Brian Blume

Alarm!

for percussion septet

Alarm! by Brian Blume
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TSPCE-54

Program Notes

Alarm! is intended for the developing middle school and high school percussion ensemble. It presents several challenges for younger percussionists while providing more experienced players opportunities to refine and develop certain skills. Some of the challenges presented include extreme dynamic ranges and control (*ff* to *pp*), playing drags or ruffs consistently and in time, and passing and overlapping rhythmic melodies from player to player throughout the ensemble requiring strong counting and timing skills. The piece also presents a visual element that should be given as much importance as the musical elements.

This work was commissioned by Mr. Josh Torres, Assistant Band Director and Percussion Director at Center Grove High School (Greenwood, IN) for the 2010 Midwest Band and Orchestra Clinic in Chicago, Illinois.

For questions regarding the piece, feel free to contact the composer: briancblume@gmail.com.

Performance Notes

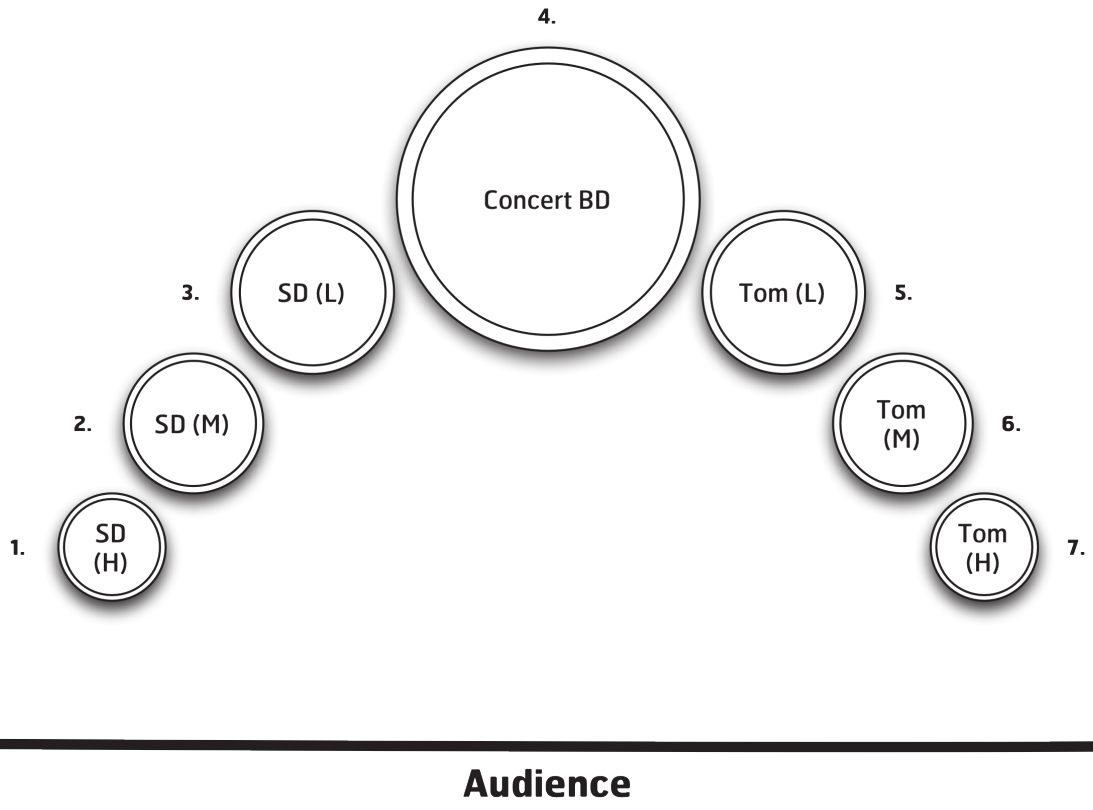
- The drums should be set up in a semicircle as shown on the opposite page, and the bass drum should be laid flat.
- The piece is most effective without the use of a conductor, but one may be used to keep the ensemble together if necessary.
- Performers playing snare drum or tom-tom parts should use standard snare drum sticks.
- The bass drum player will need two hard beaters (chamois covered, if possible, or very hard felt) and two medium-soft beaters (standard concert bass drum beaters).
- Stickings are written in several parts in order to maximize the visual effect and should be followed closely. If a passage without stickings is similar to a previous passage, assume the same stickings apply.
- Generally players should maximize dynamics by playing towards the center of the drum for louder passages and towards the edge of the drum for softer passages. Hairpins then result in gradual motion toward or away from the edge or center.

Instrument/Parts list

***Alarm!* requires 7 players.** Suggested drums and sizes (and suitable substitutes) are as follows:

1. **High SD**: 13" piccolo snare drum (or 14" x 5" snare drum tuned relatively high)
2. **Medium SD**: 14" x 5" snare drum (or larger snare drum tuned slightly higher)
3. **Low SD**: 14" x 6.5" snare drum (or 14" x 5" snare drum tuned slightly lower)
4. **Concert Bass Drum**: 26"-36"
5. **Low Tom**: 14"-16" (or smaller tom tuned slightly lower)
6. **Medium Tom**: 12"-13"
7. **High Tom**: 10" (or larger tom tuned slightly higher or snare drum with snares turned off)

Suggested Setup



Level: Med-Easy
Approx. playing time: 2'35"

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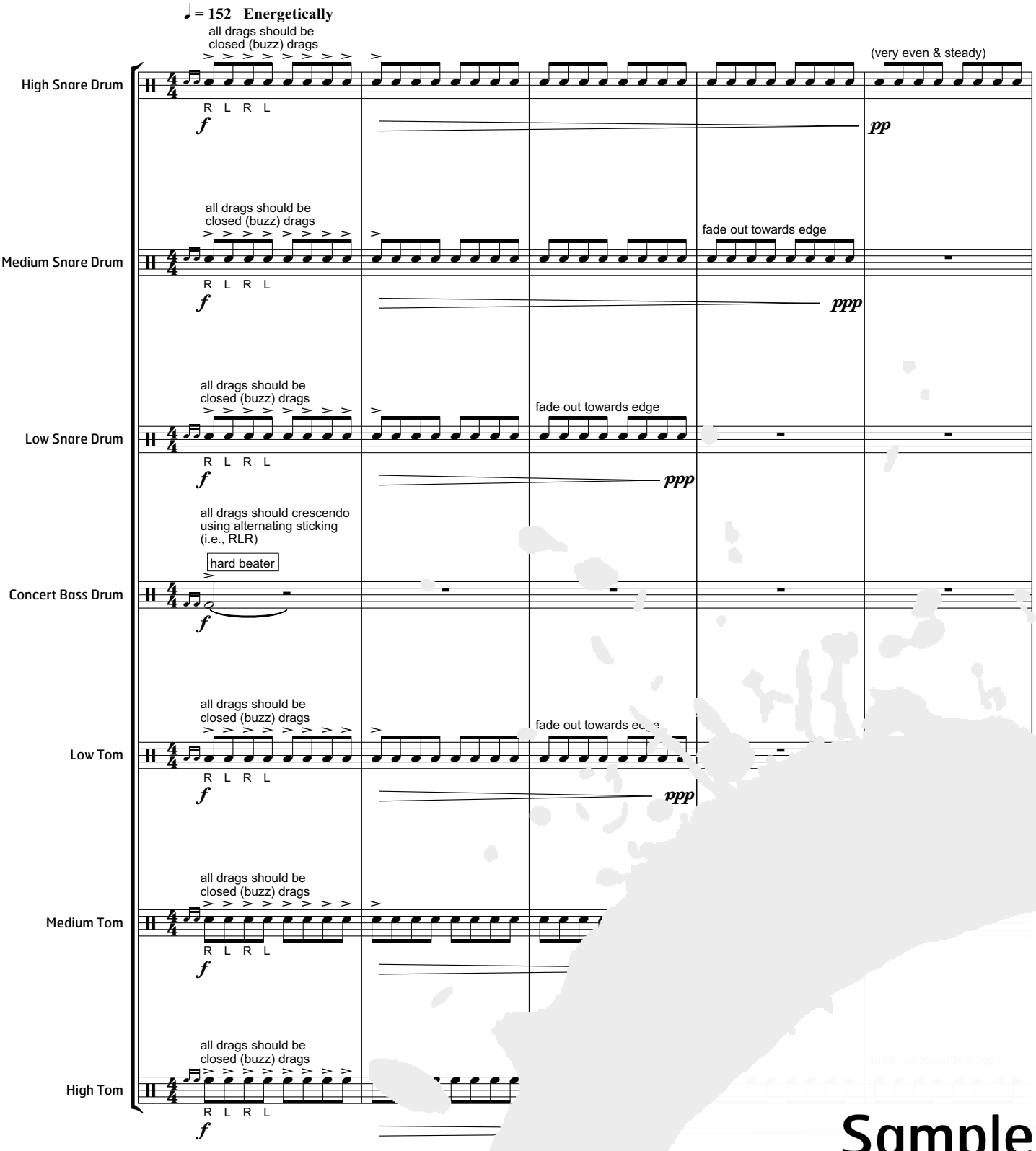

Sample Image

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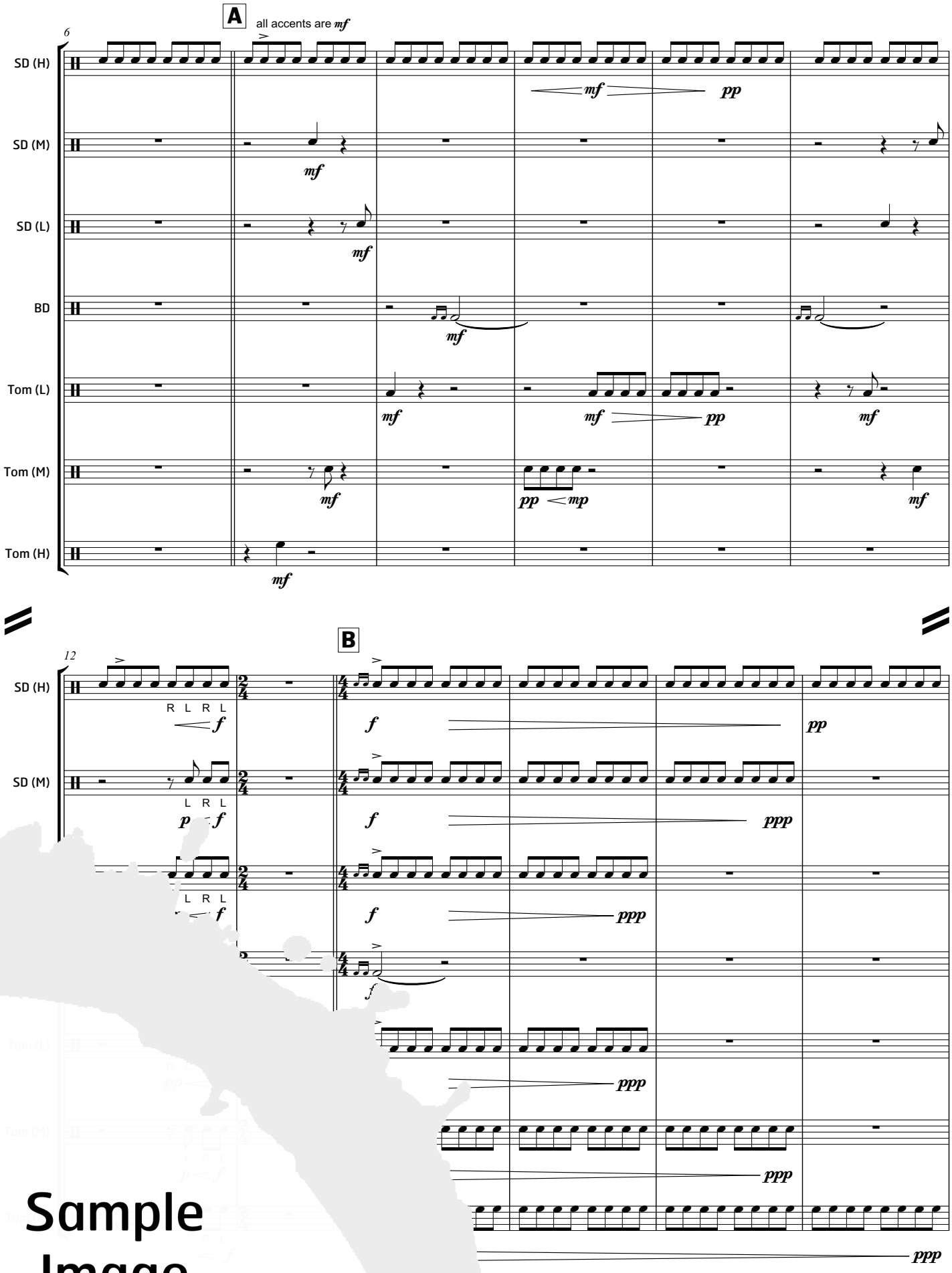

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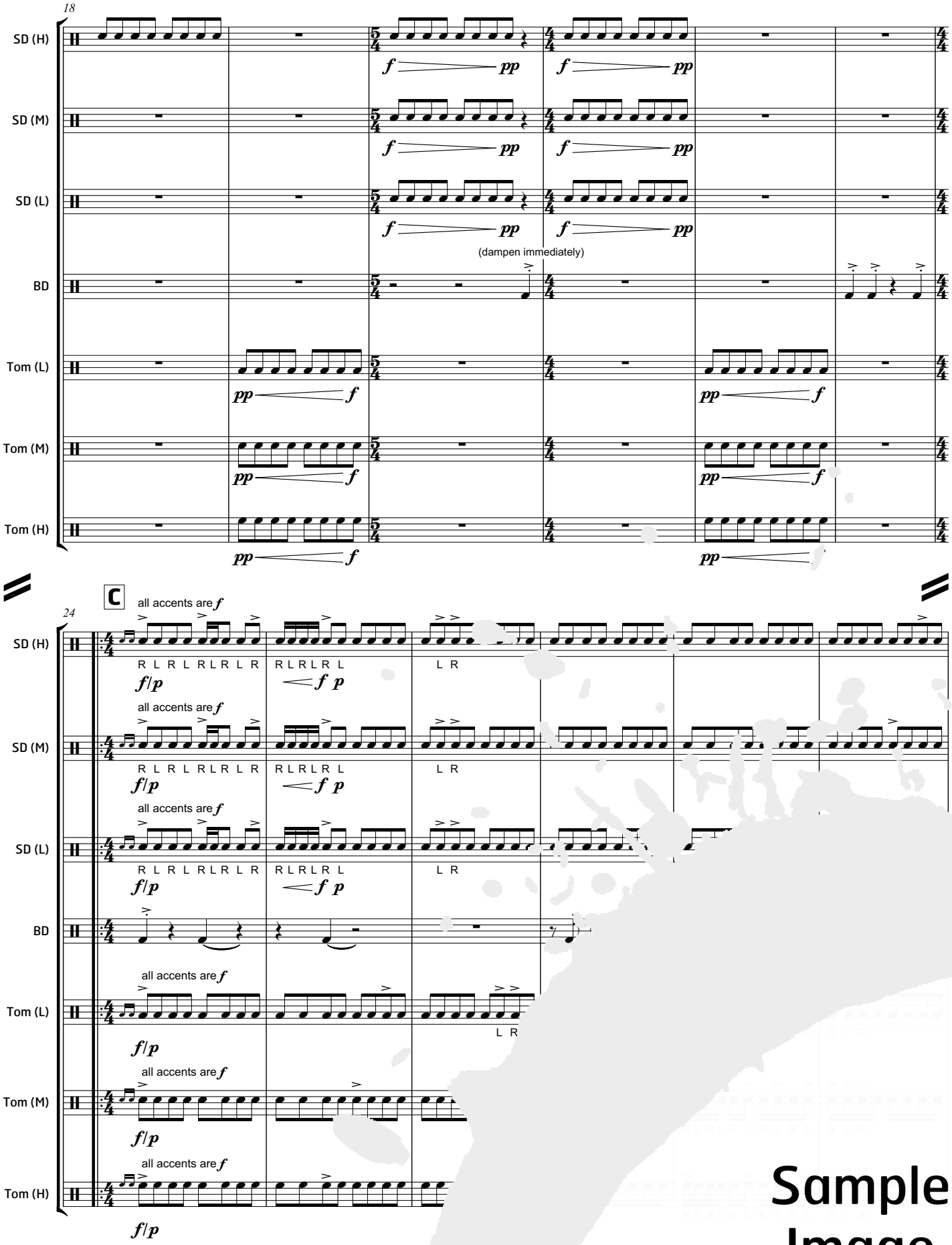

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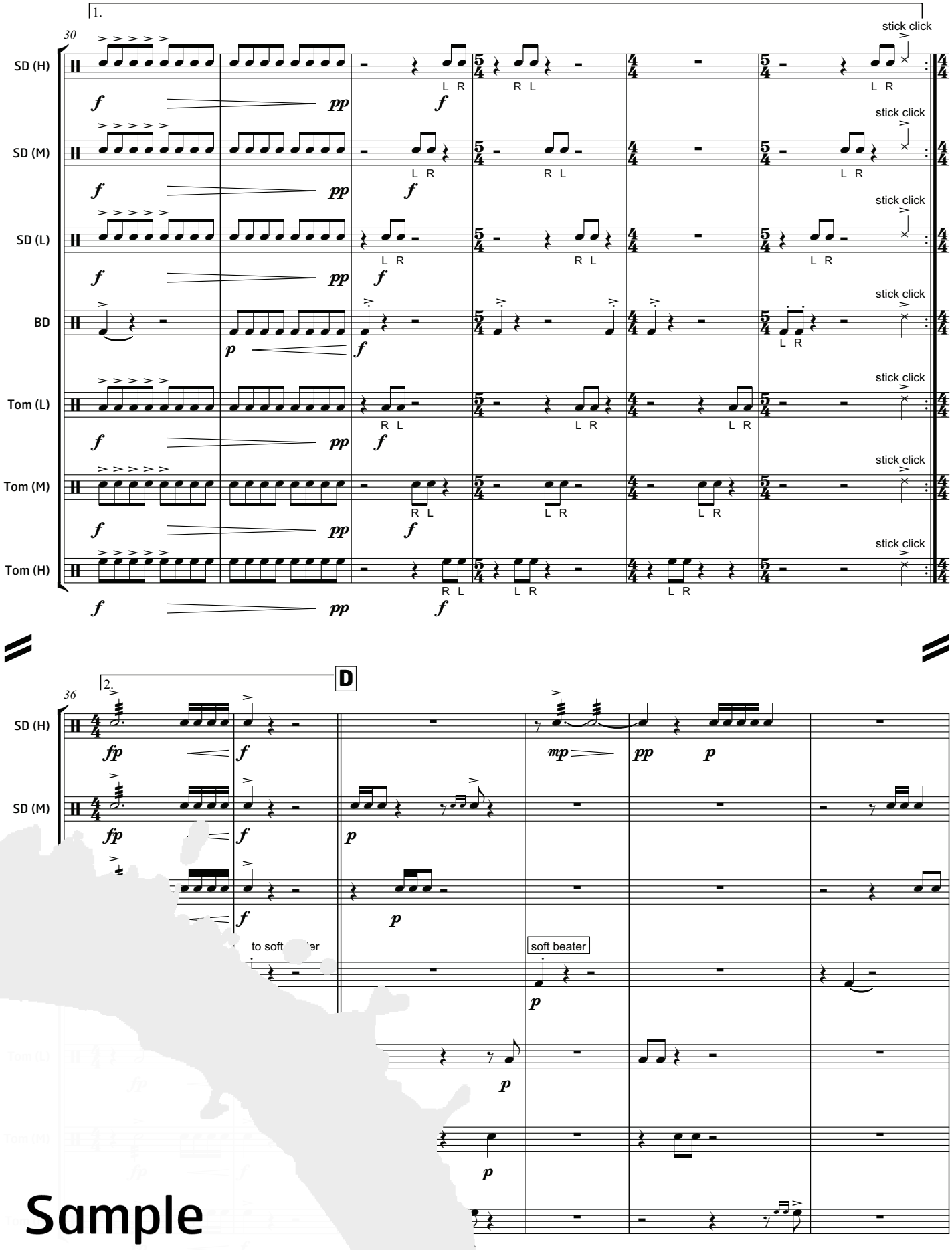

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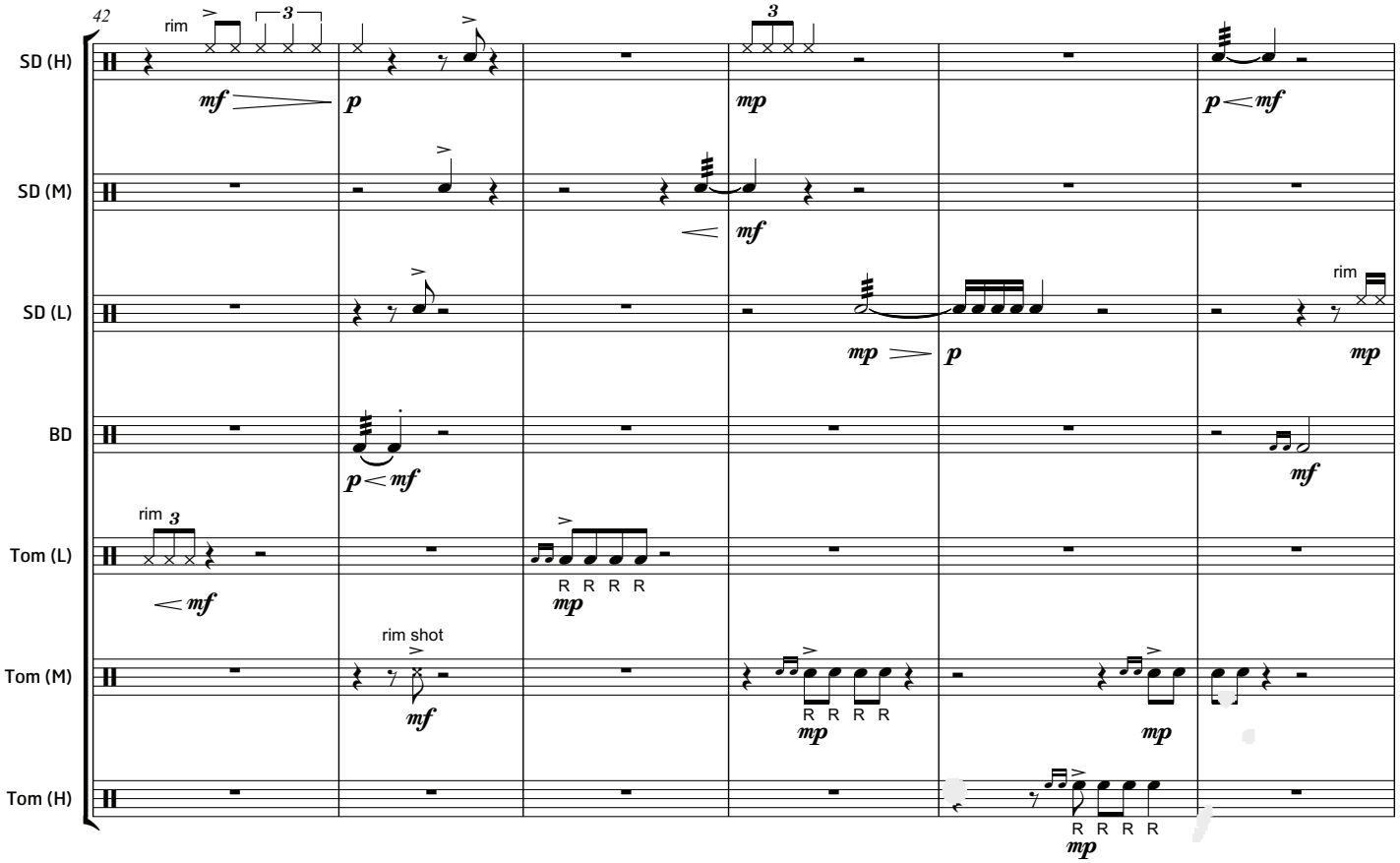

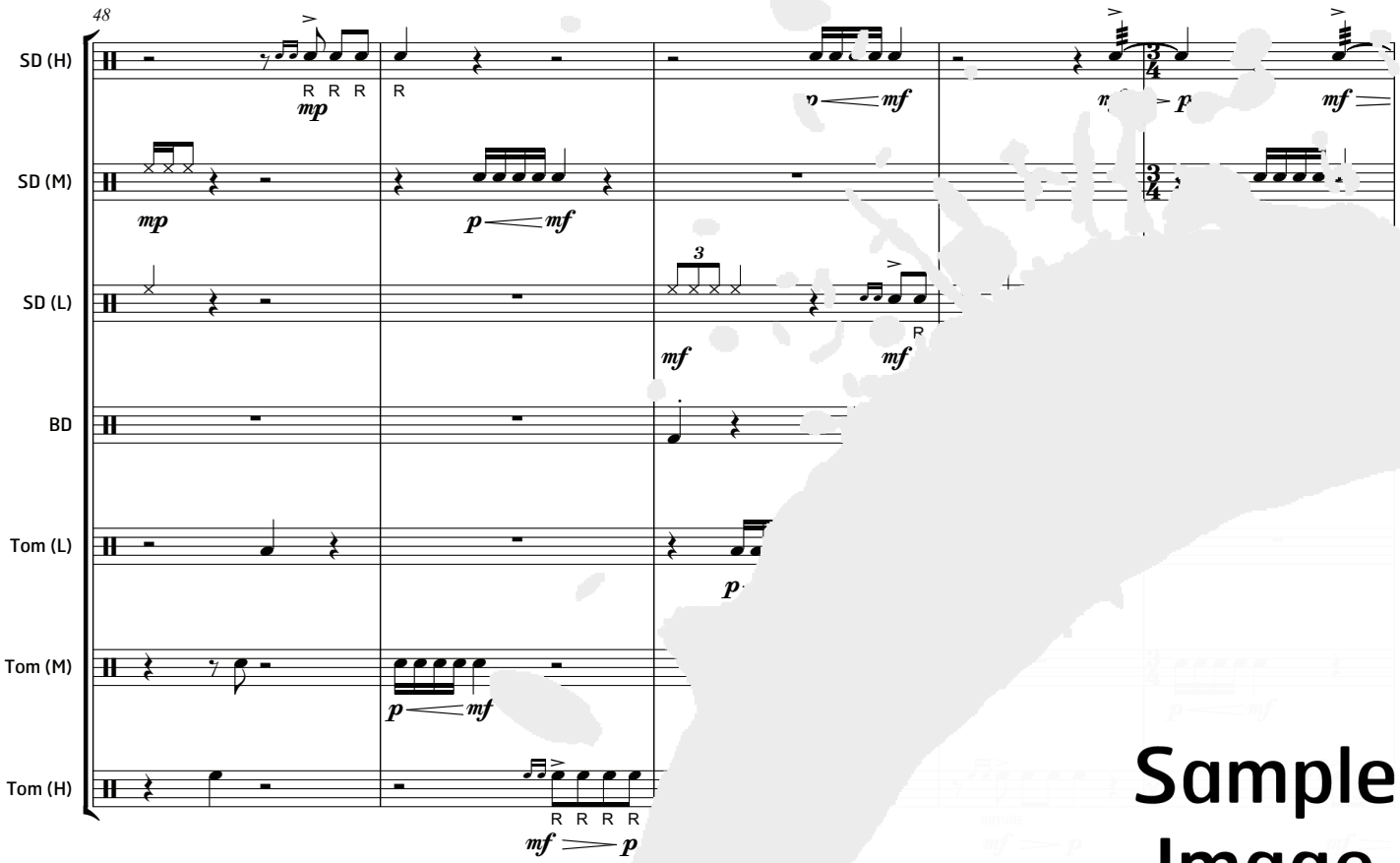

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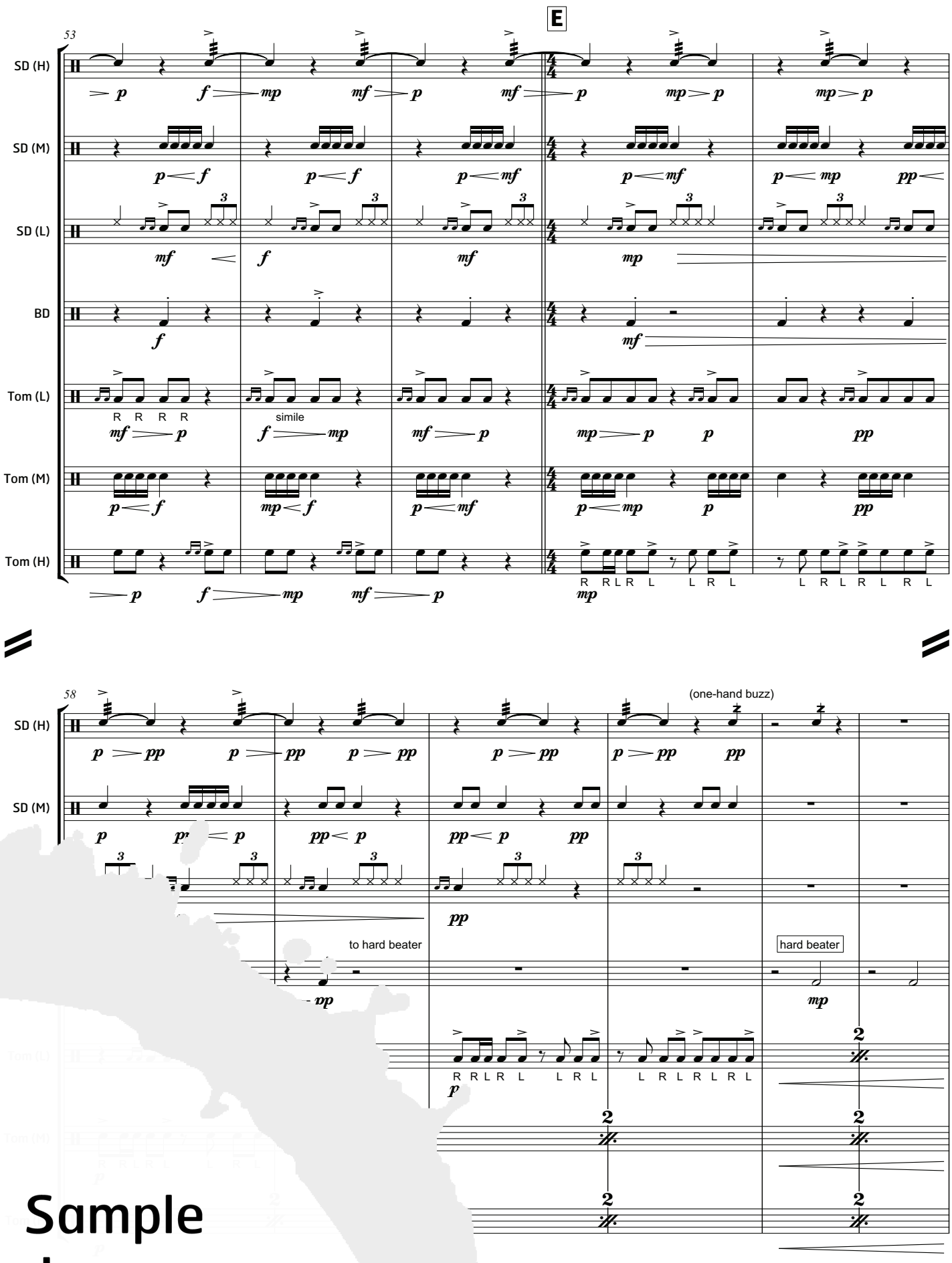

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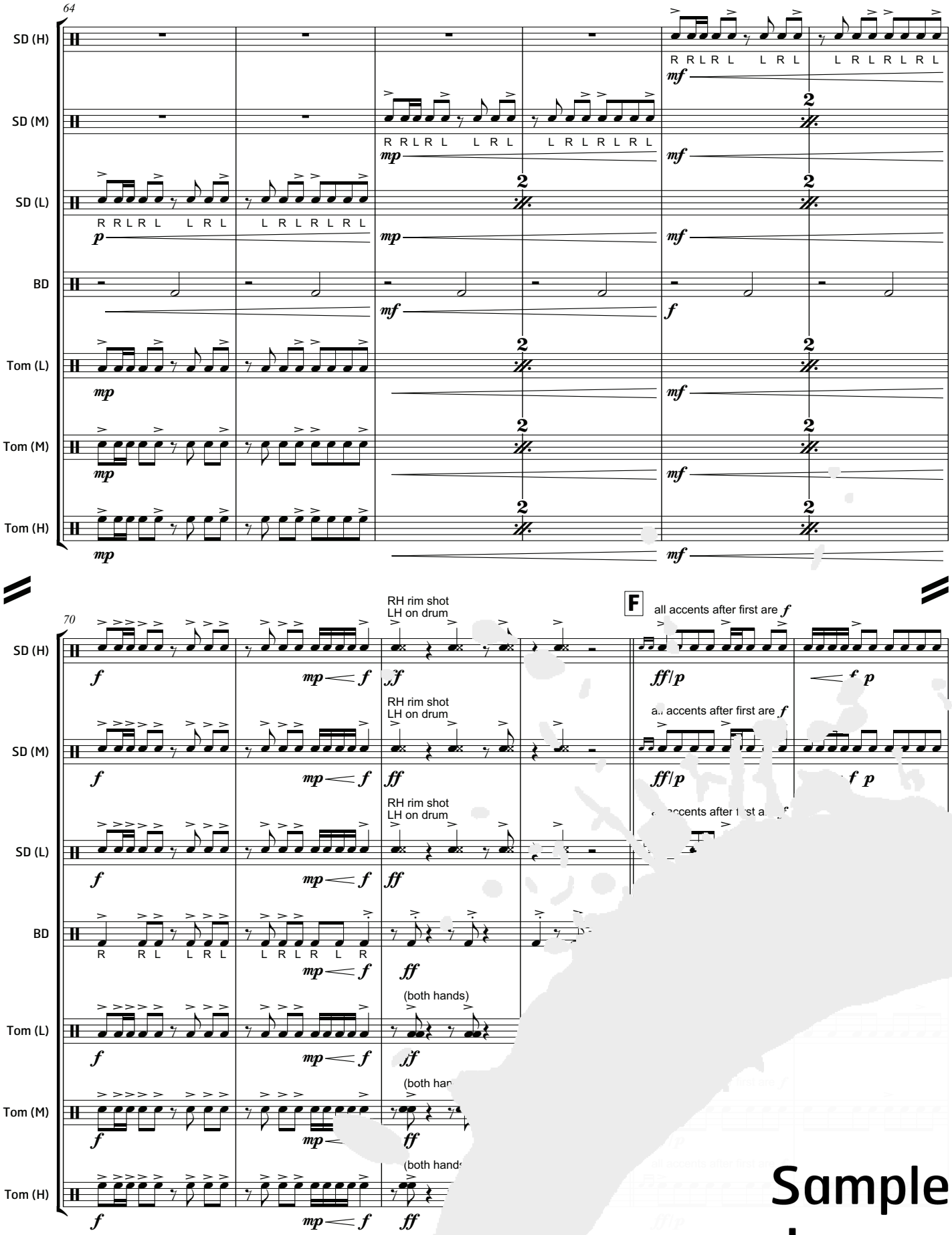

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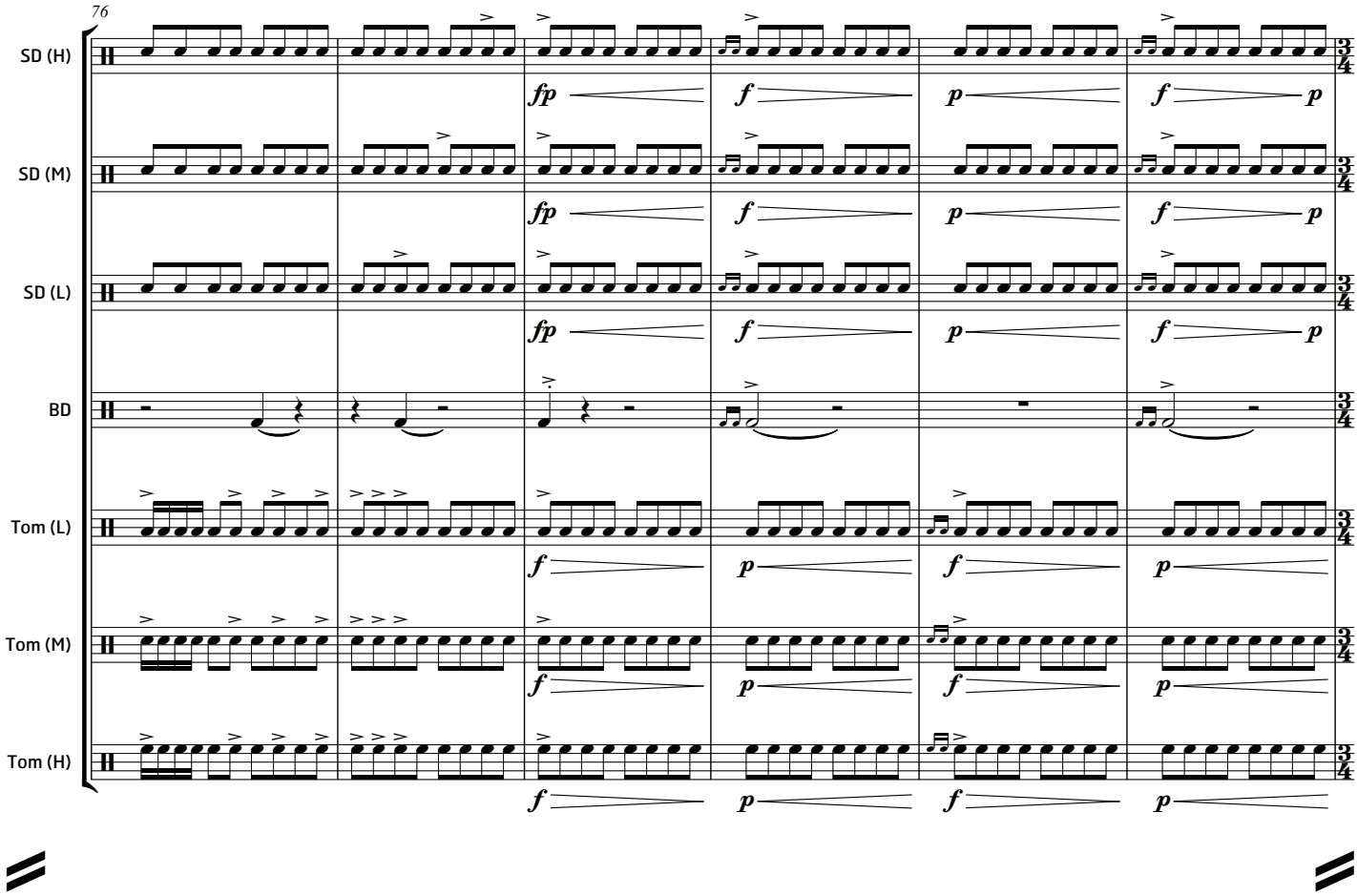

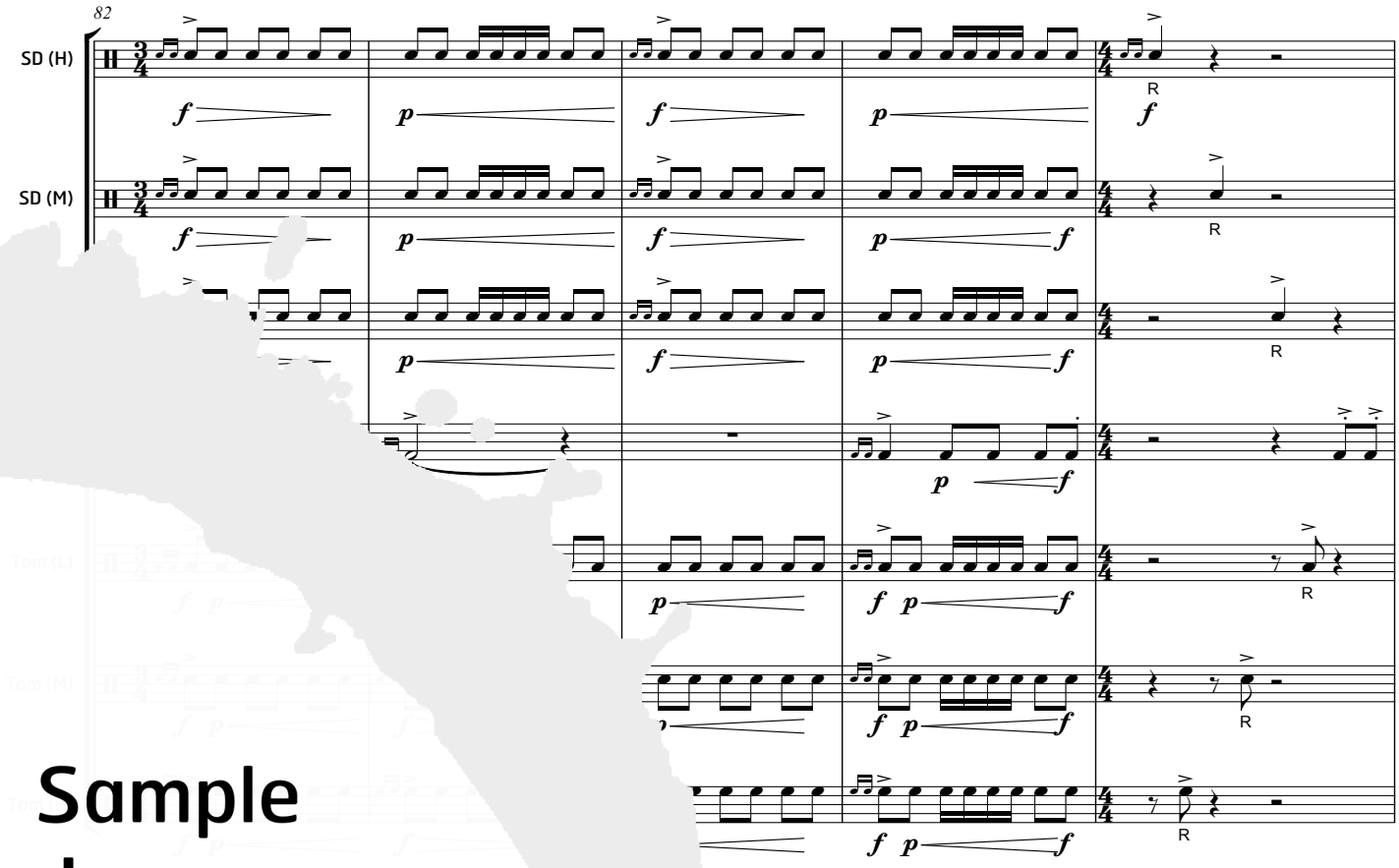

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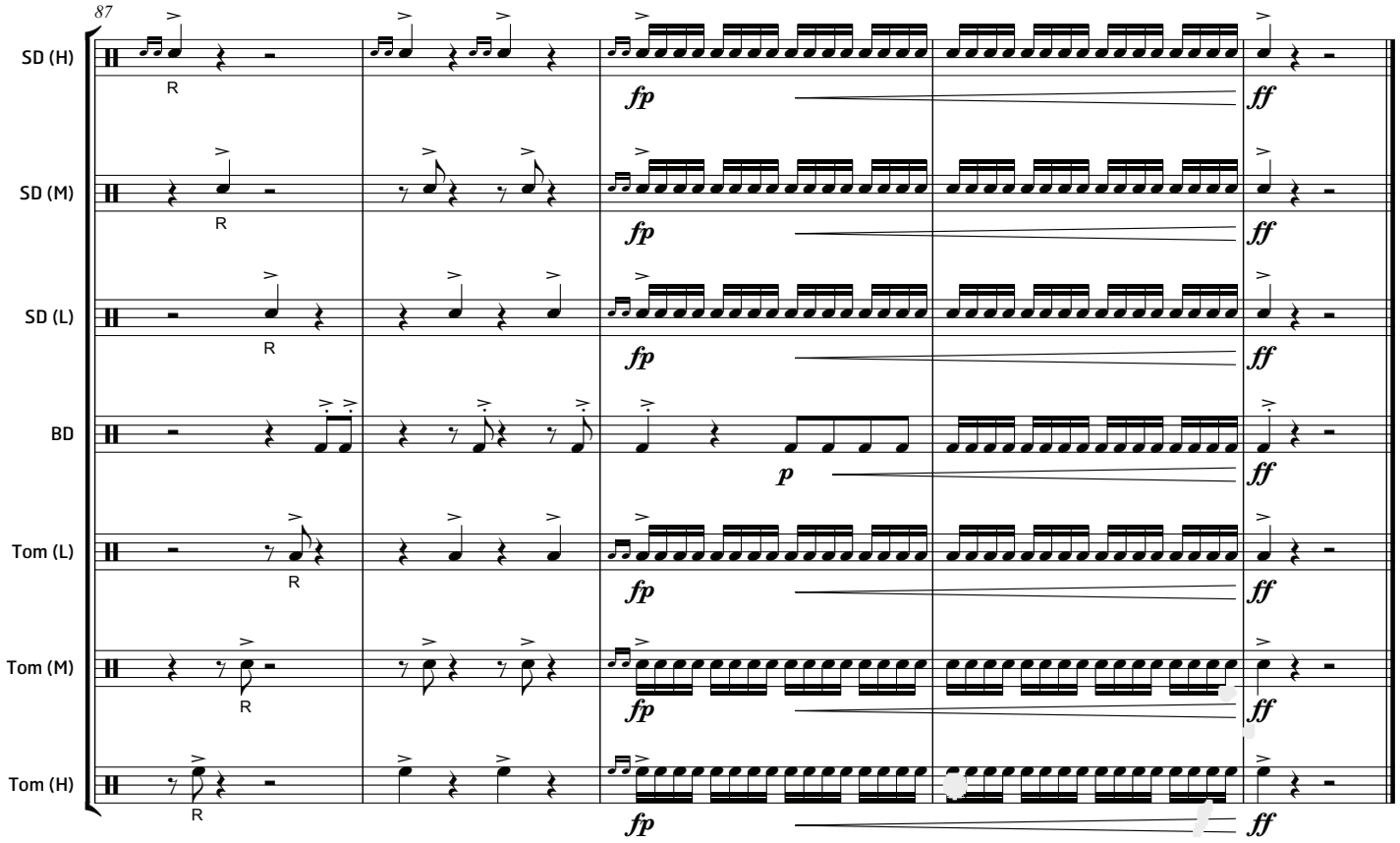

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