

BLAST-OFF

FROM ROW-LOFF

A PERCUSSION SERIES FOR GRADES 1 & 2

Beatz

by John R. Hearnnes

A collection of 4 ensembles for Snare Drums,
Practice Pads, Hands & Mallets for 3 or more players.

Grades 1 & 2 / 3 parts

Padz - Grade 2 / 1:27

Handz - Grade 1 / 1:39

Malletz - Grade 2 / 1:49

Snarez - Grade 2 / 1:22

Instrumentation

Snare Drums, Practice Pads, Hands, Mallet Instruments

Beatz Performance Notes

Padz is written to be performed on practice pads, preferably those that have a sound that projects well. Stickings on rolls show the starting and ending hands with a sixteenth note subdivision. Stick click stickings are notated in parentheses and mean the given stick hits the other one, shoulder on shoulder. The visual at letter **B** (and in the following measures) is optional; lift the hand that is not playing up in the air for that measure.

The backsticking in m. 29 is as follows: Hit the pad with the butt of the right stick on count 2, then cross over the left stick and hit the pad with the butt of the right stick on count 3, then return to playing position and hit the pad with the butt of the right stick on count 4.

The stick click visual in m. 30 is optional and is as follows: Hit the right stick shoulder on top of the left stick shoulder on count 2, turn the butt of the right stick and hit the bottom of the left stick shoulder with it on the & of 2, turn the butt of the left stick and hit the bottom of the right stick butt with it on count 3, bring the left stick shoulder back and hit the top of the right stick butt on the & of 3, then bring the right stick shoulder back and hit the left stick shoulder on count 4.

Handz should be played on a desk or table. Here are the different sounds needed to perform the piece.

“Pound” - Hit the table with a closed fist.

“Knock” - Use the knuckles on the table like knocking politely on a door.

“Tap” - Hit the table with the pads of the fingertips.

“Clap” - No notes needed for this one!

“Snap” - Snap with both hands together

The “roll fingers” in m. 31 is played by alternating hands, drumming from the little finger to the first finger in each hand as fast as possible. The motion is similar to the way fingers are drummed on a table when one is being impatient, just really fast and alternating between hands. Count through the roll so you can stop exactly on count 4.

Malletz can be played on three bell kits or on any other combination of mallet instruments as needed. If you have a full compliment of mallet instruments, instrument suggestions are on the score. Feel free to adjust any 8va or 8vb to make it work for your situation. If playing on three bell kits, pay close attention to balancing the part that has the melody over the parts that are accompaniment and bass lines.

For **Snarez**, students are encouraged to use double stroke rolls, but buzz rolls can be substituted if needed. Stickings on rolls show the starting and ending hands with a sixteenth note subdivision.

Padz

by John R. Hearnes

♩ = 100 - 110

x = stick clicks

Pad 1

mf

R L R L R L R (R) (R) R L R L R R R L R L R L R (R)

Pad 2

Pad 3

Pad 1

mf

(R) R L R L R R R L R L R L R (R) (R) R L R L R R

Pad 2

mf

R R L R L R L (R) (R) R L R L R

Pad 3

A

Pad 1

mf

R L R L R L R (R) (R) R L R L R R R L R L R

Pad 2

mf

R R L R L R L (R) (R) R L R L R L (R) x = stick clicks

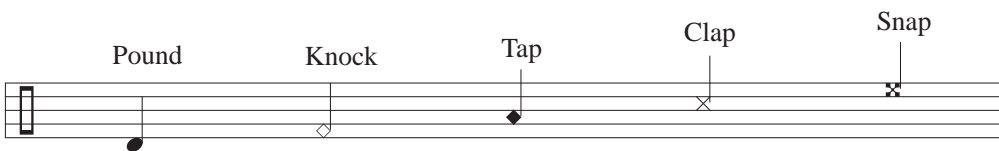
Pad 3

mf

R L R L R L (R)

Handz

Key

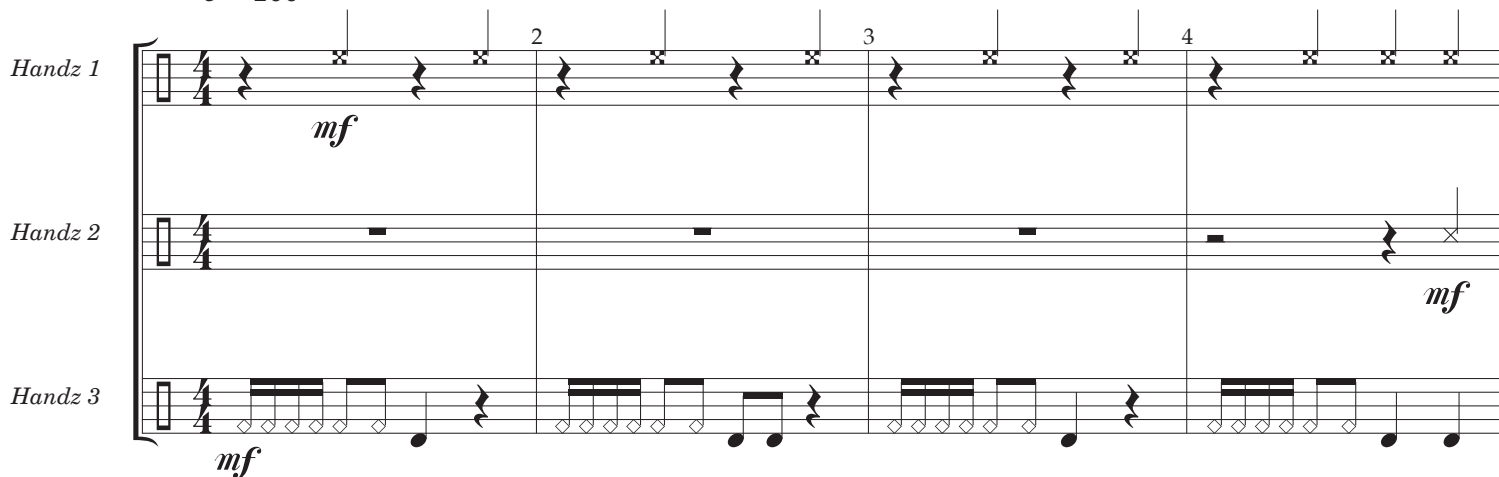


Pound Knock Tap Clap Snap

by John R. Hearnes

♩ = 100

Handz 1



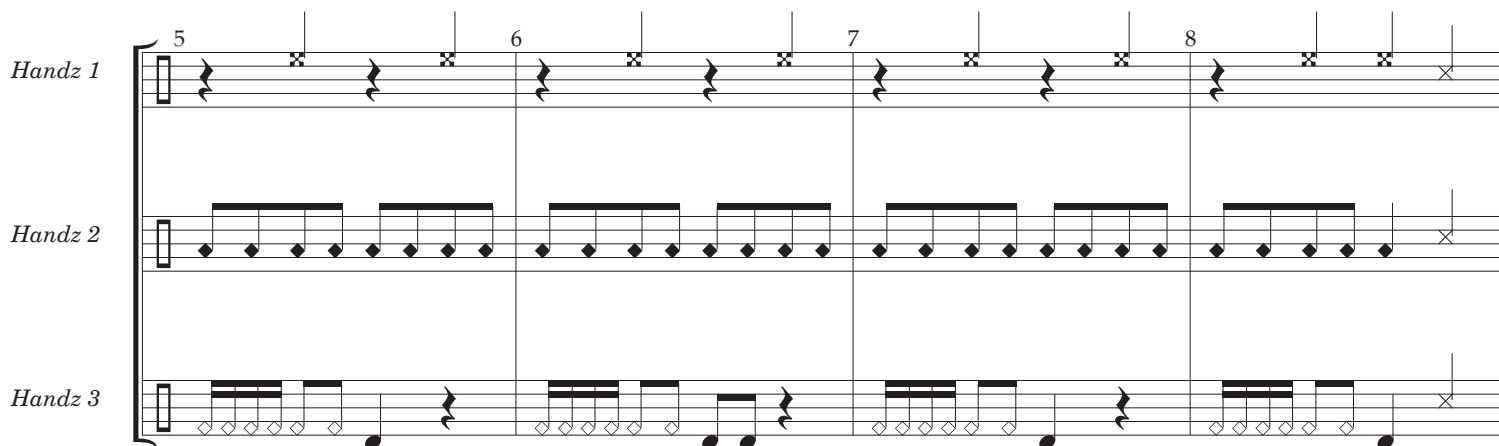
Handz 2

Handz 3

mf

mf

Handz 1



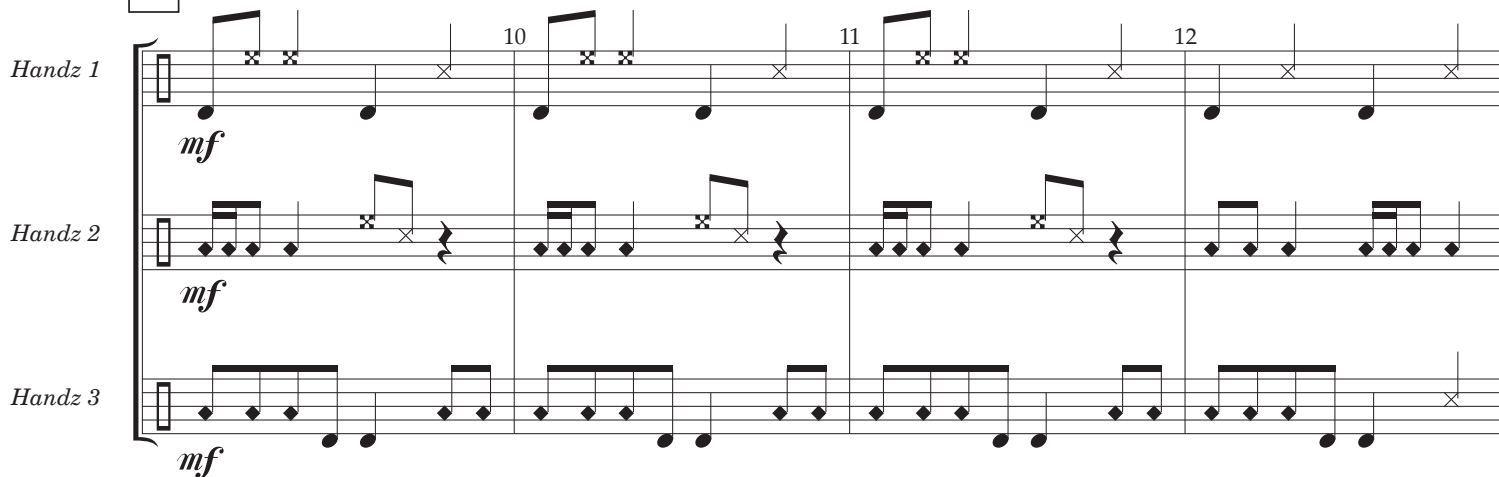
Handz 2

Handz 3

mf

A 

Handz 1



Handz 2

Handz 3

mf

mf

Malletz

by John R. Hearnese

♩ = 110

A

Mallet 1
Bells/Xylo

Mallet 2
Vibes

Mallet 3
Marimba

f (if playing vibes, — = pedal)

mf

Mallet 1
Bells/Xylo

Mallet 2
Vibes

Mallet 3
Marimba

5 6 7 8

1. 2.

Mallet 1
Bells/Xylo

Mallet 2
Vibes

Mallet 3
Marimba

f

9 10 11 12

(All rolls are open/double stroke)

Snarez

by John R. Hearnes

♩ = 100 - 115

Snare 1

Snare 2

Snare 3

R L

R L

R

R L R

f

f

f

mf

mf

mf

A

Snare 1

Snare 2

Snare 3

R R L R L

R L R L

R L R R

L R

R L R R L

R L R L

R L R R

L (R) L

R L

R R L L

R L R R

L R L R

To Coda (2nd X)

1.

Snare 1

Snare 2

Snare 3

R R L R L

R L R L

R L R L R L R L

R

R L R R L

R L R L

R L R L R L R L

R R R L

R L

R R L L

R L R L R L R L

R