

Technics and tricks

Duration: appr. 02'24"

Antoon Gruyters

A

Snare drum 1 *****
ff

Snare drum 2 *****
ff

Snare drum 3 *****
ff

Bass drum ***
ff

B

Sdr. 1 *f*

Sdr. 2

Sdr. 3

Bdr. *f*

Drumsolutions
ANTOON GRUYTERS

Sdr. 1 *ff*

Sdr. 2 *f* \rightarrow *mp*

Sdr. 3 *f* \rightarrow *mp*

Bdr. *ff*

C

Sdr. 1 *f* *mp*

Sdr. 2 *f*

Sdr. 3 *f*

Bdr. *f* *mp*

17

Sdr. 1 *f* *f* *mp*

Sdr. 2 *mp*

Sdr. 3

Bdr. *f* *ff*

Drumsolutions
ANTOON GRUYTERS

D

Sdr. 1 *mf* *f*

Sdr. 2 *mf* *f*

Sdr. 3 *mf* *f*

Bdr. *mf* *f*

25

Sdr. 1

Sdr. 2

Sdr. 3

Bdr.

pp *f*

pp *f*

pp *f*

sf *pp* *f*

E

Sdr. 1

Sdr. 2

Sdr. 3

Bdr.

f *p* *f*

f

33

Sdr. 1

Sdr. 2

Sdr. 3

Bdr.

p *f* *f* *p*

p *f* *f* *p*

p *f* *f* *p*

ff *p* *ff*

F

Sdr. 1

Sdr. 2

Sdr. 3

Bdr.

f

f

The first system of the score features a large, stylized logo for 'Drumsolutions' by Antoon Gruyters. The logo is rendered in a bold, rounded font with a 3D effect. Below the logo, the name 'ANTOON GRUYTERS' is written in a smaller, clean font. The logo is positioned over the drum parts of the first system. The drum part (Bdr.) begins with a dynamic marking of *f* and consists of a rhythmic pattern of eighth and sixteenth notes.

40

Sdr. 1

Sdr. 2

Sdr. 3

Bdr.

pp

f

pp

f

pp

f

pp

f

The second system of the score starts at measure 40. It features three snare drum parts (Sdr. 1, Sdr. 2, Sdr. 3) and a bass drum part (Bdr.). Sdr. 1, Sdr. 2, and Sdr. 3 all play a continuous eighth-note pattern. The bass drum part has a dynamic marking of *pp* and plays a rhythmic pattern. The system concludes with a dynamic marking of *f* for the snare parts and *f* for the bass drum.

43

Sdr. 1

Sdr. 2

Sdr. 3

Bdr.

mp

mp

mp

f

f

f

f

f

f

Fine

The third system of the score starts at measure 43. It features three snare drum parts (Sdr. 1, Sdr. 2, Sdr. 3) and a bass drum part (Bdr.). Sdr. 1 plays a continuous eighth-note pattern with a dynamic marking of *mp*. Sdr. 2 and Sdr. 3 play eighth-note patterns with a dynamic marking of *mp*. The bass drum part has a dynamic marking of *mp* and plays a rhythmic pattern. The system concludes with a dynamic marking of *f* for all parts and the word 'Fine' at the end.