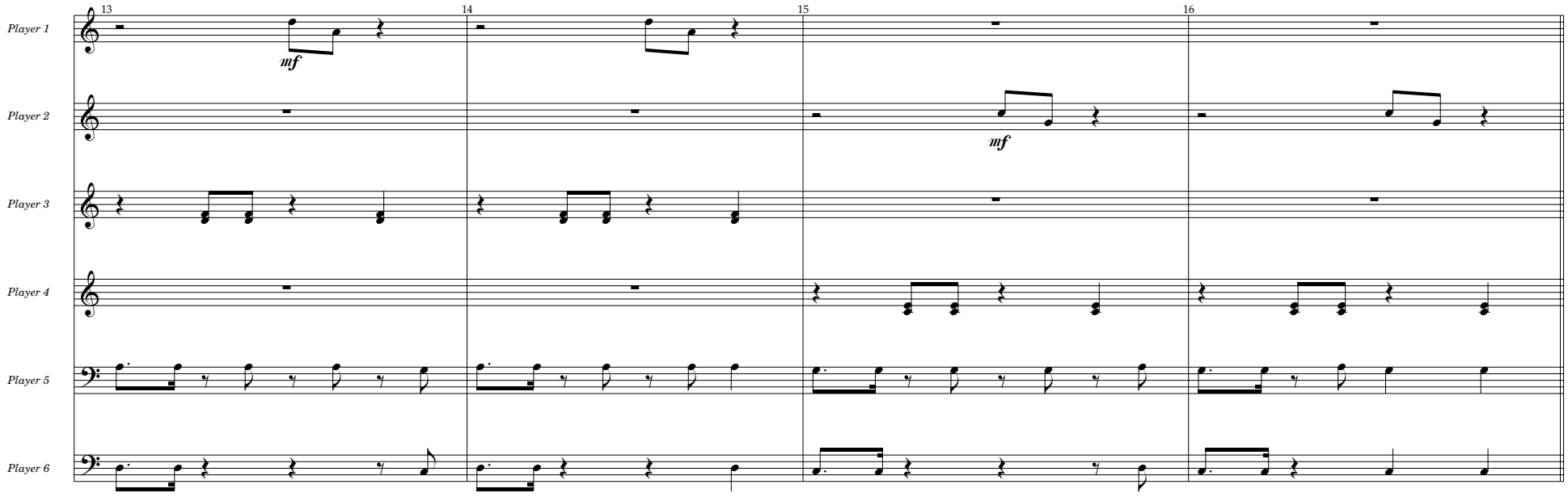
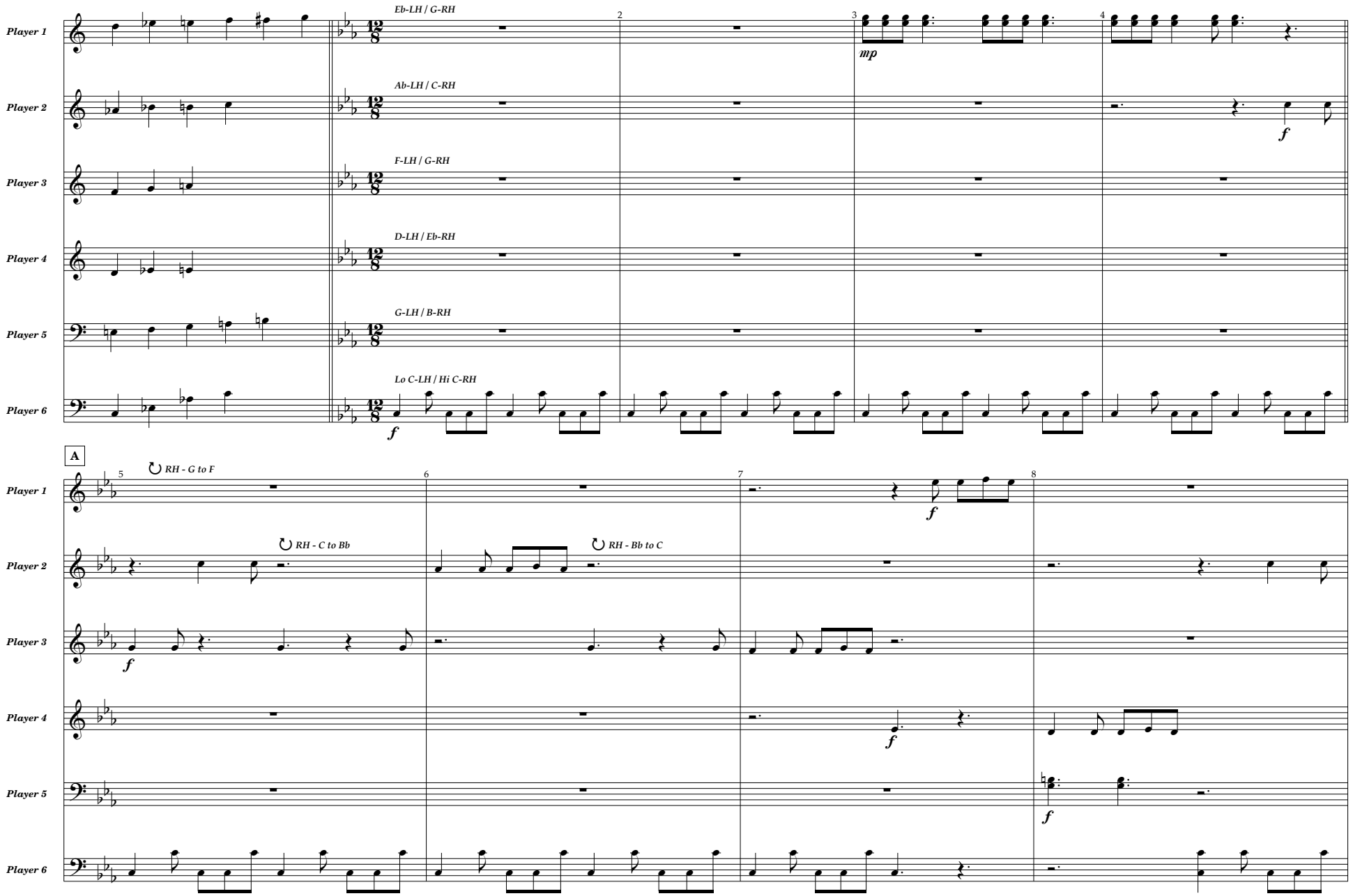

9
10
11
12
Player 1
Player 2
Player 3
Player 4
Player 5
Player 6
mf
mf


13
14
15
16
Player 1
Player 2
Player 3
Player 4
Player 5
Player 6
mf
mf

Danza Italiano

♩. = 120 - 132 *With Much Joy*

arr. Chris Brooks



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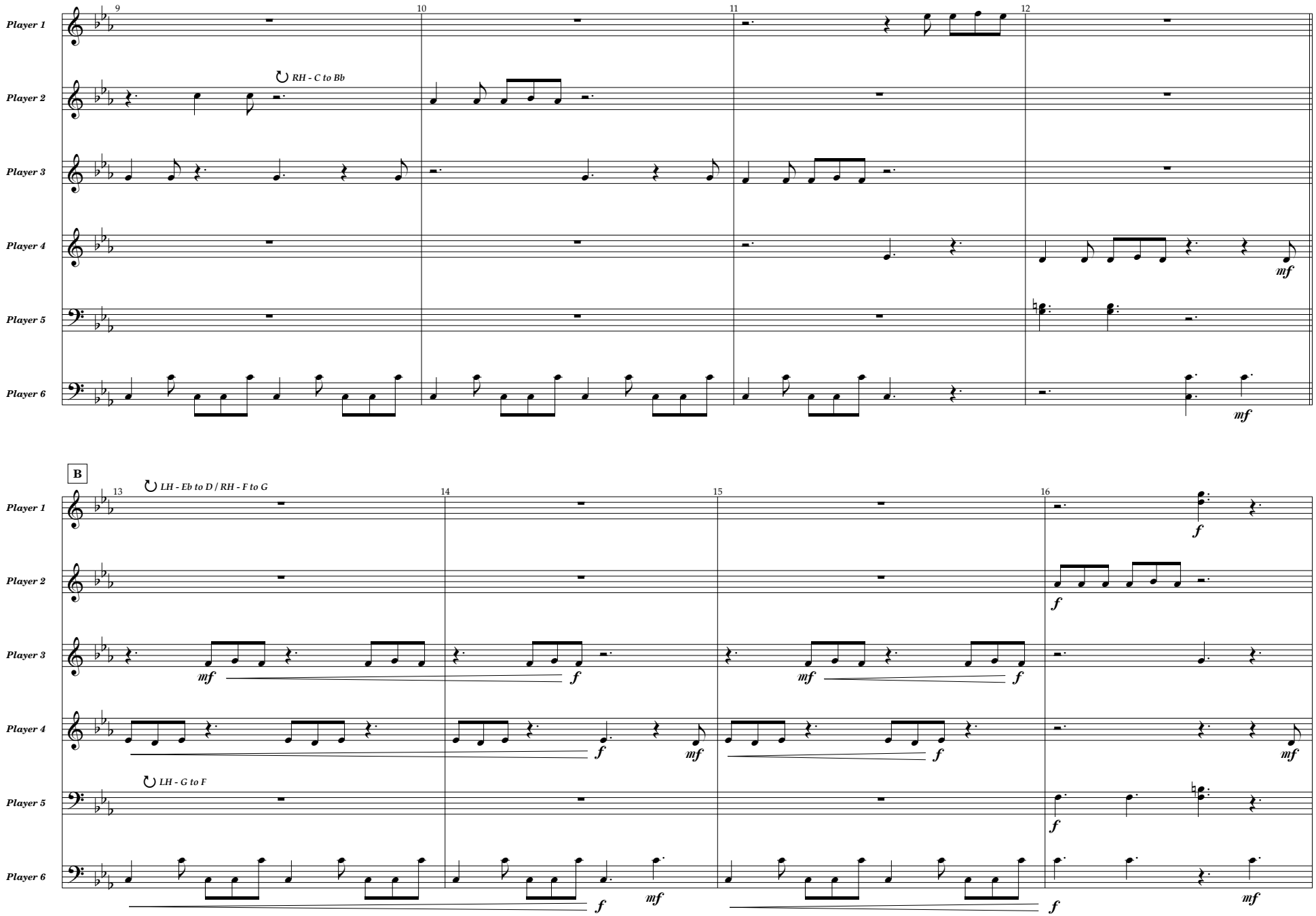
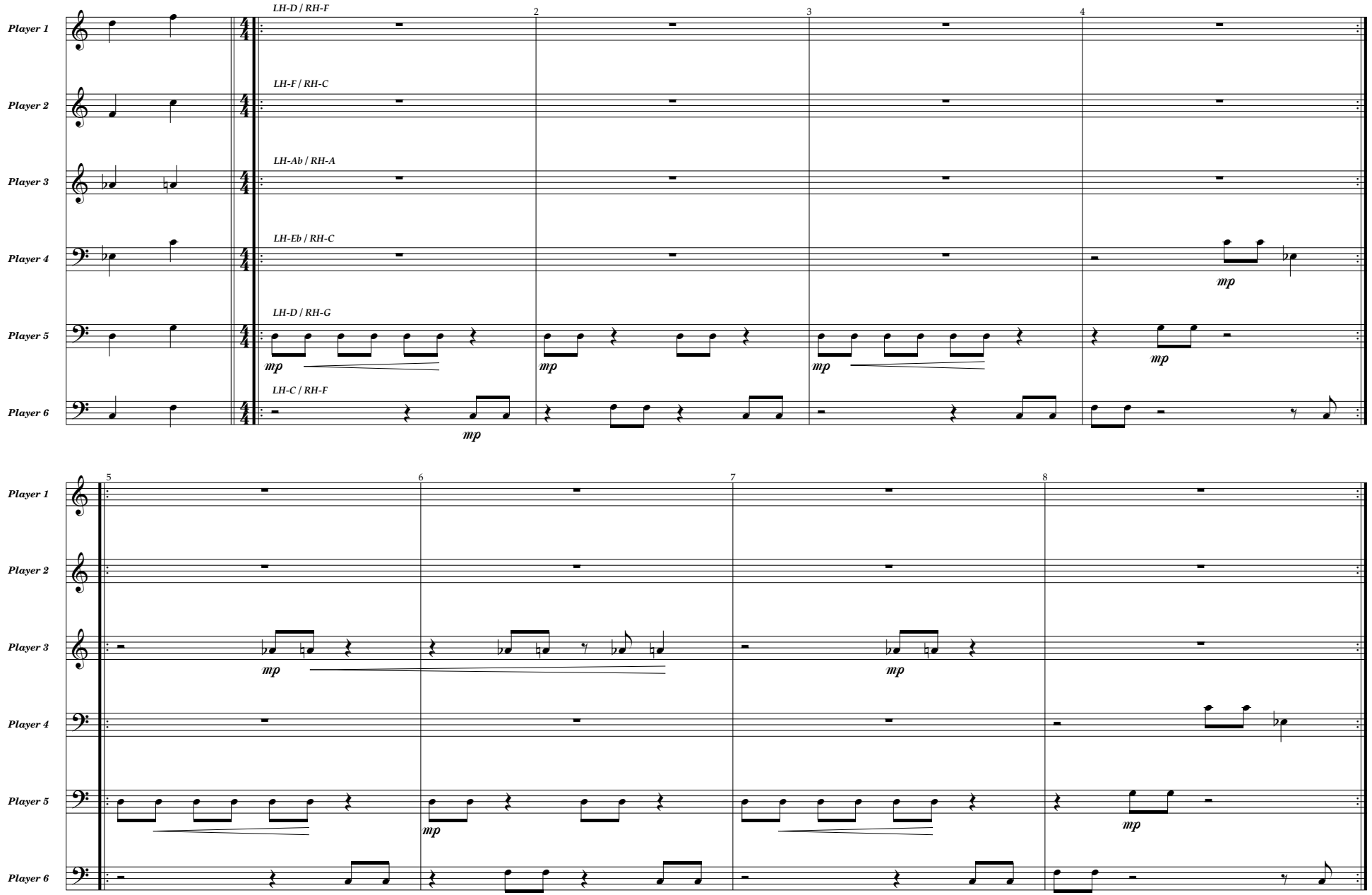
Danza Italiano



Blue Bamboo

♩ = 120-132 *With Bluesy Boomer Feel*

by Dan Moore



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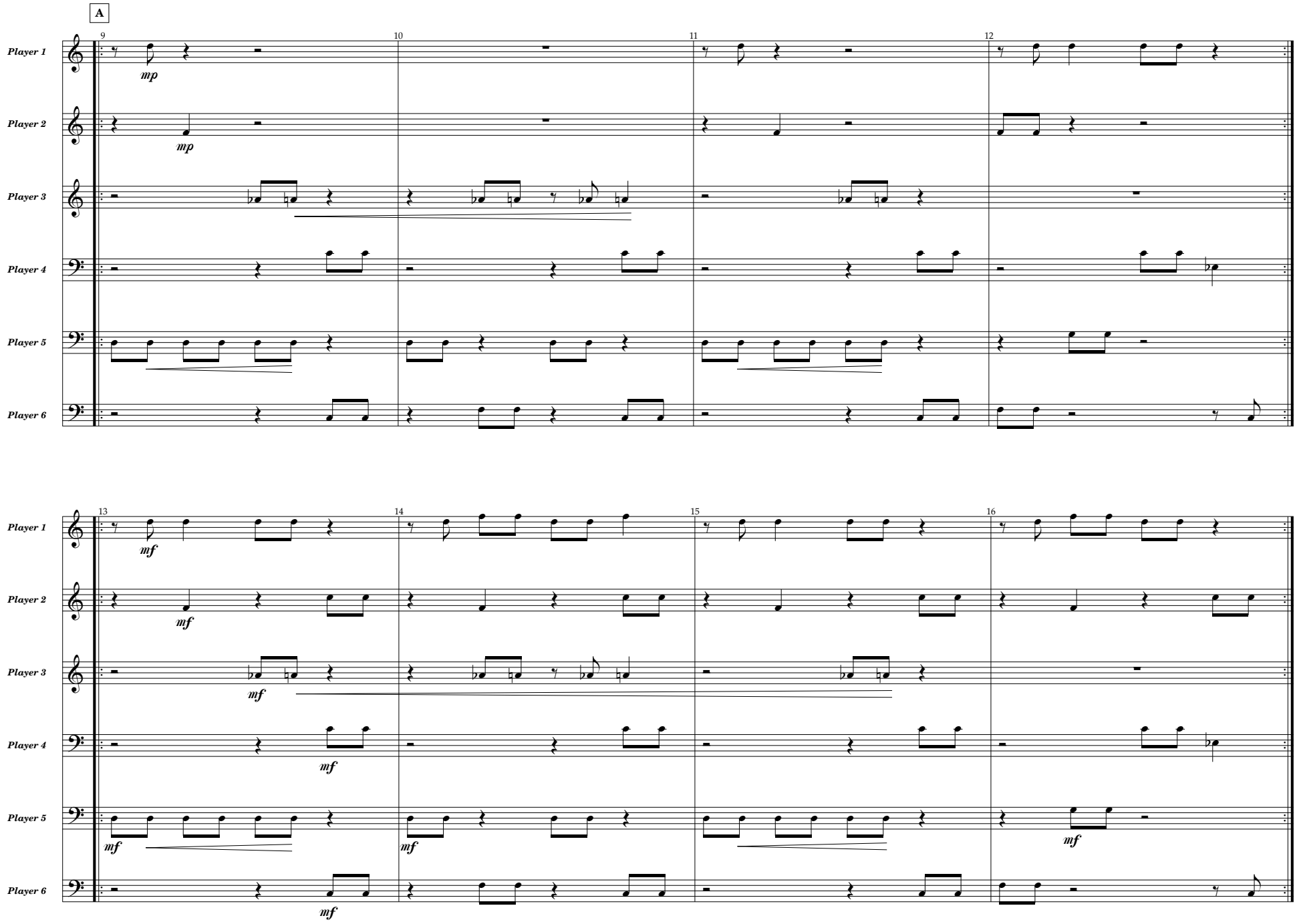
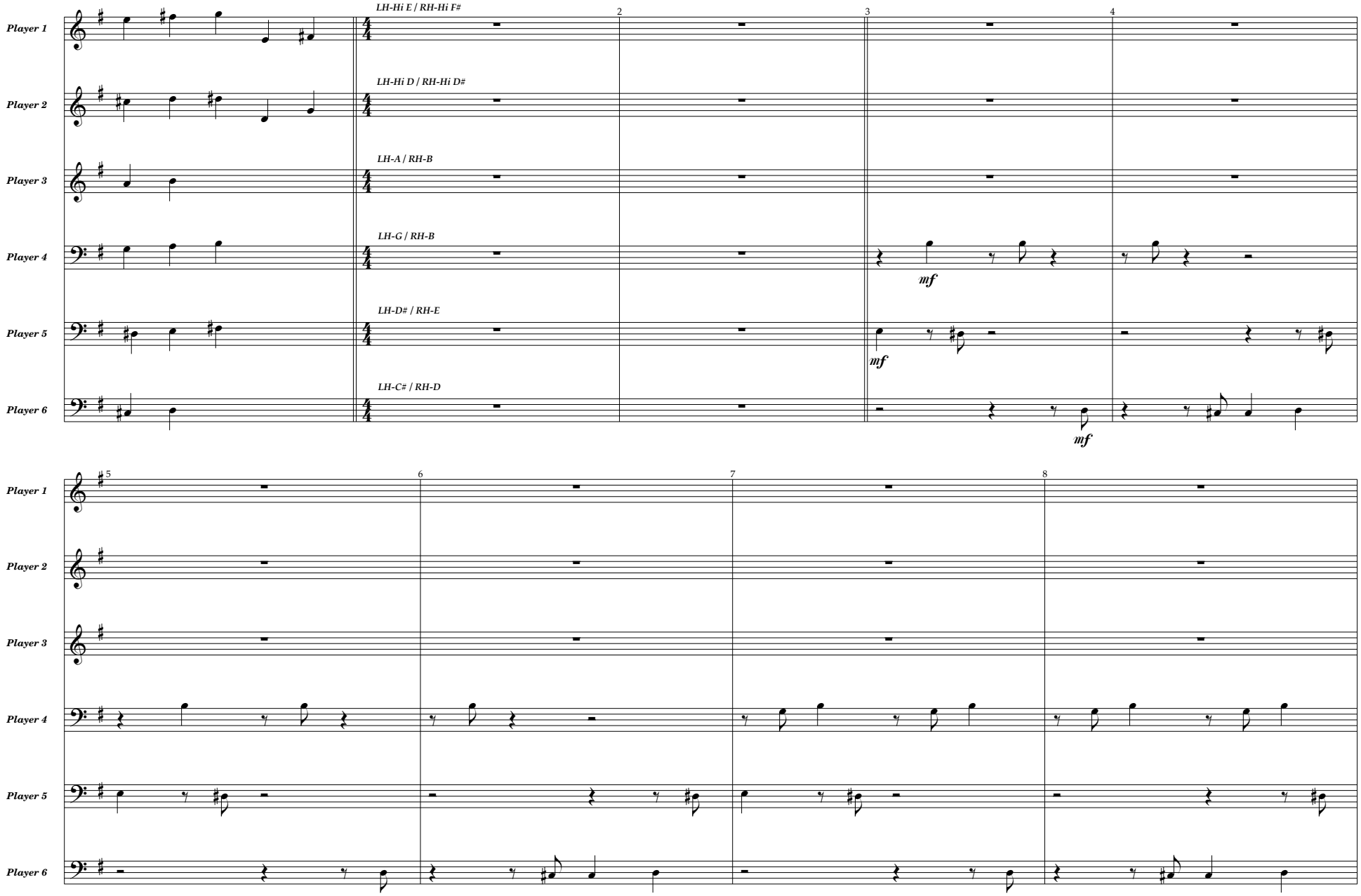

A
9
10
11
12
13
14
15
16
Player 1
Player 2
Player 3
Player 4
Player 5
Player 6
mp
mf

MonToobo

♩ = 120 *Latin Tubing*

2 bars of track before entering at bar 3.

by Chris Crockarell



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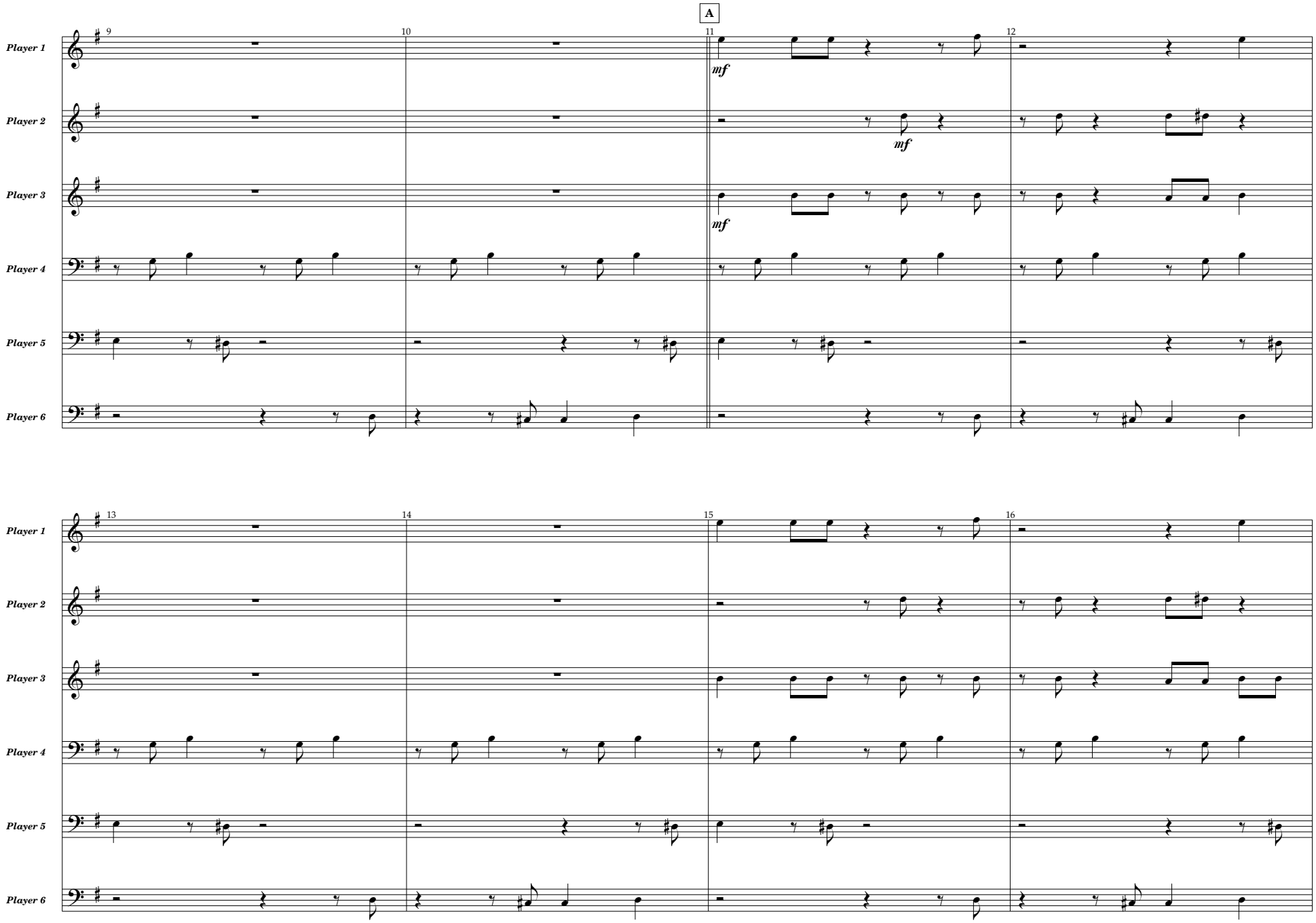
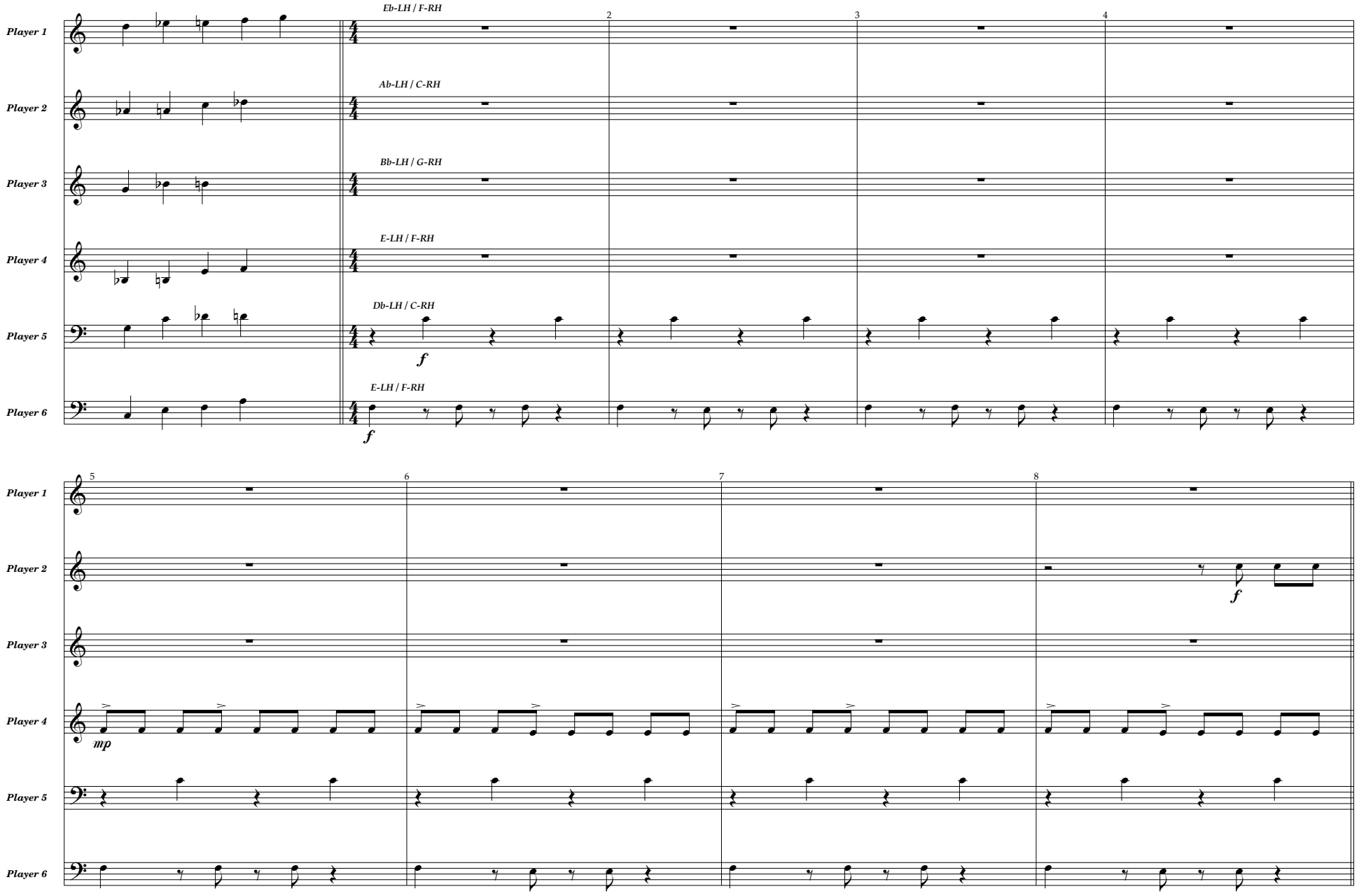

A
9
10
11
12
13
14
15
16
Player 1
Player 2
Player 3
Player 4
Player 5
Player 6
mf
mf
mf

A Little Lood-vig

♩ = 120 *With Powdered Wig Vibe*

arr. Chris Brooks



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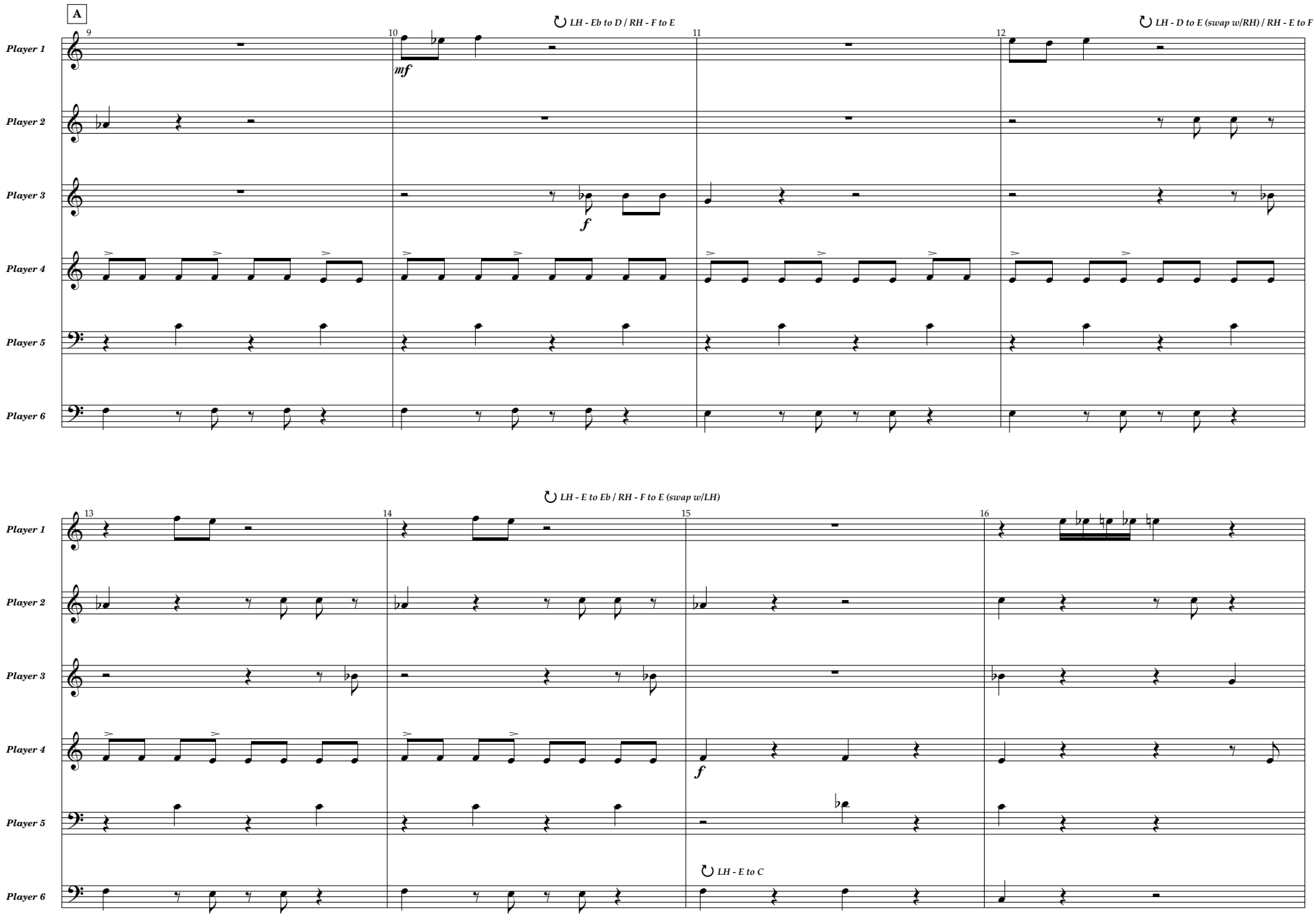
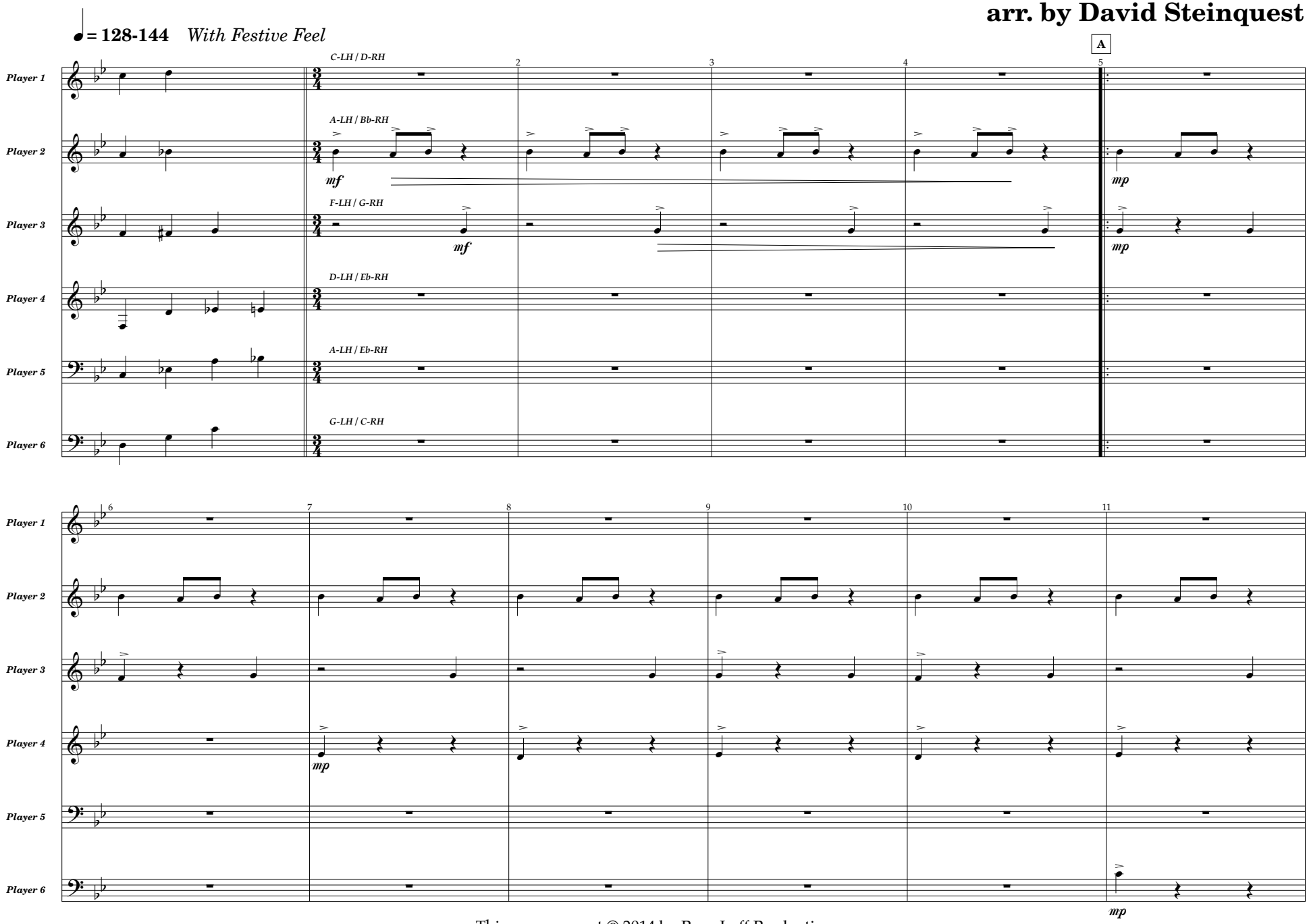
A Little Lood-vig



Carol of the Boomers

arr. by David Steinquest



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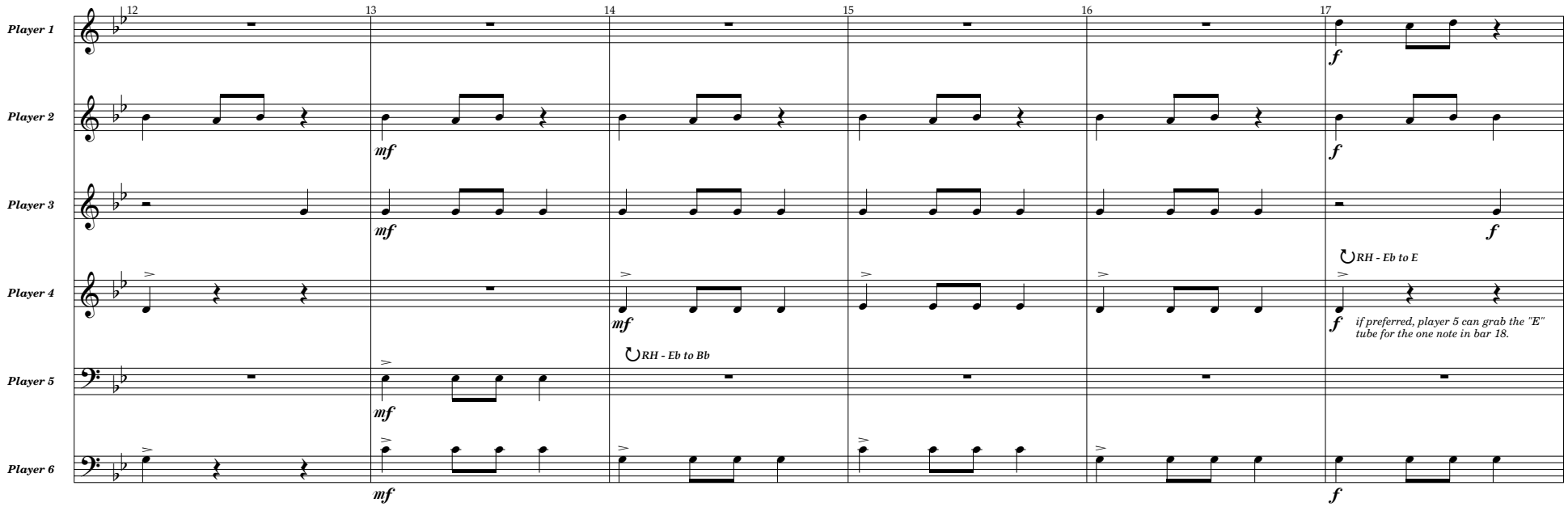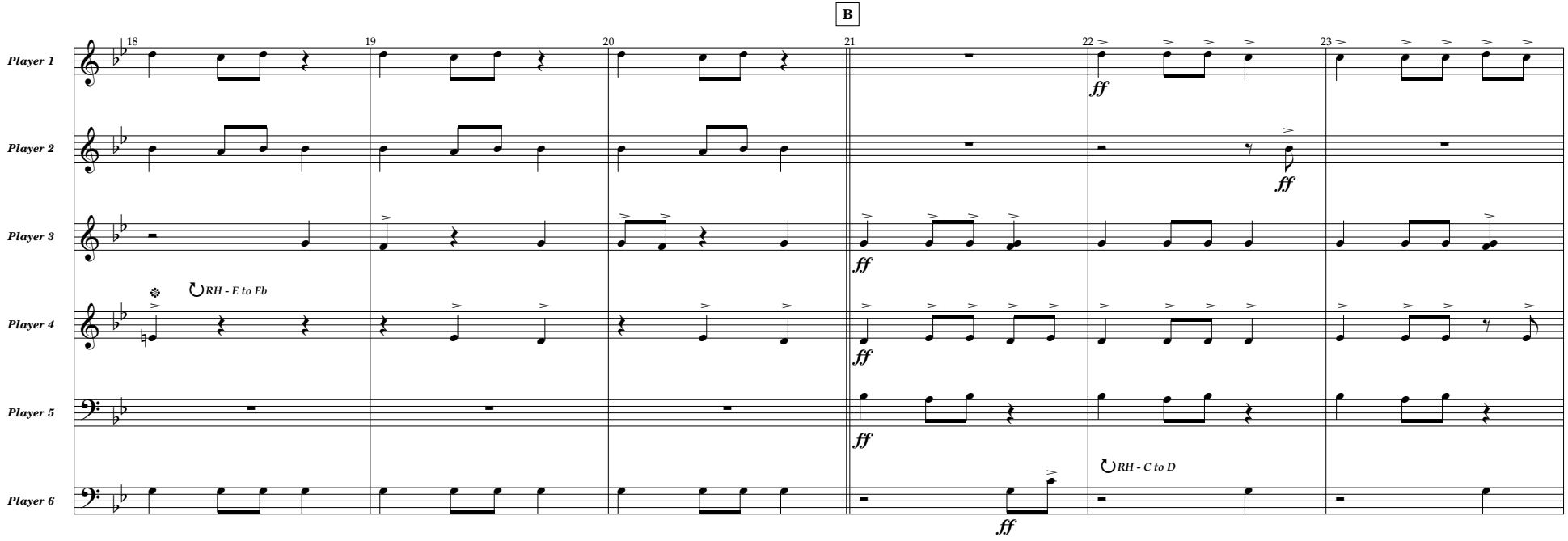
Carol of the Boomers