


Trouble in Aberdeen

Snare Drum Solo
by Sean J. Kennedy

PERFORMANCE TIPS:

 indicates closed rolls. Be sure not to accent the 'release', unless specifically indicated.

All flams and drags should be performed closed.

All 32nd notes should be played as single strokes. (see measures 1 and 19)

Pay close attention to all of the dynamics, shadings and articulations in the selection.

Speed is not the goal! Take your time while preparing this piece. Use a metronome and focus on rhythmic accuracy. Speed will come, if you practice correctly.

The tie in measures 1, 16, and 19 does not indicate a roll.

Be careful of the rhythm on beat two in measure 17, watch the dotted 16th and 32nd note.

Measure 57 through the end: keep all of the inside strokes close to the drumhead, the accents should drive this section.

Trouble in Aberdeen

SNARE DRUM SOLO

Sean J. Kennedy

Moderato (♩ = c. 112)

The musical score is written for snare drum and includes the following elements:

- Staff 1:** Starts with a 7/4 time signature, followed by a 2/4 time signature, and ends with a 3/4 time signature. Dynamics include *sfz*, *ff*, and *mf*. Features triplets and accents.
- Staff 2:** Starts with a 3/4 time signature and ends with a common time signature (C). Dynamics include *mf*.
- Staff 3:** Starts with a common time signature, followed by a 5/8 time signature, and ends with a 2/4 time signature. Dynamics include *p*. Features trills and triplets.
- Staff 4:** Starts with a 6/4 time signature, followed by a 2/4 time signature, and ends with a 3/8 time signature. Dynamics include *sfz*, *ff*, and *pp*.
- Staff 5:** Starts with a 2/4 time signature and ends with a 3/8 time signature. Dynamics include *mp*.
- Staff 6:** Starts with a 2/4 time signature and ends with a 3/4 time signature. Dynamics include *mf*.
- Staff 7:** Starts with a 3/8 time signature and ends with a 2/4 time signature. Dynamics include *f*. Features a large bracketed section with a wavy line.
- Staff 8:** Starts with a 2/4 time signature and ends with a 2/4 time signature. Dynamics include *subito p* and *mf*. Features a wavy line.
- Staff 9:** Starts with a 2/4 time signature and ends with a 2/4 time signature. Dynamics include *mf*. Features a wavy line.
- Staff 10:** Starts with a 2/4 time signature, followed by a 5/8 time signature, and ends with a 2/4 time signature. Dynamics include *mp* and *mf*. Features a wavy line.
- Staff 11:** Starts with a 2/4 time signature and ends with a common time signature. Dynamics include *ff* and *fff*. Features a wavy line.

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Mallet

Coulrophobic Etude

by Sean J. Kennedy

BACKGROUND INFO:

This two-mallet etude was inspired by Coulrophobia, the abnormal or exaggerated fear of clowns. This inspiration accounts for some of the quirkiness of the etude.

Many common fundamental mallet techniques are used through-out this selection:

- Scales
- Arpeggios
- Double-stops
- Rolls
- Etc...

Plus some general musical issues, such as:

- Meter and Tempo changes
- Phrasing
- Dynamics

PERFORMANCE TIPS:

-Throughout the entire piece there are many double-stops, please make sure they do not sound like grace notes.

-In Measure 5: if your instrument does not go to the high F#, feel free to play a D# instead, as indicated in the parenthesis.

-Measure 13: be mindful of the tempo change.

-Measures 13-17: the left hand part should act as the accompaniment to the right hand melody, therefore play the left hand at a lower volume.

-Measure 19: ***a tempo***

-Measure 22: observe the *ritardando* into measure 23.

-Measure 23-25: roll all notes, and play as *legato* as possible.

-Measure 27: observe the *Presto* tempo marking. Make sure the double-stops are clean.

Mallet Keyboard Solo
2 mallets (medium hard)
Performance time: 1' 10"

Coulrophobic Etude

to be performed with slaphappy abandon

Sean J. Kennedy

Moderato (M.M. ♩ = c. 108)

3

f

mp

5

mf

7

f

9

f

11

3

p

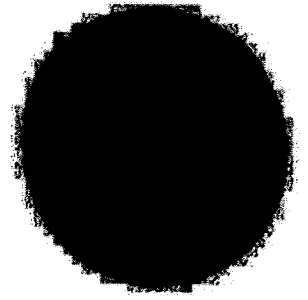
Allegro (M.M. ♩ = c. 120)
Menacing

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Timpani

USS BECUNA

by Sean J. Kennedy



BACKGROUND INFO:

As the title suggests, this piece was inspired by the battle-tested World War II Submarine *USS Becuna*. The *USS Becuna* was an active warship from 1944 during World War II through the Cold War up until 1969. The piece is in honor of all the submariners who served on board “Becky” and their shipmates, who are now on “Eternal Patrol”.

USS Becuna was placed on permanent display at the Independence Seaport Museum, Philadelphia, Pennsylvania, June 21, 1976, where she has been designated a National Historic Landmark.

PERFORMANCE TIPS:

Speed is not the goal! Take your time while preparing this piece. Use a metronome and focus on pitch and rhythmic accuracy. Speed will come, if you practice correctly.

Depending on the size of the drum be careful to monitor the speed of your rolls so that the drums really ‘sing’. Where indicated, be sure to dampen all of the drums. But, keep in mind: dampening should NOT alter the tempo.

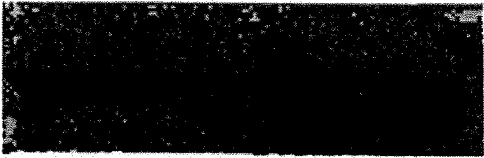
Be mindful of the tuning changes in measures 22-23. Please continue rolling the C, while pedaling the A up to a B-flat.

Performance Time 1' 28"

Pitches: A - C - E

USS Becuna

Solo for three timpani



Sean J. Kennedy

Presto (M.M. ♩ = c. 200)

To be performed with unrelenting intensity

The musical score consists of ten staves of music, each starting with a measure number in the left margin. The notation includes various rhythmic values, slurs, and dynamic markings. Performance instructions such as 'dampen' and 'change A to Bb' are placed above or below the notes. The dynamics range from *p* (piano) to *fff* (fortississimo).

- Staff 1: Measure 1, dynamic *p*.
- Staff 2: Measure 4, dynamic *mf*.
- Staff 3: Measure 7, includes triplets and dynamic *ppp*.
- Staff 4: Measure 10, includes 'dampen' instruction and dynamic *mf*.
- Staff 5: Measure 14, includes 'dampen' instructions and dynamic *f*.
- Staff 6: Measure 19, includes triplets and dynamic *f*.
- Staff 7: Measure 24, includes triplets and dynamic *mp*.
- Staff 8: Measure 29, includes triplets and dynamic *f*.
- Staff 9: Measure 32, includes triplets and dynamic *fff*.

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