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# **Boom Crackers**

**by P. Tchaikovsky / arr. by Chris Crockarell**

**Medium - 2:55 - 10 Players**

## **Instrumentation**

### **BOOMWHACKERS**

Treble Extension (2 Sets), C Major Diatonic (2 Sets),  
Chromatic Set (1 Set), Bass Diatonic (2 Sets),  
Bass Chromatic (2 Sets), Octavators (2 Sets)

Snare Drum, Triangle, Suspended Cymbal, Mounted Tambourine

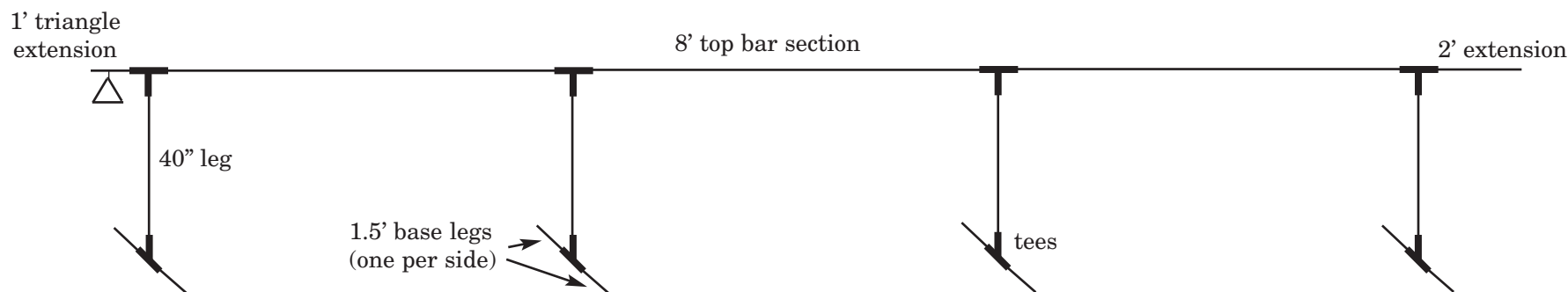
***Performance Notes Included***

# Boom Crackers Performance Notes

**Set-Up** - A ballet bar built from PVC pipe is the central visual focus for this piece. Don't be intimidated, once the PVC pipe is purchased and a sharp hacksaw is at the ready, it shouldn't take more than an hour to build. (If you're watching your costs for performance, the piece may be performed by playing on the backs of chairs, if so desired.) The ballet bar, when finished, will be a complete length of 26' to 28' long. Make sure your performance area will comfortably accommodate.

**PVC Required** - Five 10-foot white PVC pipes (1.5" in diameter), One 4-foot white PVC pipe (1.5" in diameter), Eight PVC tees (1.5"), Ten 1.5" caps. (approx. total cost, \$55.00)

**PVC Cuts** - Using a hacksaw, cut three of the 10' pieces down to 8.5'. These 8.5' pieces will be the top of the bar. (If younger players are involved, you can alter these sections to 7.5' to 8'.) Save the 1.5' pipes to be used as base legs. Cut the fourth 10' piece into three 40" sections. These will be three of your four legs. The remaining 10' pipe should be cut into one 40" piece (fourth leg), three 1.5' pieces (base legs) and one 2' piece (the extension for player 10). The 4' piece of pipe is then cut into two 1.5' pieces (remainder of base legs) and one 1' piece (triangle extension). See the diagram below for assembly.



**Boomwhacker alterations** - You'll need to cut a few of the *leftover* bass tubes down and add an octavator to one end to achieve the low octave notes. Cut a low **E** down to 33 & 1/8" to make a low **G1**, **F** to 29 & 7/16ths" for the low **A1**, **A** to 26 & 3/16ths" for the low **B1**, **D#** to 39 & 3/4" for the low **E1**. Also add an octavator to the extra **D#4** high extension for your 2nd **D#3**. Add octavators, as well, to your extra low **F#** and **A#** to achieve those low note octaves.

**Notes** - A small hole may be drilled through the 1' triangle extension pipe to hold the beater. Use strong fishing line around the pipe to hold the triangle. Keep it snug up to the pipe to prevent the triangle from turning when played.

Place the ten caps on the ten open ends of the pipes.

Use flattened music stands with black towels over them to hold each player's Boomwhackers. These should be placed in front of the player directly under the top bar. The snare drum and mounted tambourine should be placed behind player 9 and the sus. cymbal behind player 2. If so desired, these percussion instruments can be placed in front of the bar and player. Looking from the audience view, player 1 is on the far left with 3 players per 8' section. Player 10 comes out and tries to find a spot in each section but continues to be pushed down the line. After much frustration occurs with player 10, he runs back stage and comes out with the 2' section and then places into the far right end of the ballet bar, with much smugness!

**Make sure all connections are tight and fully pushed in at the tees. You may wish to apply white duct tape at the tees for reinforcement. (Tutus are optional but highly recommended.) Have Fun!**

# Boom Crackers

by P. Tchaikovsky  
 adaption for Boom Whackers™  
 by Chris Crockarell

♩ = 100 *Miniature Overture*

The musical score consists of ten staves, each representing a different whacker or a bass line. The key signature is one sharp (F#) and the time signature is 4/4. The tempo is marked as ♩ = 100. The score is divided into five measures, with measure numbers 2, 3, 4, and 5 indicated above the staves.

- Whacker 1:** D4, E4, F#4, G4. Starts in measure 3 with a *mf* dynamic.
- Whacker 2:** G#3, (2) C4s, C#4, D4, D#4, E4. Starts in measure 3 with a *mf* dynamic.
- Whacker 3:** G3, A3, A#3, C#4. Starts in measure 3 with a *p* dynamic and a triangle articulation.
- Whacker 4:** D#3, (2) E3s. Remains silent throughout the score.
- Whacker 5:** C3, C#3, D3, (2) B3s. Starts in measure 3 with a *mf* dynamic.
- Whacker 6:** C3, D#3, G3, A3. Starts in measure 3 with a *mf* dynamic. A clef change to bass clef is noted at bar 69.
- Whacker 7:** G2, G#2, A2, (2) B2s, D3, F#3. Remains silent throughout the score.
- Whacker 8:** C2, C#2, D2, F2, F#2, G2, A#2. Remains silent throughout the score.
- Whacker 9:** A1, A#1, C2, D#2, E2. Remains silent throughout the score.
- Whacker 10:** E1, F#1, G1, B1, D2. Starts in measure 1 with a *f* dynamic and changes to *mp* in measure 3.

# Boom Crackers

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**Whacker 1**  
D4, E4,  
F#4, G4

**Whacker 2**  
G#3, (2) C4s,  
C#4, D4,  
D#4, E4

**Whacker 3**  
G3, A3  
A#3, C#4

**Whacker 4**  
D#3, (2) E3s

**Whacker 5**  
C3, C#3,  
D3, (2) B3s

**Whacker 6**  
C3, D#3,  
G3, A3

**Whacker 7**  
G2, G#2, A2,  
(2) B2s,  
D3, F#3

**Whacker 8**  
C2, C#2, D2,  
F2, F#2, G2,  
A#2

**Whacker 9**  
A1, A#1, C2,  
D#2, E2

**Whacker 10**  
E1, F#1, G1,  
B1, D2

*tambourine*

52 53 54 55 56

*mf* *f* *mf* *f* *f* *mf* *f* *mf* *mf* *f*

get F#2 from #8

give F#2 to #7  
give D#2 from #9

give D#2 to #8

3

# Boom Crackers

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*cresc. & accel. poco a poco*

**Whacker 1**  
D4, E4,  
F#4, G4

**Whacker 2**  
G#3, (2) C4s,  
C#4, D4,  
D#4, E4

**Whacker 3**  
G3, A3  
A#3, C#4

**Whacker 4**  
D#3, (2) E3s

**Whacker 5**  
C3, C#3,  
D3, (2) B3s

**Whacker 6**  
C3, D#3,  
G3, A3

**Whacker 7**  
G2, G#2, A2,  
(2) B2s,  
D3, F#3

**Whacker 8**  
C2, C#2, D2,  
F2, F#2, G2,  
A#2

**Whacker 9**  
A1, A#1, C2,  
D#2, E2

**Whacker 10**  
E1, F#1, G1,  
B1, D2

106 107 108 109 110 111

R L L R L L