

DE BOKKERIJDEERS

Duration: 2' 36"

J.G. Schroën

Intro ♩ = 152

⌘ = Woodblock • = with tip - = with shaft

Snaredrum

Musical notation for Snaredrum. It features a series of notes with stems and flags, indicating a rhythmic pattern. Dynamics include *f* and *p*.

Fielddrum (snare off)

Musical notation for Fielddrum (snare off). It shows a long, sustained note with a wavy line above it, indicating a glissando or tremolo effect. Dynamics include *PPP* and *cresc.*

Bongos

Musical notation for Bongos. It shows a series of notes with stems and flags, indicating a rhythmic pattern. Dynamics include *f*.

Toms (3)

Musical notation for Toms (3). It shows a series of notes with stems and flags, indicating a rhythmic pattern.

Templeblocks

Musical notation for Templeblocks. It shows a series of notes with stems and flags, indicating a rhythmic pattern. Dynamics include *pp* and *cresc.*

Flex-a-Tone / Vibraslap
Beatring / Claves

Musical notation for Flex-a-Tone / Vibraslap Beatring / Claves. It shows a series of notes with stems and flags, indicating a rhythmic pattern. Dynamics include *p* and *f*.

Susp.Cymbal

Musical notation for Susp.Cymbal. It shows a long, sustained note with a wavy line above it, indicating a glissando or tremolo effect. Dynamics include *p* and *ff*.

Cymbals a 2

Musical notation for Cymbals a 2. It shows a long, sustained note with a wavy line above it, indicating a glissando or tremolo effect.

Tenordrum

Musical notation for Tenordrum. It shows a series of notes with stems and flags, indicating a rhythmic pattern. Dynamics include *mf* and *f*.

Bassdrum

Musical notation for Bassdrum. It shows a series of notes with stems and flags, indicating a rhythmic pattern. Dynamics include *mf* and *f*.

A ♩ = 152

8 9 1st time tacet

Snare *f* *p* *mf* *f* *p* *mf*

Field *ff* *p* *p* *f* *p* *f* *f*

Bongos *pp* *p* *f* *f* *mf*

Toms *p* *f* *mf*

Templeblocks *f* *p* *p* *f* *mf*

1st time tacet

Vslap

Symb

Cymb. *mf*

+ = Hihat effect

Tenor *f* *p* *mf*

Bdrum *f* *p* *mf*

14 (1st time tacet)

1 2 18

Snare *f* *p*

Field *p*

Bongo *f* *p*

Toms *f* *p*

Templ (1st time tacet) Templeblocks start *f* *p*

Vslap *mf*

Symb

Cymb. *f* *sf* *p*

Tenor *f* *p*

Bdrum *f* *p*

20

Musical score for percussion instruments, starting at measure 20. The score includes parts for Snare, Field, Bongo, Toms, Temp, Vslap, Symb, Cymb, Tenor, and Bdrum. The notation includes various rhythmic patterns, dynamics (f, ff, p, sf), and articulation marks (accents, slurs). The Vslap part includes a 'Vibraslap' instruction. The Cymb part features a 'sf' dynamic. The Tenor and Bdrum parts have dynamic markings of 'f'. The Snare part has dynamic markings of 'f' and 'ff'. The Field part has dynamic markings of 'f', 'p', and 'ff'. The Bongo part has dynamic markings of 'f'. The Toms part has dynamic markings of 'f'. The Temp part has dynamic markings of 'f' and 'ff'. The Symb part has dynamic markings of 'f' and 'sf'. The Cymb part has dynamic markings of 'f' and 'sf'. The Tenor part has dynamic markings of 'f'. The Bdrum part has dynamic markings of 'f'. The score is divided into two systems by a vertical line.

36 40

Snare

Field

Bongo

Toms

Templ

Beatr

Symb

Cymb.

Tenor

Bdrum

Bongos

Templeblocks

Beatring and/or Tambourine

Susp.Cymbal

p *mf* *f*

1 2

3 3 3 3

f *f* *f* *f*

p *mf* *f*

52 54

♩ = ♩ C

Snare *f* *mf* *f*

Field *f* *f*

Bongo *p* *f*

Toms *mp* *f*

Temp *mp* *f*

Clave *f* *p* *f*

Susp.Cymbal *p* *f*

Cymb. *sf* *sf* *p* *f* *mf* *f*

Tenor *f* *mf* *f*

Bdrum *f* *mf* *f* *mf* *f*

59 62

Snare

Field

Bongo

Toms

Templ

Clave

Symb

Cymb.

Tenor

Bdrum

Vibraslap

Susp.Cymbal

ff *f* *mf* *p* *sf*

