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Drums. Louder. Gooder.

(The grammatically incorrect sequel to "Drums. Loud. Good.")

by John R. Hearnese

Easy / 9-109 players / 2:16

Instrumentation

Metal Keyboard(s), Wooden Keyboard(s), Snare(s), Tom(s),
Floor Tom(s), Hand Drum(s), Cymbal(s), Bass Drum(s), Wind Chimes, Drum Set(s)

Performance Notes Included.

Performance Notes for “Drums. Louder. Gooder.”

This piece takes the essence of its predecessor (“Drums. Loud. Good.”) and adds a new dimension with mallet players.

This piece was written specifically for as many performers as possible. Each part should be doubled, tripled, etc., as numbers and instruments allow.

For the mallets, the “metals” are bells and vibes, plus chimes can be used for certain passages. The “woods” are xylophones and marimbas. For ease of reading, each part was written as a solo line; however, both parts should be played by multiple players in as many octaves as possible (three to a marimba, two each for xylophone and vibes). Where possible, especially in the absence of multiple players per mallet instrument, each player can play in octaves (double stops) to fill up the sound.

For **mm. 27-28** (and when that line returns), the woods part can either play the two notes in double stops, or a few of the woods players can play the top notes instead of the bottom. The bottom note should be well represented in the balance across all mallet parts.

For the drum and cymbal parts, if there is a shortage of performers, each performer can play eighth notes and slower on two surfaces instead of just one. Leave faster passages on one drum.

No matter what the makeup of your ensemble, don’t stress about the parts: Make the piece sound as full as possible and get as many people involved as possible.

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♩ = 160-176

*in as many octaves as possible
(see performance notes)*

Metals

2 3 4

f dampen bells in rests

mf

Woods

*in as many octaves as possible
(see performance notes)*

f

mf

Snare(s)

snarens off

f

mf

Tom(s)

*one player can play multiple toms
(see performance notes)*

f

mf

Floor Tom(s)

*one player can play multiple toms
(see performance notes)*

f

mf

Hand Drum(s)

*one player can play multiple drums
(see performance notes)*

f

mf

Cymbal(s)

*crash w/ sticks
l.v., unless marked*

f

mf

Bass Drum(s)

*opt. 2 larger marching BD mallets
(see performance notes)*

f

mf

Drum Set(s)

*4-piece kit, crash, hi hats
(snarens off)*

f

mf

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Metals
5 6 7 8
f *mf*

Woods
f *mf* *rim*

Snare(s)
f *mf* *rim*

Tom(s)
f *mf*

Floor Tom(s)
f *mp*

Hand Drum(s)
f *mp*

Cymbal(s)
f

Bass Drum(s)
f *mp*

Drum Set(s)
f *mp*

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This musical score is for a drum set and is divided into four measures (21-24). The key signature is one sharp (F#). The score includes parts for Metals, Woods, Snare(s), Tom(s), Floor Tom(s), Hand Drum(s), Cymbal(s), Bass Drum(s), and Drum Set(s). The dynamics range from *mp* (mezzo-piano) to *mf* (mezzo-forte). The Snare, Tom, and Drum Set parts feature a consistent rhythmic pattern of eighth notes with 'x' marks, indicating a specific drum sound. The Woods part has a melodic line with a crescendo. The Metals part has a melodic line with a slur. The Cymbal part has a single cymbal hit in measures 22 and 24. The Floor Tom and Hand Drum parts have sparse rhythmic patterns. The Bass Drum part has a consistent pattern of eighth notes with a 'y' mark, indicating a specific drum sound.

Measures 21-24:

- Measures 21-22:** *mp* dynamics. Snare, Tom, and Drum Set parts play a rhythmic pattern. Woods part has a melodic line. Metals part has a melodic line. Cymbal part has a cymbal hit in measure 22.
- Measures 23-24:** *mf* dynamics. Snare, Tom, and Drum Set parts play a rhythmic pattern. Woods part has a melodic line with a crescendo. Metals part has a melodic line. Cymbal part has a cymbal hit in measure 24.

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Metals

Woods

Snare(s)

Tom(s)

Floor Tom(s)

Hand Drum(s)

Cymbal(s)

Bass Drum(s)

Drum Set(s)

69 70 71 72

mp *f* *f* *f*

edge *to center* *top notes opt. (see performance notes)*

3/4 3/4 3/4 3/4

Drums. Louder. Gooder.

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E

Musical score for drums, measures 73-76. The score is written for ten different drum parts: Metals, Woods, Snare(s), Tom(s), Floor Tom(s), Hand Drum(s), Cymbal(s), Bass Drum(s), and Drum Set(s). The key signature is one sharp (F#) and the time signature is 4/4. Measures 73 and 74 are in 4/4, measure 75 is in 3/4, and measure 76 is in 4/4. A box containing the letter 'E' is positioned above measure 75. The score includes dynamic markings: *p* *cresc. poco a poco* starting in measure 75 for Snare(s), Cymbal(s), and Bass Drum(s); and *mp* *cresc. poco a poco* starting in measure 76 for Tom(s). The Drum Set(s) part includes a cross symbol (x) above the final note in measure 75.