

# *Swerve*

*for snare drum solo*

## PROGRAM NOTES

*Swerve* was commissioned by Tom Sherwood for the 2017 Modern Snare Drum Competition. The composition is episodic and the title references the rapid change of ideas and diversions from the primary musical material, which keeps returning.

## PERFORMANCE NOTES

- The drum should not be muted in any way.
- From measures #2-#21, the cross stick and left hand rests on the drum when not used. The fingers of this hand are used while holding the cross stick down. This is the case in all other similar sections.
- Free Improvisation (measure #103-104): For approximately 20 seconds, create white noise by scraping the drum with the needle and slowly sliding the spring across the head. As an additional effect, while scraping the head with the needle, allow the back part of the needle to scrape the spring (hold spring in the air).

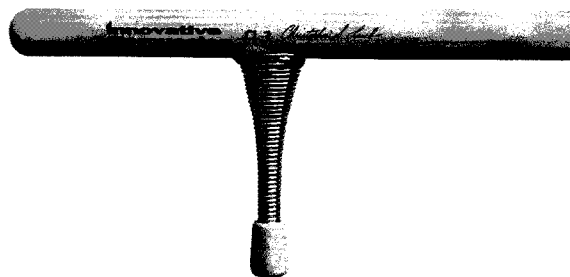
## Implements

Concert Snare Drum Stick

Knitting Needle (approximately 14")

"Spring Stick"

Standard concert snare drum stick with a spring door stop mounted on the butt end of the stick (see picture below). The door stop spring should be 3 inches long (a wider base with a rubber tip is best, as shown in the picture). Mount the door stop with the included screw approximately 3.5" from the butt end of the stick. You will need to pre-drill a small hole on the stick before mounting the screw (see package for precise mounting directions).



# Suerve

for snare drum solo

Commissioned by Tom Sherwood  
for the 2017 Modern Snare Drum Competition

Gene Koshinski (ASCAP)

RH: Knitting Needle  
LH: "Spring Stick"

**Groovin'**  
♩ = 80+

Snares Off

*p* *sfz* *mp* *sfz* *mp*

\*cross stick kept on drum

3 3 2 3  
R L R R L L R L...

7xs 5xs

\*pitch moves down by moving both needle and rim knock from edge toward center

7 *mf* *mp* *sfz* *mp*

3xs 2xs (grace notes played on the beat)

3 2 3 2 3 2

12 *mf* *mp* *sfz* *mp*

4xs 3xs 3xs

s... jointly morph from his syncopated rhythm to the... rrynum...

right hand only crescendo

18 *mf* *fp* *mf* *f*

9:8 9:8

left hand fade out

right hand

*mf* sempre

*f* left hand (play with the end of the spring)

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