

THUNDER TUMBLER

for Solo Multiple Percussion

Adam Groh

PROGRAM NOTES

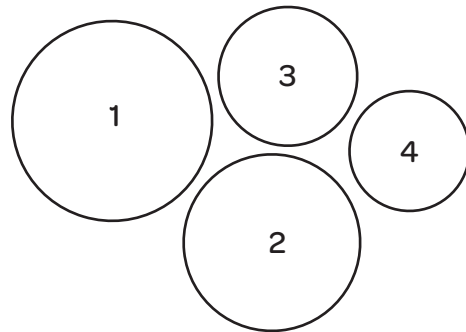
Thunder Tumbler is named after a remote control car that specializes in spinning in circles very, very quickly. When driven on a hardwood floor the car's acrobatics are not only fun to watch, but also extremely loud. If you have ever spent time with a six-year-old who is excited about their toy, you know that nothing is done in moderation. For weeks and months our house was filled with the sound of this whirling car... over and over and over again. *Thunder Tumbler* was written as an homage to that car and its dizzying maneuvers, while also helping students get comfortable navigating constantly changing meters and an almost "moto perpetuo"-like stream of notes. A recurring passage appears at rehearsal letters A, C, and E, with variations on similar material in between.

– A.G.

INSTRUMENTATION

Thunder Tumbler utilizes a set of four drums, graduated in pitch. Ideally, all three toms should be double-headed but single-headed drums may also be used. A concert snare drum may be substituted if a field drum is not available.

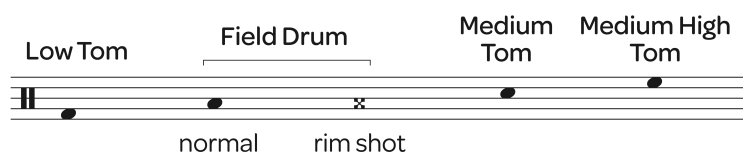
1. Low Tom (approximately 16")
2. Field Drum
3. Medium Tom (approximately 14")
4. Medium High Tom (approximately 12")



It is recommended that the performer use drumsticks to play *Thunder Tumbler*, preferably a larger, concert snare drum stick that will produce a full sound from all of the drums.

NOTATION

1. Dynamic markings correspond to the volume of the accents in a given section. Unaccented notes should always be performed significantly softer than the accents around them to create as much contrast as possible.
2. In this piece there are two types of markings used to denote accents. The traditional accent marking should be interpreted as a normal accent. Tenuto markings are used to denote a subtle emphasis or inflection. These are notes that should be given more emphasis than the unaccented notes around them, but not as loud as notes marked with an accent.
3. All rolls in this piece should be performed as double-stroke/open rolls, not buzz rolls.
4. The snares should be turned ON at the start of the piece. They remain on until rehearsal letter F, where the player turns them off with one hand while the other plays bar 70.



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Low Tom Field Drum Medium Tom Medium High Tom

normal rim shot

♩ = 120
whirling, dizzying

4

8

13

16

19

pp *f*

pp *f*

pp *f*

A

B

mp

25

28

mf *ff*

31

p *mf*