

THE MIRROR

Menno Bosgra

Snare Drum (Snares of) *f*

Bongos *f*

Floor Tom *f*

Mo

Rim shot

Play on rim

5

mf *p* *mf*

mf *p* *mf*

mf *p* *mf*

9

f-p

f-p

f-p

THE MIRROR

13

mf *mf* *p* *mf*

p *mf* *p* *mf* *p*

mp sempre

17

f

f

f

21

p cresc. *f*

p cresc. *f*

p cresc. *f*

MATCHDAY MAYHEM

Menno Bosgra

♩ = 120-  

Snare Drum *f*

Toms (3) *f*

Bass drum (with sticks) *f*

5

f *f* *mf* *f*

f *f* *mp* *f*

f *mf* *f* *mp* *f*

9 stick click rim shot

p *f* *p sub.* *mf* *f*

p *f* *p sub.* *f*

p *f* *p sub.* *f*

Tip: The audience should clap the first rhythm with the percussionists whenever it occurs

MATCHDAY MAYHEM

13  **D.C. al coda senza replica**

f *p* *f* *p sub.* *f*

f *p* *f* *p sub.* *f*

f *p* *f* *p sub.* *f*

17  Coda

f *f* *f* *f*

f *f* *f* *f*

f *f* *f* *f*

21 rim shot

p *f* *p* *p*

p *f* *p* *p*

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

MATCHDAY MAYHEM

25

* = shout name of favorite football team!
(the indicated rhythm depends on name of club)

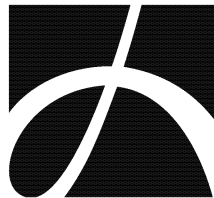
JAPANESE FEVER

Menno Bosgra

* Shouting 'HA!' must be very convincing, so please do this loud and clear!

5

* Stick click = hitting your sticks against each other with raised arms



9

Optional: perform the piece with a simple choreography. e.g. play L or R synchronised by three players where possible. Raise your arms when shouting 'HA'. Do not only use hand/wrist movement, but also play with your forearm for a more traditional look.

JAPANESE FEVER

13 HA! HA! HA! HA!



f *f* *p < f* *f*

JAPANESE FEVER

25 HA! HA! HA! HA!



f *f* *mp < f* *ff*

17 HA! HA! HA! HA!

stick click

p < f *p*

stick click

p < f *p*

stick click

p < f *p*

21 Soli

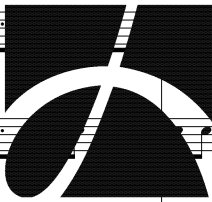
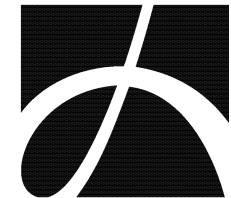
f-p *2nd time cresc. (al forte)* *f*

Soli

f-p *2nd time cresc. (al forte)* *f*

stick click

f-p *2nd time cresc. (al forte)* *f*

EXTRAVAGANZA

Menno Bosgra

Hi-hat
Snare Drum or High Tom
(Tom needs dampening)

Snare drum

Snare drum
Floor tom, coperto
(setup for one player)

Fl. tom

$\text{♩} = \pm 126$

Play rim and skin simultaneously with one stick (rim shot)
producing a tone as high as possible

f Put snares on with clear attack

S. D. *sim.*

Nylon tip sticks
Play near cup of Hi-hat (bright metal sound)

f Play on kettle of drum

5

9

In case the open/close hi-hat technique is a bit too difficult, play a clear accent at the ° sign instead of opening the hi-hat.

EXTRAVAGANZA

13

17

1.

2.

21

let ring

EXTRAVAGANZA

25
p
p
p *f*

29

33
f

AFRO-EURO: THE CONTINENTAL DRIFT

Menno Bosgra

1
 Alleg.
f
f
f

* T = Tone
 * B = Bass
 * S = Slap

5
mf *ff*
mf *ff*
mf *ff*

9
f
f
f

AFRO-EURO: THE CONTINENTAL DRIFT

13 S T

1. T

ff

S T

ff

T B

ff

17 2.

mf *ff*

S T

f

S T

f

f

21 S T

S T

S T

mf *ff*

AFRO-EURO: THE CONTINENTAL DRIFT

25 1. T

ff

2. *mf* *ff*

T

ff *mf* *ff*

T

ff *mf* *ff*

29 (ad lib.: play roll) *f* *sim.*

(ad lib.: play roll) *f* *sim.*

(ad lib.: play roll) *f* *sim.*

33 1.

mf *ff*

mf *ff*

AFRO-EURO: THE CONTINENTAL DRIFT

37 2.

ff *poco a poco cresc.*

ff *p poco a poco cresc.*

ff *mp poco a poco cresc.*

B T

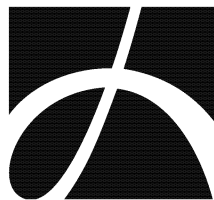
41

f *ff*

f *ff*

f *ff*

B T S S



OUT OF ORBIT
BASED ON MARS FROM THE PLANETS

Menno Bosgra

poco a poco cresc.

Snare Drum

Toms (3)

mp-mf

Vibes sticks

Concert Bass drum (*Coperto*)
(cue: Kick drum (*non coperto*))

mp-mf

range pitch ad lib.)

5

mp *mf* *f*

mp *mf* *f*

mp *mf* *f*

1. 2.

10

p

On skin

p

p

OUT OF ORBIT

14

cresc. poco a poco

mf *f* *f*

1. 2.

19 **Veroce**

ff *mf*

23

mf *f* *f*

1. 2.

OUT OF ORBIT

28 **Come prima**

mf *mf* *ff* *mf* *ff*

32

p sub. *mf* *mf* *mf*

36

p *mf* *mp* *f*

OUT OF ORBIT

40

mp *cresc. poco a poco* *f* *p*

mp *cresc. poco a poco* *f* *p*

mp *cresc. poco a poco* *f* *p*

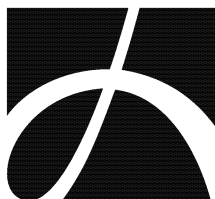
44

f *mp* *f* *mp* *f* *mf* *ff*

f *mp* *f* *mp* *f* *mf* *ff*

f *mp* *f* *mp* *f* *mf* *ff*

Tam-tam
(or Chinese cymb.)
let ring



SUCH A DRAG

Menno Bosgra

Snare drum *marcia*

Field drum
(or Snare drum without snares) *mf*

Floor tom *mf*

3

p *p* *p*

6

mf *p* *f*

mf *p* *f*

mf *p sub.* *f*

SUCH A DRAG

9

p *p* *p*
p *f* *p*
p *f* *p*

12

f *p* *p*
f *p* *p*
f *p* *p*

15

Fine Andante

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

SUCH A DRAG

18

mf *mp* *f* *mp* *f*
mp *mf* *mp* *f*
f *mp* *mf* *f*

21

p *accel. e cresc. poco a poco*
p *accel. e cresc. poco a poco*
p *accel. e cresc. poco a poco*

23

D. C. al Fine

mf *cresc. sempre* *f*
mf *cresc. sempre* *f*
mf *cresc. sempre* *f* *mp*

MONDAY MORNING BLUES

Menno Bosgra

Slow

Hi-hat Snare Drum 1

mf

Plates

Open

Snare drum 2

p mf p mf p sim.

3 Tomtoms K. dr.

Kick drum

mf

Al Coda

5

f mf < f

f mf < f

Toms

f mf < f

MONDAY MORNING BLUES

7

f p p mp ff

f p < f p < f mp < ff

f p < f p < f mp < ff

9

mf

p mf p mf p sim.

mf

11

MONDAY MORNING BLUES

13



p Play on rim of snare
Rim click

p On skin

p

15

Play on rim of snare
Rim click

On skin
p

mf ————— *f*

p ————— *f*

p sub. ————— *f*

D.C. al Coda

17

mf

mf *p sub.* < *mf* *p sub.* < *f* *p* *p sub.* <

mf *f*

MONDAY MORNING BLUES

19



f

mf *p sub.* < *mf* *p sub.* < *f*

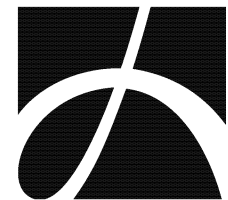
mf *f*

21

p sub. ————— *ff*

p sub. ————— *ff*

p sub. ————— *ff*



SUPERSONIC PERCUSSION

Menno Bosgra

Musical score for measures 1-4. The score is for three parts: High Snare Drum, Medium Snare drum, and Low snare drum / Kick drum. The time signature is 4/4. A large graphic of a snare drum head is overlaid on the first two measures. Dynamics include *f*, *mf*, *mp*, and *p*.

Musical score for measures 5-8. The score continues for the three parts. Dynamics include *mf*, *f*, *p*, *mp*, and *f*.

Musical score for measures 9-12. Measure 9 includes a 'rim shot' instruction. Measure 10 includes 'rim shot' and 'rim click' instructions. A large graphic of a snare drum head is overlaid on measures 10 and 11. Dynamics include *p*, *f*, and *mf*.

If necessary the piece can be conducted by the teacher.
 Players should be positioned apart from one another for the wave effects to be heard.

SUPERSONIC PERCUSSION

Musical score for measures 13-16. Measure 13 includes a 'Play on rim' instruction. A large graphic of a snare drum head is overlaid on measure 13. Dynamics include *mp*, *p*, *f*, *mf*, and *p*.

Musical score for measures 17-20. Dynamics include *f*.

Musical score for measures 21-24. Measure 21 includes a 'rim shot' instruction. A large graphic of a snare drum head is overlaid on measures 22 and 23. Dynamics include *mf*, *f*, *mp*, *f*, and *mp*.

SUPERSONIC PERCUSSION

24 Play on rim

p *mf* *f*

p *p* *mf* *mf*

p *f* *mf*

27

f *mf* *f*

f *p* *mf* *mf*

f *f* *mf*

31

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

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

p *f* *p* *f* *p* *f* *p*

SUPERSONIC PERCUSSION

34

f *p* *f*

f *p* *f*

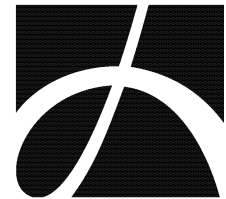
f *p* *f*

37

f *p* *f*

f *p* *f* *p* *f*

p *f* *p* *f*



CAN YOU PLAY IT?

Menno Bosgra

Guiro
Bongos

Drumset
(ad lib. split parts: then
B. D. by 2nd player)

Claves
Suspended cymbal
Toms (3)

p Also hold one triangle stick between 3rd and 4th finger

5

mp short slides - left to right
(as fast as possible, one hand)

p let ring

p Claves

Energico (♩ = 126 - 132)

* = tap on guiro with stick

Change to Sticks
Upbeat = new tempo
Light rim shot

mf Hi-hat + S. D. (rim click)*

mf B. D.
(Claves)

In case the open/close hi-hat technique is a bit too difficult, play a clear accent at the ° sign instead of opening the hi-hat.

CAN YOU PLAY IT?

14

2.

Bongos (with sticks)

Light rim shot

f

f -- = clave rhythm as before, let ring

18

1.

2. To Coda

mf *ff*

p

p *f*

let ring

mf *ff*

p

21

f

Solo

piu f

CAN YOU PLAY IT?

24

Solo

più f *mf < più f*

27

D.S. al Coda

p

p

let ring

p

30

rit.

Andante (Tempo primo)

f *f*

p poco a poco accel. e cresc.

p Hi-hat with pedal poco a poco accel. e cresc.

p poco a poco accel. e cresc.

CAN YOU PLAY IT?

34

p

fmp

p let ring

fmp

p

poco a poco accel. e cresc.

poco a poco accel. e cresc.

poco a poco accel. e cresc.

37

(♩ = 126 - 132)

ff

ff

ff

let ring

