

Jim Casella

**Stormbreak**  
for percussion octet  
(and optional wind ensemble)



**Stormbreak** by Jim Casella  
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# Notes

*Stormbreak* was written to be a sort of sequel to *Technology* - another moderately simple percussion ensemble for eight players. When I first wrote *Technology*, I had no intentions of publishing it, nor did I expect it would eventually become as popular as it has. *Stormbreak* opens with a collection of natural effect sounds the ocean drum, swirling shakers, and rainstick. As these die out, the storm breaks and a rhythmic “tip of the hat,” to *Technology* kicks in on the rim of the snare drum.

As rhythmic elements layer in, the motive of *Stormbreak* becomes clear and will continue to make itself known throughout the piece. Utilizing frequent repeats in most parts, it offers a great way for young, intermediate players to become more comfortable with the concept of “grooving” in their own part while placing that groove within the mix of their fellow groove-playing compadres. This is a more challenging skill for younger players to latch onto since they can often get wrapped up in reading the notes on the page, just trying to play parts correctly. My hope is that once players are comfortable with their own parts, they can “branch out” from the printed page a bit, and focus their attention more on hearing how their parts mingle with others. If all players can do this, the various syncopated elements of the piece will come together nicely to form a solid groove and, most likely, a catchy showpiece that audiences will love.

*Stormbreak* was written for the Lanier Middle School percussion ensemble and symphonic band under the direction of Hunter McRae. It premiered to a large audience at the University of Georgia Middle School Festival in 2007 where it received a roaring response. **This piece can stand alone as a percussion octet, but it’s also written with the option of being played by a full wind ensemble.** During wind ensemble concerts, the percussion section can sometimes be relegated to the back, not always participating as much as wind players. So this option acts as something of a percussion ensemble “feature” to be programmed into wind ensemble concerts.

**If choosing to perform this as a wind ensemble piece,** there are a variety of effect elements that wind players are called upon to perform. For starters, the opening “storm” can be performed by as many players in the ensemble as you’d like by distributing ocean drums, egg shakers, and rainsticks throughout the ensemble. If you don’t have an abundance of ocean drums, you might consider fabricating some using two large drumheads with some buckshot inside, then sealing them together with some tape. Use as many rainsticks as you can get your hands on. Perhaps using some subtle wind chimes can help set the mood. These sounds can even begin long before the piece starts while the percussionists are finalizing their setup.

At various points, wind players are asked to make “clicking” sounds by tapping on the keys of their instruments. At the start of the piece, these sounds should simulate the random pitter-patter of rain falling. The more random, the better. Since this is a subtle effect, experiment with instruments to find techniques that produce the most sound. Tapping valves and keys can create an interesting texture if done by several people. You may even try lightly tapping on the bells of the larger brass instruments with fingernails. Be creative! Later in the piece (rehearsal F), the tapping comes back, but this time it is to be performed rhythmically to accompany the percussion solos. This is followed by some call-and-response between hand claps and foot stomps. Again, strive to create the most sound possible for the greatest effect.

This folio actually contains two scores. The first is the full score for winds and percussion. At the conclusion of that is a percussion score with wind staves omitted. The percussion parts are identical in both scores. Only the formatting is different.

-Jim Casella

# Instrument/Parts list

*Stormbreak* can be performed as a percussion octet, or optionally as a percussion feature with wind ensemble.

The percussion ensemble requires the following instruments.

**Player 1** - glockenspiel, bongos

**Player 5** - snare drum, brake drum

**Player 2** - xylophone, congas

**Player 6** - 4 concert toms, hihat, ocean drum, cowbell

**Player 3** - chimes, rainstick, vibra slap, suspended cymbal, mounted finger cymbal, woodblock

**Player 7** - tambourine, triangle, shaker, splash cymbal, china cymbal

**Player 4** - timpani (plus cymbal for opening effect)

**Player 8** - bass drum (with towel attached for quick changes from muffled to unmuffled)

If performing *Stormbreak* with a wind ensemble, the following parts are included. Please note, there is only one part per instrument, but some contain divisi parts which should be divided within sections accordingly. Also, if an ensemble doesn't have certain instrumentation (such as the contrabass clarinet or bassoon), it won't harm the effect of the piece to leave them out.

flute  
oboe  
clarinet (B $\flat$ )  
bass clarinet (B $\flat$ )  
contrabass clarinet (E $\flat$ )  
bassoon  
alto saxophone  
tenor saxophone  
baritone saxophone  
trumpet (B $\flat$ )  
french horn (F)  
trombone  
baritone  
tuba



# Stormbreak

## for percussion ensemble and winds

Jim Casella

Rainfall/clicking effects may begin prior to official "start time" of the piece, perhaps even while percussionists are finishing preparing setup.

**Mysterious** ♩ = 120

random clicking sounds by tapping keys of instrument

(2) (4) (6) (8) (10)

Flute *mp*

Oboe rainsticks (2) (4) (6) (8) (10) *pp*

Clarinet in B $\flat$  random clicking sounds by tapping keys of instrument (2) (4) (6) (8) (10) *mp*

Bass Clarinet in B $\flat$  ocean drum swirling (2) (4) (6) (8) (10) *pp*

Contrabass Clarinet in E $\flat$  random clicking sounds by tapping keys of instrument (2) (4) (6) (8) (10) *mp*

Bassoon random clicking sounds by tapping keys of instrument (2) (4) (6) (8) (10) *mp*

Alto Saxophone random clicking sounds by tapping keys of instrument (2) (4) (6) (8) (10) *mp*

Tenor Saxophone random clicking sounds by tapping keys of instrument (2) (4) (6) (8) (10) *mp*

Baritone Saxophone random clicking sounds by tapping keys of instrument or fingernails against bell (2) (4) (6) (8) (10) *mp*

Trumpet in B $\flat$  random clicking sounds by tapping fingernails against bell (2) (4) (6) (8) (10) *mp*

Horn in F random clicking sounds by tapping keys of instrument (2) (4) (6) (8) (10) *mp*

Trombone swirling egg shakers (2) (4) (6) (8) (10) *mp*

Baritone random clicking sounds by tapping fingernails against main tube (2) (4) (6) (8) (10) *mp*

Tuba random clicking sounds by tapping fingernails against main tube (2) (4) (6) (8) (10) *mp*

**A** Driving

**Mysterious** ♩ = 120

**A** Driving med soft plastic mallets

*p*

rainstick *p*

al on timp head. pedal

RH on rim (2) (4) (2) *mp*

LH cross stick (2) (4) (6) (8) (10) *mp*

shaker (2) (4) (2) *mp*

diamond noteheads = towel draped over batter head for short, muffled sound

w/ staccato mallet *p*

fade out...

Sample Image



20

Fl

Ob (2) (4) (6)

Cla (2) (4) (6)

Bas Cla

CB Cla

Bsn

Alt Sax (2) (4) (6)

Ten Sax

Bar Sax

Tpt

Hn

Tbn

Bar

Tba

2 2 2 2

sus cym

(6)

2 2

Sample Image

27 **C**

Fl *f* *ff*

Ob *f* *ff*

Cl<sup>#</sup> *f* *ff*

Bas Cl<sup>#</sup> *f* *ff*

CB Cl<sup>#</sup> *f* *ff*

Bsn *f* *ff*

Alt Sax *f* *ff*

Ten Sax *f* *ff*

Bar Sax *f* *ff*

Tpt *f* *ff*

Hn *f* *ff*

Tbn *f* *ff*

Bar *f* *ff*

Tba *f* *ff*

**C**

G *f* *ff*

X *f* *fp* *f*

Chim *f* *l.v.*

Timp *f* *fp* *ff*

SD *f* *fp* *b*

HH Toms *f* *p* *ff*

Perc *f* *china cym*

BD *f* *unmuffled*

*mute chokes*

*4 toms w/sticks*

*splash cym*

*unmuffled*

Sample Image



D

33

Fl  
Ob  
Cla  
Bas  
Cla  
CB  
Cla  
Bsn  
Alt  
Sax  
Ten  
Sax  
Bar  
Sax  
Tpt  
Hn  
Tbn  
Bar  
Tba

D

G  
*f*  
*mp*  
cymbals

(2) (4) (6)  
/ / / / /  
(4) (6)  
/ / / / /  
(4) (6)  
/ / / / /

Sample Image

E

40

Fl

Ob

Cl

Bas Cl

CB Cl

Bsn

Alt Sax

Ten Sax

Bar Sax

Tpt

Hn

Tbn

Bar

Tba

*mp*

*mp*

*mp*

*mp*

*mp*

*mp*

*mp*

*mp*

*mp*

E

G

X

Chim

Timp

SD

HH Toms

Perc

BD

*f*

*mf*

*f*

*mf*

*f*

*mp*

*f*

*mp*

*f*

*mp*

*f*

*mp*

sim. as before

R.S.

4 toms w/sticks

HH

triang.

Sample Image



52 **F** Rhythmic clicking sounds by tapping keys of instrument (Snare Solo) (2) (4) (6) **G** (Toms Solo)

Fl

Ob rainsticks

Cla Rhythmic clicking sounds by tapping keys of instrument (2) (4) (6)

Bas Cla random ocean drum swirls

CB Cla Rhythmic clicking sounds by tapping keys of instrument (2) (4) (6)

Bsn Rhythmic clicking sounds by tapping keys of instrument (2) (4) (6)

Alt Sax Rhythmic clicking sounds by tapping keys of instrument (2) (4) (6)

Ten Sax Rhythmic clicking sounds by tapping keys of instrument (2) (4) (6)

Bar Sax Rhythmic clicking sounds by tapping keys of instrument or fingernails against bell (2) (4) (6)

Tpt Rhythmic clicking sounds by tapping fingernails against bell (2) (4) (6)

Hn Rhythmic clicking sounds by tapping keys of instrument (2) (4) (6)

Tbn egg shakers (2) (4)

Bar Rhythmic clicking sounds by tapping fingernails against main tube (2) (4) (6)

Tba Rhythmic clicking sounds by tapping fingernails against main tube (2) (4) (6)

**F** bongos w/rattan shaft (Snare Solo) (2) (4)

*f* congas w/rattan shaft (2) (4)

*f* sus cym (crash) mounted finger cym w/triangle beater (2)

*f* on bowl w/back of mallet (2) *p* (4)

*mf*

SD *f*

HH Toms

Perc tambourine (as before) (2) (4) *mp*

BD *mp*

Sample Image

59

(2) (4) (2)

H (Timpani Solo)

Fl

Ob

Cla (2) (4) (2)

Bas Cla

CB Cla (2) (4) (2)

Bsn (2) (4) (2)

Alt Sax (2) (4) (2)

Ten Sax (2) (4) (2)

Bar Sax (2) (4) (2)

Tpt (2) (4) (2)

Hn (2) (4) (2)

Tbn (2) (4) (2)

Bar (2) (4) (2)

Tba (2) (4) (2)

(2) (4) (2)

H (Timpani Solo)

*ff* pedal E to F and back

brake drum (dry, w/stick)

Sample Image

66 **I**

Fl handclaps *mp*

Ob handclaps *mp*

Cl<sub>a</sub> handclaps *mp*

Bas Cl<sub>a</sub> handclaps *mp*

CB Cl<sub>a</sub> handclaps *mp*

Bsn handclaps *mp*

Alt Sax handclaps *mp*

Ten Sax handclaps *mp*

Bar Sax handclaps *mp*

Tpt footstomps

Hn footstomps

Tbn footstomps

Bar footstomps

Tba footstomps

**I**

G *ff* *f* (2)

X *ff* *f*

Chim. woodblock w/cord *ff* *f*

Timp *ff*

SD snare drum *ff* brake drum snare drum *ff*

HH. Toms cowbell *ff*

Perc *ff*

BD *ff*



Sample Image

74

Fl *f* *mp*

Ob *f* *mp*

Cla *f* *mp*

Bas  
Cla *f* *mf*

CB  
Cla *f* *mp*

Bsn *f* *mf*

Alt  
Sax *f* *mp*

Ten  
Sax *f* *mp*

Bar  
Sax *f* *mf*

Tpt *f* *mp*

Hn *f* *mp*

Tbn *f* *mp*

Bar *f* *mp*

Tba *f* *mp*

(stomps align w/hihat)

(6) (8) *ff* *fff* *f*

glock

(6) (8) *ff* *fff* *f*

xylo

(6) (8) *ff* *fff* *f*

chimes

(6) *ff* *fff* *mf*

brake drum *ff* *fff* *mf*

snare drum

tom *ff* *fff* *mf*

HH

triangle *mf*

*mp*

*fff* *mf*

(2) (2) (2) (2)

Sample Image







96

Fl *f* *tr*

Ob *f* *tr*

Cl *f*

Bas Cl *f*

CB Cl *mp*

Bsn *f*

Alt Sax *mp*

Ten Sax *mp*

Bar Sax

Tpt *mp*

Hn *mp*

Tbn *mp*

Bar *mp*

Tba *mp*

G *mp*

X *mp*

Chim. *mp*

Timp *mp* 6

SD *mp* 6

HH. Toms *mp* 6

Perc china splash

BD

Sample Image



On the next page, the score is repeated for percussion octet only without the optional wind parts to reduce the number of page turns.

Level: Med-Easy  
Approximate playing time: 3'30"

# Stormbreak for percussion octet

Jim Casella

Mysterious ♩ = 120

**A** Driving

med soft plastic mallets

Glockenspiel: *p*

Xylophone

Chimes: rainstick, *p*

Timpani: upside down cymbal on timp head. Random glisses w/pedal. *p*, fade out...

Snare Drum: RH on rim, LH cross stick (2), (4), *mp*

Hi Hat Concert Toms: ocean drum (2), (4), (6), (8), (10), *p*

Percussion: shaker (2), (4), *mp*

Bass Drum: diamond noteheads = towel draped over batter head for short, muffled sound. w/staccato mallet, *p*

G: 12, *f*

X: *f*, fade out...

Snare Drum: (2), (4), R.S., *mp*

Hi Hat Concert Toms: (6), (8), HH w/sticks, *mp*

# Sample Image

Stormbreak (percussion only) - Casella

2

**B**

19

G *mp*

X *mf*  
vibra slap

Chim *mf*  
med. mallets

Timp *mp*

SD *mp*  
R.S.

HH. Toms  
upper notes = shoulder  
lower notes = tip of stick

Perc (2) (4) (6)

BD *mp*

**C**

25

G *f*

X *f* *fp*

Chim *f*  
sus cym mute chokes 1 v.

Timp *f* *fp*

SD *f*

HH. Toms  
4 toms w/sticks

Perc *f*  
spiash cym  
*f*

BD *f*  
unmuffled  
*f*

Sample Image

31

**D**

G *f*

X *dim.* *mp*

Chim *mp* chimes *mp*

Timp *mf*

SD *mp* (2)

HH. Toms *p* *mp* Hihat gradually open *p* *mp* *l.v.*

Perc *mp* tambourine w/fingers (position on knee for short sound) (2)

BD *mp* (muffled) (2)



36

G *f*

X *f*

*f*

*f*

(6) *f*

4 toms w/sticks *f*

(6)

(6) *f*

Sample Image

Stormbreak (percussion only) - Casella

**E**

42

G *mf*

X *mf*

Chim *mp*

Timp *mp*

SD *mp* sim. as before R.S. (2) (4) (6)

HH. Toms *mp* HH

Perc *mp* triangle (2) (4) (6)

BD *mp* (2) (4) (6)

**F**

48

G *fff* bongos w/rattan shaft (2) *f*

X *fff* bongos w/ rattan shaft (2) *f*

Chim *f*

Timp (2)

SD (2)

HH. Toms

Perc

BD (2)

Sample Image



54 (Snare Solo) G (Toms Solo)

G *(4)* *(6)*

X *(4)* *(6)*

Chim. mounted finger cym w/triangle beater *(2)* *(4)*

Timp *(4)* *(6)*

SD *f* 3 3 6

HH. Toms 4 toms w/sticks *p* *f*

Perc *(4)* *(6)*

BD *mp* *(2)* *(4)*



59 H (Timpani Solo)

G *(2)* *(4)* *(2)*

X *(2)* *(4)* *(2)*

*(2)* *(4)* *(2)*

*ff* pedal E to F and back

brake drum (dry, w/stick) *pp*

*(2)*

*(2)*

Sample Image

Stormbreak (percussion only) - Casella

6

65 **I**

G *ff* *f* (2)

X *ff* *f* (2)

Chim. woodblock w/cord *ff* *f* (2)

Timp *ff* (3)

SD snare drum *ff* brake drum (3) snare drum *f*

HH. Toms cowbell *ff* (3)

Perc *ff* (3)

BD *ff* (3)

72

G (4) (6) (8) *ff*

X (4) (6) (8)

Chim. (4) (6)

Timp *ff* (2) (4)

SD (2) rim shots *ff* (2)

HH. Toms HH *ff*

Perc splash *ff* china cym *ff*

BD *ff*

Sample Image

79 **J**

G Glock *fff* *f*

X Xylo *fff* *f*

Chim. chimes *mf* sus cym w/sticks

Timp *fff* *mf*

SD *fff* *mf* (2) (4) (6)

HH Toms *fff* *mf* (2) (4) (6)

Perc triangle *mp* (2) (4)

BD *fff* *mf* (2) (4) (6)



86 **K**

G *f*

X *f* (2)

Cell (2) (4) (2) *f*

2 *f*

(solo) R.S. *f* (2)

HH *f* (2)

2 *f* (2)

2 *f* (2)

Sample Image

Stormbreak (percussion only) - Casella

92 **L**

G *ff*

X *ff* (4)

Chim. *ff* (4) chimes

Timp *ff* 6

SD *ff* 6

HH. Toms *ff* 6

Perc splash china *ff*

BD *ff*

97

G *mp*

X *mp*

Chim. *mp*

Timp *mp* 6

SD *mp* 6

HH. Toms *mp* 6

Perc splash china muffle on sta *mp*

BD *mp*

Sample Image

100

G bongos (w/bell mallets) *ff* *fff* glock *fff*

X congas (w/wylo mallets) *ff* *ff* *fff* xylo *fff*

Chim. vibra slap *ff* chimes *fff*

Timp *ff* *fff*

SD *ff* *fp* *ff*

HH. Toms *ff* *ff* *fff*

Perc splash (short) china (short) L.v.

BD *ff*

Sample  
Image



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