

**FREE DOWNLOAD**

## **2 Many Notes**

2 Many Notes is a dangerously exciting rudimental bass drum quintet written for the very advanced marching bass drum line. This one will make a great I&E or Solo & Ensemble Festival competitive piece that will raise some eyebrows for sure and challenge your players to develop some skills maybe not yet in place!

It can also be a show stopper at a percussion concert or maybe a great resource for excerpts for your marching show! Enjoy it and let your players throw down with 2 Many Notes!

**BOD PRODUCTIONS  
MUSIC SERVICES**

# 2 MANY NOTES

- Quintet for 5 Tonal Rudimental Bass Drums -

ADVANCED

Edward Freytag

marching bass drums w/ carriers or on stands  
articulate mallets

**A** very slowly w/ gradual accelerando to very fast .....

Musical staff 1: 4/4 time signature, starting with a dynamic marking of *p*. The notation shows a series of eighth notes with a gradual increase in tempo. Below the staff are the following rudimental notations: *r r r r r r r r r r r r r*.

continue accelerando .....

Musical staff 2: Time signature changes to 5/4, 4/4, and 3/4. The notation shows a series of eighth notes with a gradual increase in tempo. Below the staff are the following rudimental notations: *r l R r l r r*. The dynamic marking changes to *f*.

continue accelerando .....

Musical staff 3: Time signature changes to 5/4. The notation shows a series of eighth notes with a gradual increase in tempo. Below the staff are the following rudimental notations: *r r r r r r r l r l*.

cont. accel .....

Musical staff 4: Time signature changes to 5/4, 4/4, and 3/4. The notation shows a series of eighth notes with a gradual increase in tempo. Below the staff are the following rudimental notations: *R*. The dynamic marking changes to *fff*. A bracket indicates an "approx 5 second pause for restaging".

**B** slowly w/ gradual accel .....

cont. accel .....

Musical staff 5: Time signature changes to 3/4 and 4/4. The notation shows a series of eighth notes with a gradual increase in tempo. Below the staff are the following rudimental notations: *r l r r r l r r l r r r r R l r r l r l*.

♩ = 102 (approx)

Musical staff 6: Time signature is 4/4. The notation shows a series of eighth notes with a gradual increase in tempo. Below the staff are the following rudimental notations: *r l r r l r r r l l r r l l r r l l r l r l r l r l r l r l r l r l R l r l l r l l*. The dynamic markings are: *f*, *mp*, *ff*, *f*, *mf*, *f*, *mp*.

2MN Bass Quintet

a tempo

Musical staff with rhythmic notation. Dynamics: *f*, *mf*, *f*, *mp*, *f*, *mp*. Includes a 'rims' marking.

Musical staff with 'LAY BACK!' and 'approx 5 second pause for restaging and visuals' markings. Includes a 'C' box and tempo marking '♩ = 116 FUNKY!'. Dynamics: *f*, *fff*, *f*, *mp*, *ff*, *fff*.

Musical staff with rhythmic notation. Dynamics: *f*, *mp*, *ff*.

Musical staff with rhythmic notation. Dynamics: *f*, *mp*, *ff*, *fff*, *mp*, *ff*, *fff*.

Musical staff with rhythmic notation. Dynamics: *f*, *ff*, *mp*, *f*, *ff*, *mf*.

Musical staff with rhythmic notation. Dynamics: *f*, *mf*, *f*, *mf*, *f*, *ff*, *mf*, *ff*, *mp*, *f*, *fff*.

Musical staff with 'D' box and 'on rims w/ mallet shafts' marking. Dynamics: *mf*, *f*, *mp*, *f*, *mf*, *ff*, *mf*.

2MN Bass Quintet

R r r r r r r r R r l r r r l r l r l r l r l r l r l r l R r l r L r l r L r l r l R r l  
*f mp* *ff mf* *mp < f* *mf* *f mf ff mp f mp < f*

r r r r r r r r L r r r r R r l r l r l R r l l r r l r r l r l r l r l r l r l r l r l r l L L  
*mp* *ff mf < f mf < f mf < f* *fff*

R l r l R l r l R l r l R r r r r r r r R r r L R r l r R R  
*mf* *ff mf* *ff mf* *ff mp* *ff f ff f ff*

R L R r l R l l R r l R r R R R  
*mf ff* *mf < ff mp* *ff* *ff*

ritard.....

**E** freely slight accel... funky accel.....

r l r r l l R r l R L l R r l r r r r L r r r l r l r l r l  
*mp* *ff* *mf < f* *ff* *mp ff mp p*

quickly be aggressive lay back

R r l R L r r r r r r r l r l r l r l R L r l r l R l r l R L r r r r r  
*ff mf ff* *p* *p* *ff mp f mp < ff* *p*

2MN Bass Quintet

quickly  
edge.....center.....edge

slightly slower  
center

♩ = 92  
alla fat march

*p*  $\leftarrow$  *f*  $\rightarrow$  *p*      *ff*  $\rightarrow$  *p*      *mf* < *f*   *mf* < *f*      *ff*

**F**

*mf*  $\leftarrow$  *ff* *mf*       $\rightarrow$  *ff* *mp*       $\rightarrow$  *ff*

*mf*  $\leftarrow$  *f*      *mp*  $\leftarrow$  *f*      *mf*  $\leftarrow$  *f*      *mp*  $\leftarrow$  *f*      *mf* < *f*      *mf* < *f*      *ff*

*mp*  $\leftarrow$  *f* *mf*       $\rightarrow$  *f* *mf*

quick restaging  
for finale

♩ = 148+  
movin'...!

**G**

*ff* *f*      *ff*      *f* *mp*  $\leftarrow$  *f*      *f* *mp*  $\leftarrow$  *f*      *mf*

*f*      *fff*      *mf*

2MN Bass Quintet

The musical score for the 2MN Bass Quintet, page 5, consists of five systems of music. Each system is written for a bass drum and includes a staff with notes and rests, and a line of rhythmic notation below it. The notation uses 'r' for right hand and 'l' for left hand. Dynamics include *mp*, *ff*, *mf*, *f*, and *ffff*. There are various articulations like accents (^) and slurs. Some notes have 'x' marks. There are also numerical groupings like 3 and 6.

\*performance suggestions...be as creative as possible when staging this piece for performance. There are several opportunities to change staging(s) built into the piece...this might be formational setup of the drums, the use of carriers versus stands or even having the drums on the floor, numerical pitch order of the drums, even drill is a possibility when the performance venue allows. Costuming of performers can be of great value in creating concepts and visual thematic ideas. It is suggested that relatively articulate mallets be used due to the vast number of phrases that contain multitudes of notes. Articulation and clarity can be further achieved by the use of bright sounding heads tuned relatively high in pitch. There are also many places that can be enhanced with stick and body visuals. The bottom line...turn the performance into an "extravagant event"...and above all, have fun!