

“Smash Getaway” Notes

Requirements - Each player has identical "trash" sets. (With the exception of players 2 & 4, which have an addition of a cowbell.) Each player will need a 20 or 30 gallon metal trash can (with lid), a bass drum pedal, a 3-5 gallon metal pail, a 5 gallon plastic bucket, two snare stands to place the pail and bucket on, a cymbal stand and a pair of fairly heavy sticks. As mentioned, players 2 & 4 will need the addition of a cowbell with a stand to mount it to. (Oh, and baby powder!)

Set-Up - Place the large trash can on its side with the bottom facing the player, (like a bass drum on a drum-set). Attach the pedal to the rim of the bottom of the can. If using a 20 gallon can, you may need to shorten the beater on the pedal to get the playing area closer to the middle of the can. Place the metal pail on a snare stand, (bottom up), and place it to the player's left while doing the same thing with the plastic bucket and placing it on the right side. Note that there needs to be room for the player to lean down between the pail and bucket to play on the side of the large "kick" can. (The performers are standing while playing.) Now place the cymbal stand to the right and in front of the bucket with the can lid attached. (This placement is where most ride cymbals on a drum-set are found.) In order to achieve this, you'll need to remove the handle from the lid and drill a "1/2 inch" hole in the very center. For added audio "trash" effect, drill 8 to 12 "1/4 to 3/8th inch" holes about 1 to 2 inches inside around the rim of the can and place metal rivets in them. Before each performance, sprinkle baby powder around the edge of the lid for a cool visual effect when the lid is first hit on beat 4 in bar 16. Players 2 & 4 also have mounted cowbells to the right of the plastic bucket. (This can be done either with a separate stand or an attachment to the cymbal stand.) Each set-up should be placed fairly close together and in a straight line. From the audience view, players 1-4, left to right. Place each large can on a mat or piece of carpet to prevent sliding while performing.

Go to the novelty page of rowloff.com and find “Smash Getaway”. Click on the “images” button to see photos of the set-up.

Performance - The piece begins with player 1 alone on stage for the first 4 bars. The other 3 players come out on stage clicking their sticks and having a good time to join in at bar 8.

The 4th beat of bar 16 presents a dynamic visual effect with the cloud that will explode from striking the lid for the first time. Note the stickings in bars 24 & 25. This should be a “large arm” visual.

The dynamic changes drastically at **Letter B** moving to the 7/8 time. Player 2 plays straight quarter-note pulse on the side of his pail bringing the downbeat around in every other bar. This also occurs with player 4 on the cowbell during the 4 bar repeat at bar 34. (This is a simple 3/4 figure that may help in the execution across the 7/8 time.)

The 4 bar repeat beginning at bar 38 is played at mezzo-forte the first time through and then at fortissimo.

Be sure all “step-out” lines are heard at **Letter C**.

Pay close attention to the “split” that occurs in bars 56-66. Try to maintain a good balance between the players so the line can be heard. Accentuate the accents!

Keep the time flowing and even during the 16th note splits in bars 77-79.

“Smash Getaway” Notes - continued

Make a dramatic drop in dynamic level on the downbeat of bar 81.

Letter F is the “Roust-About” section. At this point the players begin moving to their right and playing on the other trash kits as they continue moving. After each player has finished playing on player 1’s kit, they quickly run around to begin playing on kit 4. Every player should “Roust-About” two complete revolutions and stop at their original kits on the 3rd beat of bar 92. Each player’s part notates which kit they should be playing on through this process. This will take a while to clean but will be worth the effort. Focus on keeping a continuous body flow as well as a solid tempo. There is a short “settling” point at bar 88 when everyone but player 4 smashes the up-beats for a complete bar on one kit, but other than that there should be a happy, flowing circle being executed.

At bar 93 the “+” sign indicates a simple crossover with the right arm/hand going over the left.

Again, a huge dynamic change at the downbeat of bar 95 and *accelerando*, if possible.

Play out the ensemble with volume and enthusiasm and be careful to make a solid timing eighth-note split in beats 1, 2 & 3 of bar 104!

Good luck and have fun “Smashing”!

Key

A musical notation diagram showing a key signature on a five-line staff. The staff contains a sequence of notes and rests, each with a vertical line pointing to it from above or below. The notes are: a quarter note on the first line (G4), a quarter note on the second line (A4), a quarter note on the second space (B4), a quarter note on the third line (C5), a quarter note on the third space (D5), a quarter note on the fourth line (E5), a quarter note on the fourth space (F5), and a quarter note on the fifth line (G5). There are rests on the first space (F4), the second space (G4), the third space (A4), the fourth space (B4), and the fifth space (C5). Above the staff, the following labels are placed: "Kick Can (pedal)" above the first note, "Bucket" above the second note, "Metal Pail" above the third note, "Cowbell" above the fourth note, and "Can Lid" above the fifth note. Below the staff, the following labels are placed: "Stick Click" below the first rest, "Kick Can (play on side)" below the second rest, "Rim of Bucket" below the third rest, "Side of Pail" below the fourth rest, and "Can Lid" below the fifth rest. The word "Key" is centered above the staff.

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9 10 11 12

Trash Kit 1 *f*

Trash Kit 2 *f*

Trash Kit 3 *f*

Trash Kit 4 *f*

13 14 15 16

Trash Kit 1 *ff* raise arms for big shot! powder

Trash Kit 2 *ff* raise arms for big shot! powder

Trash Kit 3 *ff* raise arms for big shot! powder

Trash Kit 4 *ff* cowbell raise arms for big shot! powder

ff

