A Curving Walkway Publications Beginning Percussion Classic

Deceivious

for snare drum trio

TONY OLIVER

CWP-TO-170 SCORE digital edition

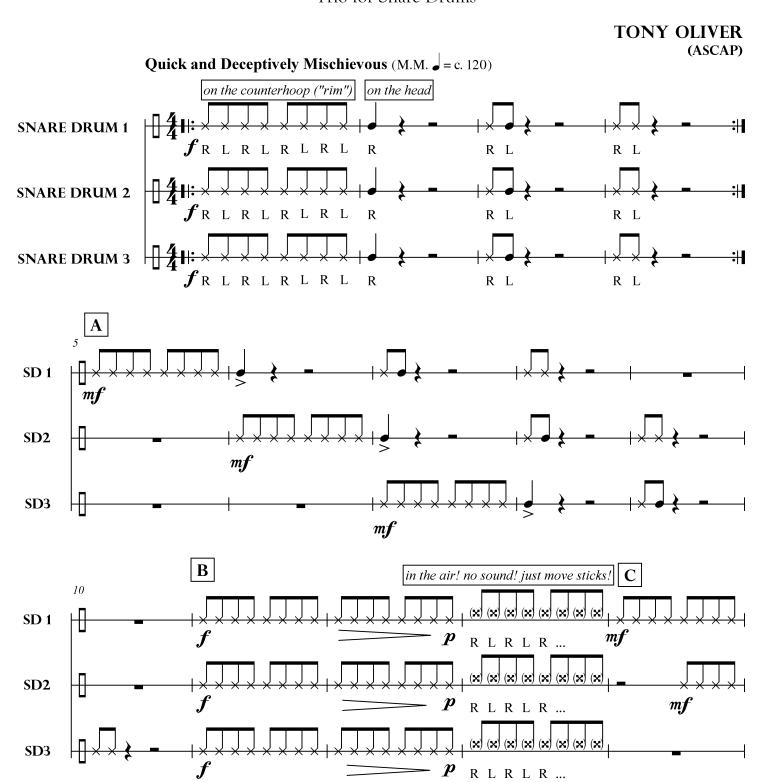
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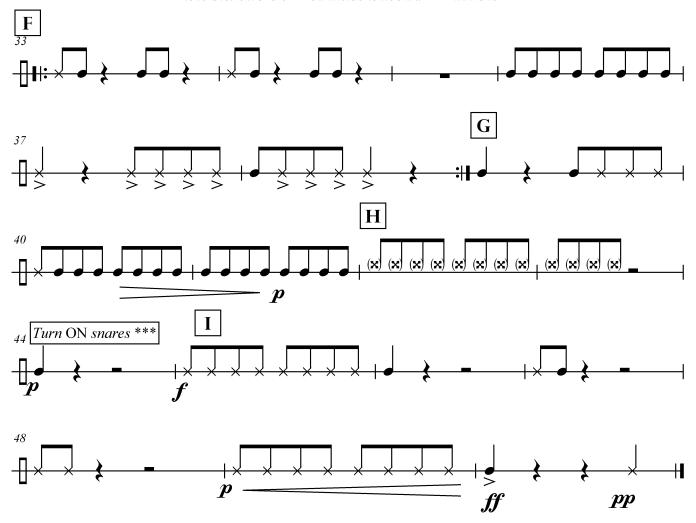
Trio for Snare Drums



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Trio for Snare Drums

TONY OLIVER (ASCAP) Quick and Deceptively Mischievous (M.M. = c. 120) on the counterhoop ("rim") on the head $m{f}$ rlrlrlrl R L R L mf В 2 in the air! no sound! just move sticks! mf R L R L R ... D 17 E 25 Turn OFF snares snares off



Instructions and Information:

- Snare Drum sticks are best to use for this piece.
- Play the drum where indicated in the music: 1) On the counterhoop ("rim"), the ring of metal or wood that holds down the batter (top) head (some common playing areas are shown in the photograph); 2) On the head (some possible playing areas are shown in the photograph); 3) In the air: Play just off the drum or counterhoop, but don't actually strike anything! Just move the sticks in time! Each type of playing—counterhoop, head, air—is indicated by a different note head: an X, normal, or (X).
- ***At letter H, let the "note" in measure 44 be the turning on of the snares. In other words, don't worry about turning them on quietly! Leave the snares on until the end of the piece. Remember, you turn on and off the snares by using the Snare Release Lever. Sometimes this part of the drum is called the "throw."
- Count very carefully and subdivide. To learn more about subdividing, look at the special section about subdivision in the score. Also ask your director or teacher to help you.

