



*Music for Percussion Ensemble*  
(Drumband – Tamboerkorps)

# **Lucky Shots**

Jan Schipper

Grade medium (\*\*/\*\*\*)

Duration approx. 02'10"

## **Instrumentation**

Snare Drum

Cymbals a2 (ad lib.)

Bass Drum 1 ( or Tenor Drum ad lib.)

Bass Drum 2

# Lucky Shots

Duration approx. 02'10"

**A** ♩ = ± 110-116 (To di Marcia)

Jan Schipper

Snare Drum

Cymbals a2

Bass Drum 1 (or Tenor Drum)

Bass Drum 2

**B**

S.D.

Cb.

B.D.1

B.D.2

S.D.

Cb.

B.D.1

B.D.2

25 **D**

Musical score for measures 25-32, section D. The score is for four instruments: S.D., Cb., B.D.1, and B.D.2. The S.D. part features a complex rhythmic pattern with triplets and accents, starting at *mf* and increasing to *f* with a *cresc.....* marking. The Cb. part has a simpler rhythmic pattern, also starting at *mf* and increasing to *f*. The B.D.1 and B.D.2 parts provide a harmonic foundation with various rhythmic values and accents, both starting at *mf* and increasing to *f*.

33 **E**

Musical score for measures 33-40, section E. The S.D. part continues with its complex rhythmic pattern, starting at *f*, reaching *fp* in measure 34, and returning to *f* in measure 38. The Cb. part starts at *f* and remains constant. The B.D.1 part starts at *f*, moves to *mf* in measure 34, and returns to *f* in measure 38. The B.D.2 part starts at *f*, moves to *mf* in measure 34, and returns to *f* in measure 38.

**F**

Musical score for measures 41-48, section F. The S.G. part features a complex rhythmic pattern with triplets and accents, starting at *mp* and increasing to *f* with a *cresc.....* marking. The Cb. part has a simpler rhythmic pattern, starting at *f* and increasing to *f* with a *cresc.....* marking. The B.D.1 and B.D.2 parts provide a harmonic foundation with various rhythmic values and accents, both starting at *f* and increasing to *f* with a *cresc.....* marking.

49 **G**

S.D. *mp* *f*

Cb. *mp* *f*

B.D.1 *mp* *f*

B.D.2 *mp* *f*

56 **H** **Fine**

S.D. *f* *p* *mp cresc...* *f*

Cb. *f* *mp cresc...* *f*

B.D.1 *f* *mp cresc...* *f*

B.D.2 *f* *mp cresc...* *f*