

# The Shred-0-Meter Lives!



Released on: February 10, 2009, 6:58 am

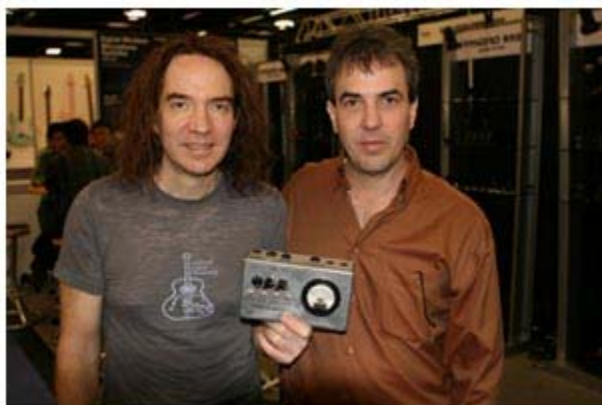
Author: [Shred-o-Meter Company](#)

Industry: [Entertainment](#)

## The Shred-o-Meter Lives!

Maryland guitarist, **Tobias Hurwitz** has invented **The Shred-o-Meter**, the world's first musical note speedometer. The device made quite a splash at the January NAMM Show (National Association of Music Merchandisers) in Anaheim, California. When Guitar Player Magazine Editor Jude Gold plugged in his electric guitar, he was stoked to find the machine tracking his speedy picking at 14 NPS (notes per second.) Gold soon reported Hurwitz as a clever entrepreneur with a revolutionary new piece of gear, on the Music Player web site. <http://livefrom.musicplayer.com/clip.aspx?key=F978409B234BF613&ctx=feat>

*"Now guitar performance can be quantified like an Olympic sport", said inventor, **Tobias Hurwitz**. "It's just like one of those machines that clocks the speed of a baseball pitch, except it's a guitar riff instead! This is tons of fun, and might even turn your guitar addict teen into real life guitar hero. People love to play games and The Shred-o-Meter has a very*



Tobias Hurwitz and Jay Grubb Esq.

*playful aspect. You compete against the machine, yourself, your friends, ultimately the world!"* You can watch Hurwitz demonstrate his invention at [www.shredometer.com](http://www.shredometer.com)

**The Shred-o-Meter** contains a "super" metronome that goes to 1,300 BMP (beats per minute) unlike old school metronomes that only go to 208 or 250 at best. You can learn to play steadily without a click or attempt to match machine gun blast beats from the super metronome. That's a far cry from the drudgery of that old wooden pendulum on top of your aunt's piano!

Hurwitz, a notable guitarist himself, is a long time employee of The National Guitar Workshop, which is the world's largest summer music program. **National Guitar Workshop President and Founder, David Smolover**, had this to say: *"I've been excitedly watching the Shred-o-Meter project from behind the scenes for quite some time now. Today's guitarists are going to go nuts over a product that bridges the gap between games like guitar hero and really playing the guitar."*

Hurwitz is in partnership with **Jay G. Grubb Esq.** and the two have achieved patent pending, trademark, and working prototypes for the new invention, which also functions on keyboard. **Jim Basara of Daily Guitar Jam** bestowed The Winter NAMM award to The Shred-o-Meter and commented: *"It's really quite amazing and has tons of potential for everything from a highly technical practice tool to the beginning of an interface for a REAL guitar game. Many of the big pedal manufacturers were drooling over its potential."* The partners are hoping Jim is right, because they are currently wooing half a dozen or so companies seeking a major licensing deal for The Shred-o-Meter. The world of guitar will never be the same!

<http://guitarjamdaily.com/index.php/reviews/24-reviews/2059-the-winter-namm-awards-futures-.html>

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