BLAST-OFF
FROM ROW-LOFF

A PERCUSSION SERIES FOR GRADES 1 & 2

Four For Five

by John R. Hearnes

A Collection of Four Grade I 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)

"DRUM IT UP, ACTIN' LATIN, SNARE FLAIR, CAN-DO ATTITUDE" by John R. Hearnes © 2014 by Row-Loff Productions
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Table of Contents / Performance Notes

Drum It Up / 2:23 ..... **3**

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.

Actin' Latin / 1:26 ..... **9**

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.

Snare Flair / 1:38 ..... **15**

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.

Can-Do Attitude / 1:33 ..... **21**

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

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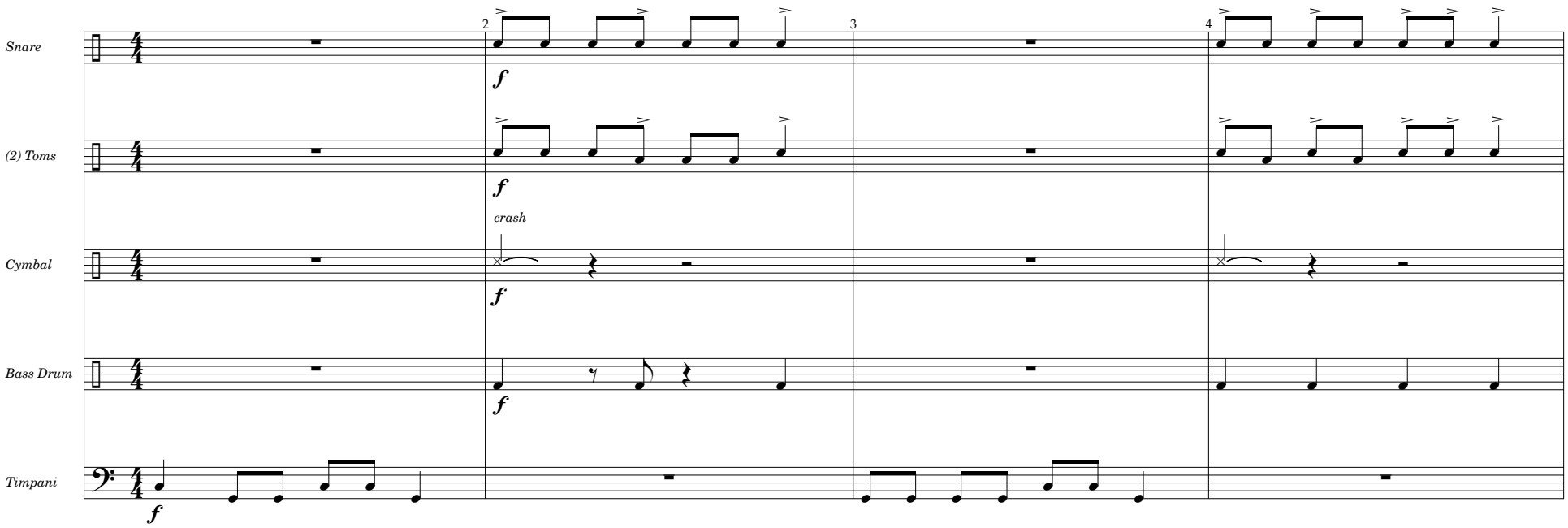
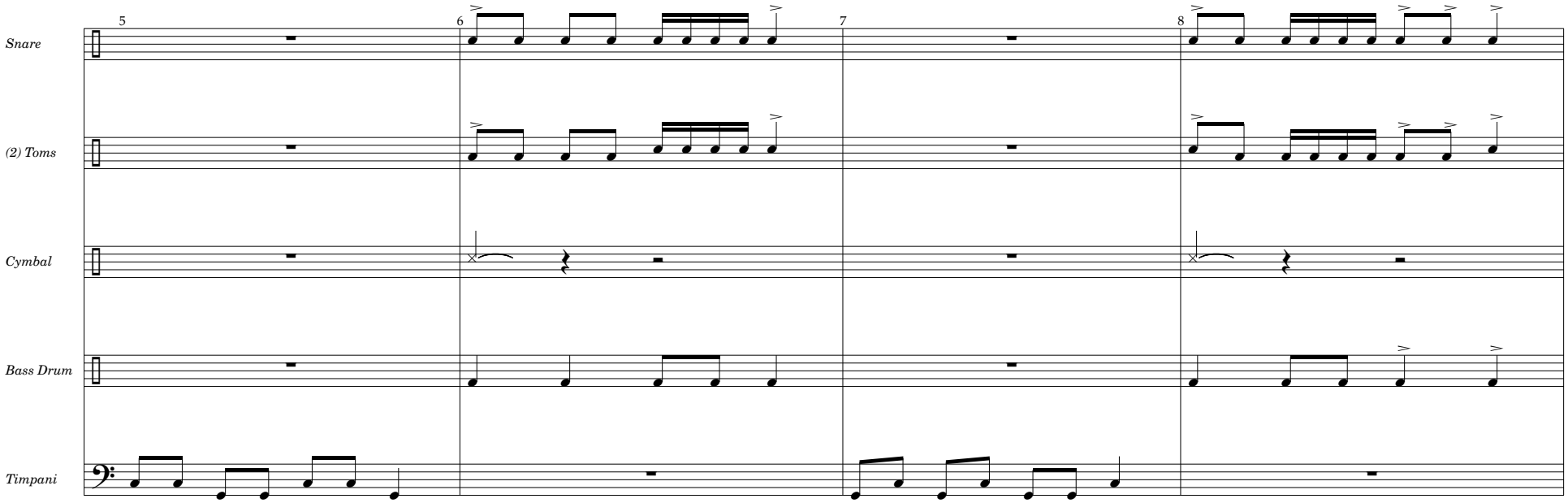
♩ = 110-120





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Actin' Latin

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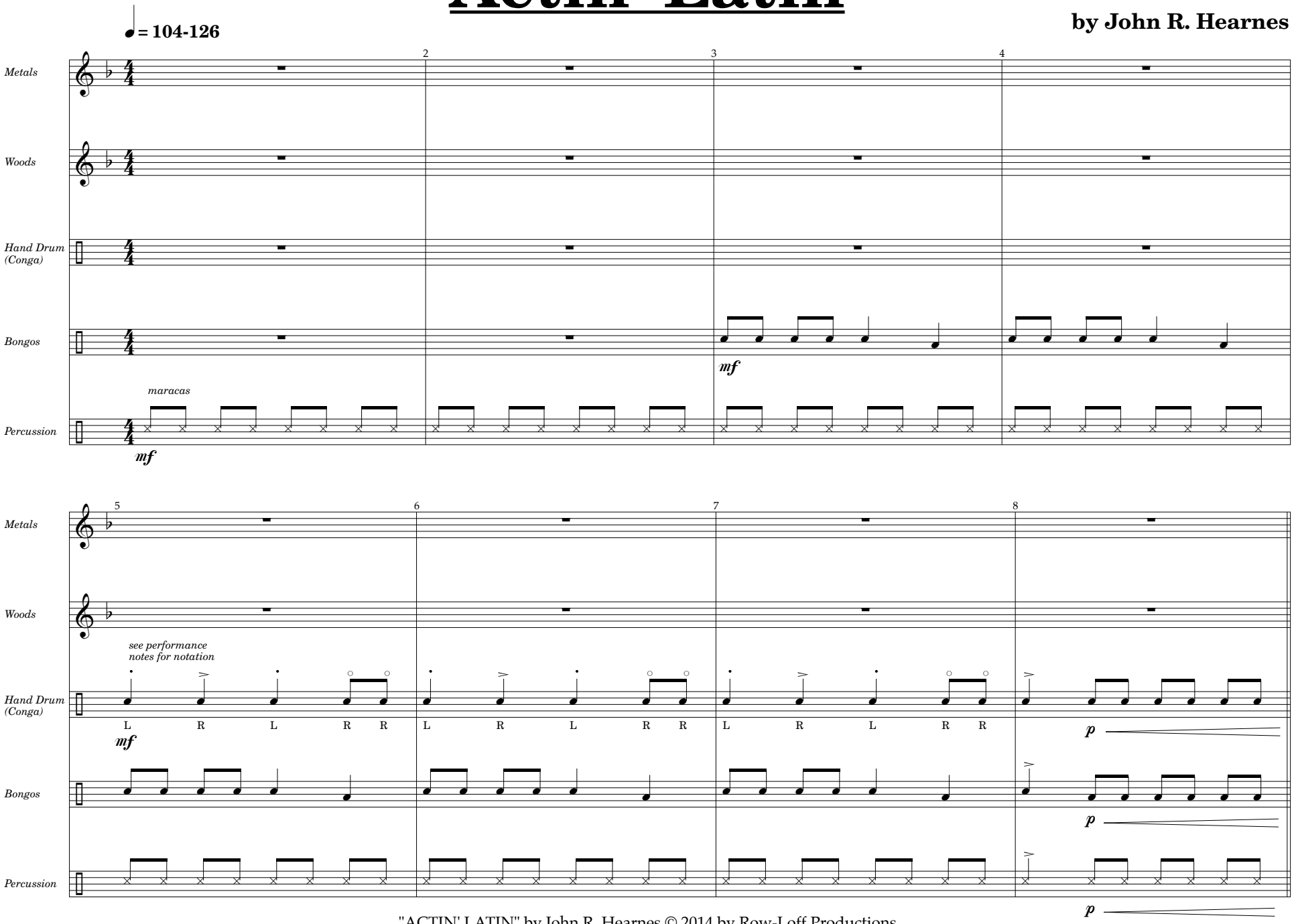

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Snare Flair

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Can-Do Attitude

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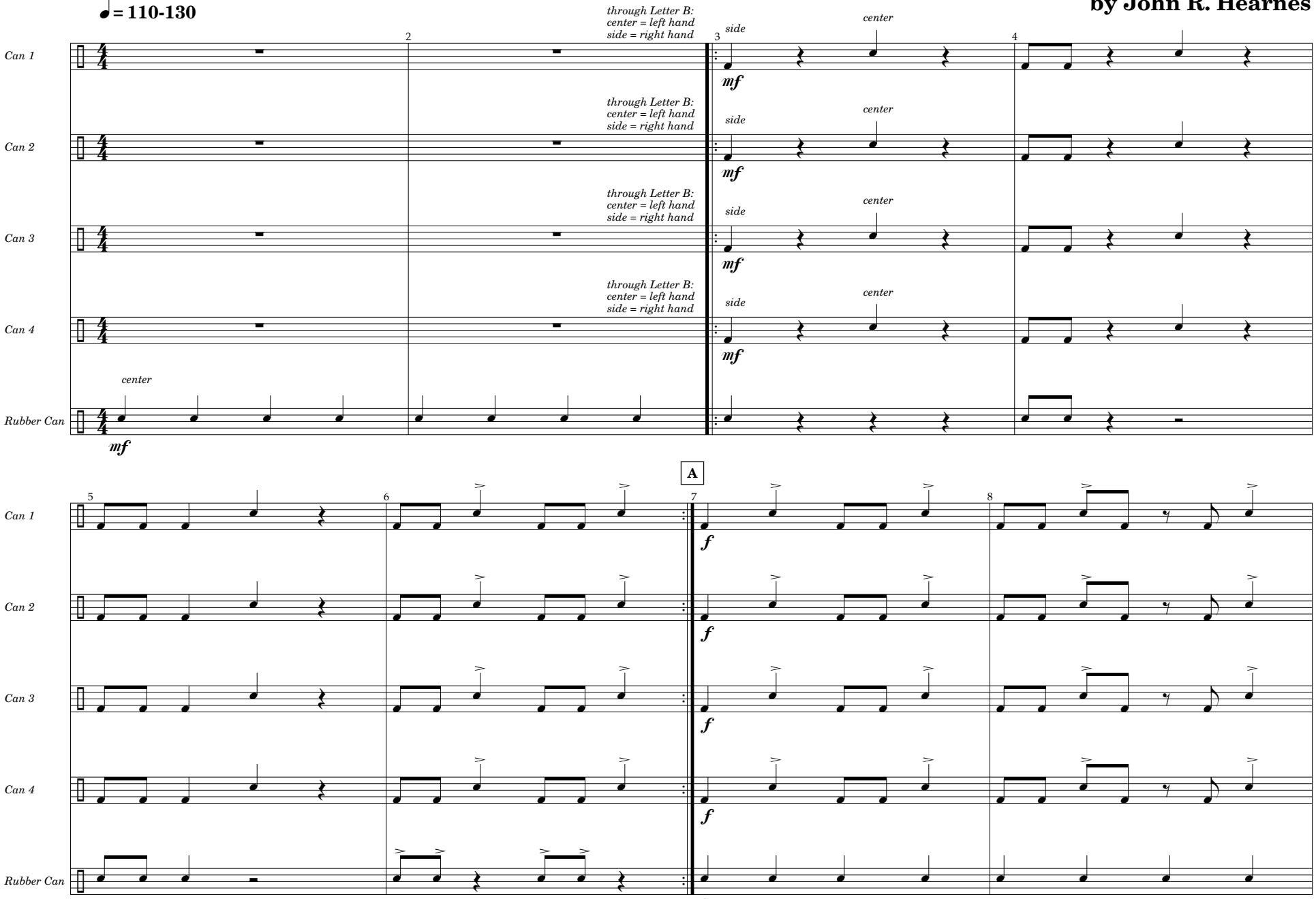

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