

# **BLAST-OFF**

## **FROM ROW-LOFF**

A PERCUSSION SERIES FOR GRADES 1 & 2

# **Four For Five**

**by John R. Hearnese**

**A Collection of Four Grade 1 Ensembles / 5 Parts**

### **Drum It Up**

Snare Drum, (2) Toms, Suspended Cymbal, Bass Drum, (2) Timpani

### **Actin' Latin**

Metal Keyboard Part, Wood Keyboard Part, Hand Drum (Conga), Bongos, Maracas, Cowbell

### **Snare Flair**

(5) Snare Drums (if possible, pitched high to low)

### **Can-Do Attitude**

(1) Rubber Trash Can, (4) Metal Trash Cans  
(all parts may be doubled)

# Table of Contents / Performance Notes

<b>Drum It Up / 2:23</b> .....	<b>3</b>
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All parts should pay close attention to dynamics and to keeping the pulse steady. The suspended cymbal should be played with drum sticks. Crashes are produced by hitting the edge of the cymbal with the shoulder of the stick. The sections played halfway between the edge and the bell should be played with the tips of the sticks. At Letter “**A**,” the snare drum can move from the center to the edge to help with the decrescendo parts.

<b>Actin’ Latin / 1:26</b> .....	<b>9</b>
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The hand drum part can either be played on a conga (preferred) or any similar large drum. The staccato marks notate a muted sound played by hitting the drum with a flat hand in the middle of the head. Notes marked with an “o” are open tones; these are played by hitting the edge of the drum. To play the pattern, play a muted tone with the left hand. Leave the left hand on the drum. Hit an accented note with the right hand on the edge of the drum. Play another muted tone with the left hand, then lift the left hand off the drum for the open tones. Throughout the rest of the piece, all unmarked notes should be considered open tones. The drum parts should be careful not to overpower the mallet melodies. The maracas should be played with short, controlled strokes to make sure the rhythm is clearly articulated.

<b>Snare Flair / 1:38</b> .....	<b>15</b>
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The spins in mm. 25-26 should be simple. For the right hand, spin the tip of the stick in a clockwise motion along the horizontal plane by turning the wrist over, releasing the back three fingers (leaving the fulcrum), and then returning to playing position. Do the same for the left hand, except in a counterclockwise motion. If this is too difficult, other visuals can be substituted for those two counts, including a “sticks in/sticks out” visual. Get creative! If there is not enough time for Snares 4 and 5 to turn on their snares in m. 45, they can rest during m. 44 and use that extra time to turn on the snares. Keep the music stands as low and tilted back as possible so the audience can see the visual aspects of the piece, or perform it memorized.

<b>Can-Do Attitude / 1:33</b> .....	<b>21</b>
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The rubber can should be played with marching bass drum mallets, some that can provide articulation of rhythms yet produce a nice bass tone. All cans are turned upside down and played on the bottom.

# Drum It Up

by John R. Hearnnes

♩ = 110-120

The musical score is written for five drum parts: Snare, (2) Toms, Cymbal, Bass Drum, and Timpani. The time signature is 4/4. The score is divided into two systems of four measures each. The first system covers measures 1 through 4, and the second system covers measures 5 through 8. The Snare, (2) Toms, and Cymbal parts feature a rhythmic pattern of eighth notes with accents, starting in measure 2. The Cymbal part includes a crash in measures 2 and 4. The Bass Drum part has a pattern of quarter notes and eighth notes. The Timpani part has a pattern of quarter notes. Dynamics include *f* (forte) and *crash*.

# Actin' Latin

by John R. Hearnnes

♩ = 104-126

Musical score for measures 1-4. The score includes staves for Metals, Woods, Hand Drum (Conga), Bongos, and Percussion. The key signature is one flat (Bb) and the time signature is 4/4. The percussion parts feature maracas and a rhythmic pattern of eighth notes. Dynamics include *mf*.

Musical score for measures 5-8. The score includes staves for Metals, Woods, Hand Drum (Conga), Bongos, and Percussion. The key signature is one flat (Bb) and the time signature is 4/4. The Hand Drum (Conga) part includes specific notation for left (L) and right (R) hand strokes. Dynamics include *mf* and *p*.

# Snare Flair

by John R. Hearnnes

♩ = 120

The musical score is arranged in two systems of five staves each, labeled Snare 1 through Snare 5. The time signature is 4/4. The first system covers measures 1-4, and the second system covers measures 5-8. Snare 1 and 2 play a simple quarter-note pattern. Snare 3 plays a continuous rimshot pattern. Snare 4 and 5 play a pattern of quarter notes with eighth-note accents. Dynamics include *mf* and *snare off*. Measure numbers 2, 3, 4, 5, 6, 7, and 8 are indicated above the staves.

# Can-Do Attitude

by John R. Hearnnes

♩ = 110-130

through Letter B:  
center = left hand  
side = right hand

Musical score for the first system, measures 1-4. The score is in 4/4 time and features five staves: Can 1, Can 2, Can 3, Can 4, and Rubber Can. The tempo is marked as ♩ = 110-130. The music is divided into two sections by a double bar line at measure 3. The first section (measures 1-3) is marked *mf* and includes the instruction "through Letter B: center = left hand, side = right hand". The second section (measures 3-4) is marked *mf* and includes the instruction "center". The Rubber Can part plays a steady eighth-note pattern in the first section and a dotted quarter-note pattern in the second section.

Musical score for the second system, measures 5-8. The score continues with five staves: Can 1, Can 2, Can 3, Can 4, and Rubber Can. The tempo remains ♩ = 110-130. The music is divided into two sections by a double bar line at measure 7. The first section (measures 5-7) is marked *f* and includes the instruction "center". The second section (measures 7-8) is marked *f* and includes the instruction "center". A box labeled "A" is placed above measure 7. The Rubber Can part continues with its eighth-note pattern in the first section and dotted quarter-note pattern in the second section.