

BLAST-OFF

FROM ROW-LOFF

A PERCUSSION SERIES FOR GRADES 1 & 2

Shufflin'

by John R. Hearnese,
Chris Brooks & Chris Crockarell

A collection of 3 ensembles designed to teach young percussionists how to accommodate to multiple instruments.

Marchin' Around - Grade I (2:11) by John R. Hearnese

Instrumentation: Marimba/Xylophone, Vibes/Bells, Snare Drum, (2) Concert Toms, Suspended Cymbal, Snare Drum, Bass Drum

Struttin' Around - Grade II (2:25) by Chris Brooks

Instrumentation: Marimba/Xylophone, Vibes/Bells, (2) Timpani, Suspended Cymbal, Vibraslap, (2) Hand Drums, Mounted Cowbell, Mounted Tambourine, Snare Drum, Floor Tom

Clownin' Around - Grade II (1:35) by Chris Crockarell

Instrumentation: Snare Drum, Cowbell, (2) Timpani, (3) Temple or Jam Blocks, Bass Drum, Suspended Cymbal, Splash Cymbal, Slide Whistle, Duck Call, Ratchet, Ride Cymbal

Shufflin' Performance Notes

Marchin' Around - "Metals" would include bells and vibes. "Woods" would include xylophones and marimbas. If using different metals and woods, Metals 1 should be bells; Metals 2, vibes; Woods 1, xylophone; and Woods 2, marimba.

The suspended cymbal is played two ways. Most of the part is played like a ride cymbal, with the tip of the stick striking about halfway between the center and edge. A few notes are marked as crashes. Those are played by striking the edge with the shoulder of the stick.

Struttin' Around incorporates an ostinato marimba line with vibes carrying a melody. Timpani and snare drum are groove support for the ensemble. In letter **C**, snare will change to floor tom and timpani to a mounted tamborine and cowbell, creating a new groove. Mallet players have a unison hand drum feature in this section. The hand drums should be medium sized congas, djembes or tubanos, and played with a lot of expression.

Clownin' Around was written with the intent of offering a fun sounding, circusy ensemble that gives each player the opportunity to "shuffle" through a variety of instruments. The "toys" part, (player 4), will need special preparation as there are many quick changes. (This part may be split up for 2 players, if needed.) It is recommended to have a tray table with a soft cover to avoid excess noise when changing instruments. Make sure the temple blocks solo in bars 14-19 is well heard. Use soft rubber or hard cord mallets for the temple blocks. If possible, use a bright 16" suspended cymbal for the piece. Add fun visuals with clown attire. Red noses, bright wigs... have fun with it!

Marchin' Around

by John R. Hearnnes

♩ = 112

toms
mf

sus. cym.
(like ride cym. except where marked)
mf

snare
mf

bass
mf

to keyboard (metals)

crash
to keyboard (woods)

A *take both endings on D.S.*
metals
mf

woods
mf

mp

Struttin' Around

by Chris Brooks

♩ = 110

Sus Cym (2nd time only)
1st time on D.C.

Vibraphone
Sus Cym
Hand Drum

Marimba
Hand Drum
Vibra Slap

Timpani
Cowbell
Tambourine

Snare Drum
Floor Tom

Vibraphone
Sus Cym
Hand Drum

Marimba
Hand Drum
Vibra Slap

Timpani
Cowbell
Tambourine

Snare Drum
Floor Tom

Vibraphone
Sus Cym
Hand Drum

Marimba
Hand Drum
Vibra Slap

Timpani
Cowbell
Tambourine

Snare Drum
Floor Tom

Clownin' Around

by Chris Crockarell

♩ = 116-124

Snare Drum
Cowbell

(2) Timpani
(3) Temple Blk's

Bass Drum
Sus. Cymbal

Splash Cymb.
Slide Whistle
Duck Call
Ratchet
Ride Cymb.

f

f

f

f

siren

f

Snare Drum
Cowbell

(2) Timpani
(3) Temple Blk's

Bass Drum
Sus. Cymbal

Splash Cymb.
Slide Whistle
Duck Call
Ratchet
Ride Cymb.

A

mf

mf

mf

mf

ride cymbal

mf

f

solo

f

dampen

f

1.

Snare Drum
Cowbell

(2) Timpani
(3) Temple Blk's

Bass Drum
Sus. Cymbal

Splash Cymb.
Slide Whistle
Duck Call
Ratchet
Ride Cymb.

B

2.

snare off

f

mp

solo

to temple blocks

to mounted sus. cymbal
w/ yarn mallets

f

f

p

dampen

to splash cymbal