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The Ol’ Switcheroo

by Drew Morris
Easy / 2:09 / 9 Players

Instrumentation

Bells, Xylophone, Vibes, Marimba,
(4) Timpani, Snare Drum, Bass Drum,
(2) Toms, Cabasa, Ride Cymbal,
Splash Cymbal, Hi-Hat

Program and Performance Notes Included.

* Although the parts are listed as Bells, Xylo, Vibes & Marimba, you may use any combination of keyboard instruments that you have. Bells & Vibes parts used for any combination of metal keyboards and Xylo & Marimba parts used for any combination of wood keyboards.

Performance Instructions

At three points within the piece, (measure 15, 26, and 40) the word “*Switch*” is written in the score. It is also on the parts, though each part only switches twice. You will notice that each part, other than timpani, is bracketed with another part in the score. These are the “switching partners”. These two instruments should be set up next to each other. When it says “*Switch*” on their parts, the partners will quickly switch spots. For example, between measure 15 and 16, Percussion 1 (Bells) switches spots with Percussion 2 (Snare drum/Cabasa) and continues playing the new instrument until they switch again in measure 40. Notice that at 15 and 16, only percussion 1, 2, 5, and 6 switch parts while all other players keep the music going through the transition. At measure 26 and 27 only percussion 3, 4, 7, and 8 switch parts. At measure 40 and 41, all players (except for the timpani) switch back one last time to finish the piece.

Note that the “switching” partner’s music is all on one part. This will allow the music to stay on the music stand after the players switch. This is in effort to allow each student to have all the music that they need in one place. This way the person who starts on the xylophone can leave their music at the xylophone station when they move to the cymbal station and use the cymbal player’s music until they switch back to their original location at the end of the piece. The parts are printed in this way in an effort to eliminate the flurry of pages flying around during performance.

Program Notes

When James asked me to write this piece for him, he had a list of requests, but the one that really laid the groundwork for its creation was that he wanted every student to end up on a keyboard instrument at some point. (Though the timpani player doesn't switch, they have a very important part throughout.)

I was driving to a rehearsal when the word “*Switch*” popped into my head, quickly followed by the phrase “*The Ol' Switcheroo*” with the idea of the instrument switches being part of the piece, not just a distraction during its performance.

The timpani “vamp” was the first musical thing that popped into my head. It has a certain bouncing quality because I was thinking of kangaroos at the time. (KangaROO...SwitcheROO...get it?) The remainder of the piece unfolded over the course of a few days.

I had a lot of fun writing it and I hope you enjoy it!

Drew Morris

Supplemental Materials

"A" Harmonic Minor Scale



Motive 1



Motive 2



The Ol' Switcheroo

Commissioned by J.O. Kelly Middle School, James Hendrix - Director, Springdale, Arkansas

by Drew Morris

Section 1
♩ = 88 no dampening unless instructed.

The score is for a percussion ensemble in 4/4 time. It consists of nine staves, each for a different instrument. The first staff is for Timpani, which plays a rhythmic pattern of quarter notes in the first two measures, followed by a quarter rest and a dotted quarter note in the third measure, and a quarter note in the fourth measure. The dynamic is *mp*. The second staff is for Percussion 1 Bells, which is silent. The third staff is for Percussion 2 Snare Drum Cabasa, which is silent until the third measure, where it begins a steady eighth-note pattern with a *cabasa* marking and a dynamic of *mp*. The fourth staff is for Percussion 3 Vibes, which is silent. The fifth staff is for Percussion 4 Bass Drum, which is silent until the fourth measure, where it plays a quarter note followed by two eighth notes, with a dynamic of *mf*. The sixth staff is for Percussion 5 Xylophone, which is silent until the fourth measure, where it plays a quarter note followed by a quarter note with a sharp sign, with a dynamic of *mp*. The seventh staff is for Percussion 6 Cymbals, which is silent until the fourth measure, where it plays a quarter note followed by two eighth notes, with a dynamic of *mf* and a marking for "suspended cymbal with snare stick". The eighth staff is for Percussion 7 Marimba, which is silent until the fourth measure, where it plays a quarter note followed by a quarter note with a sharp sign, with a dynamic of *mp*. The ninth staff is for Percussion 8 Concert Toms, which is silent until the fourth measure, where it plays a quarter note followed by a quarter note with a sharp sign, with a dynamic of *mf*.

The Ol' Switcheroo

pg. 2

5 6 7 8 dampen

Timpani

Percussion 1
Bells
mp *mf*

Percussion 2
Snare Drum
Cabasa

Percussion 3
Vibes
mp *mf*

Percussion 4
Bass Drum
mp muffle

Percussion 5
Xylophone

Percussion 6
Cymbals
mp

Percussion 7
Marimba

Percussion 8
Concert Toms
mp

Detailed description: This is a page of a musical score for percussion instruments. It features eight staves, each representing a different instrument. The score is divided into four measures, numbered 5 through 8. Measure 8 includes the instruction 'dampen'. The instruments and their parts are: Timpani (bass clef, quarter notes); Percussion 1 Bells (treble clef, quarter notes, dynamic *mp* to *mf*); Percussion 2 Snare Drum/Cabasa (snare drum icon, quarter notes); Percussion 3 Vibes (treble clef, quarter notes, dynamic *mp* to *mf*); Percussion 4 Bass Drum (snare drum icon, quarter notes, dynamic *mp*, instruction 'muffle' in measure 8); Percussion 5 Xylophone (treble clef, eighth notes); Percussion 6 Cymbals (cymbal icon, eighth notes, dynamic *mp*); Percussion 7 Marimba (treble clef, quarter notes, dynamic *mp*); Percussion 8 Concert Toms (snare drum icon, quarter notes, dynamic *mp*).

