

Drum Mixture

Maarten Rongen

Intro (can be played during change of instruments between pieces)

A ♩ = 106 repeat x-times

High Bongo

High Conga

Medium Tom Tom

Bass Drum

if more players, add one in sequence

f no. 1 no. 2 no. 3 no. 4

B repeat x-times

Bo.

Co.

To.

B.D.

if more players, add one in sequence

f no. 1 no. 2 no. 3 no. 4

C repeat x-times

Bo.

Co.

To.

B.D.

if more pla

f no. 1 no. 2 no. 3

D repeat x-times

Bo.

Co.

To.

B.D.

if more players, add one in sequence

f no. 1 no. 2 no. 3 no. 4

17 **E**



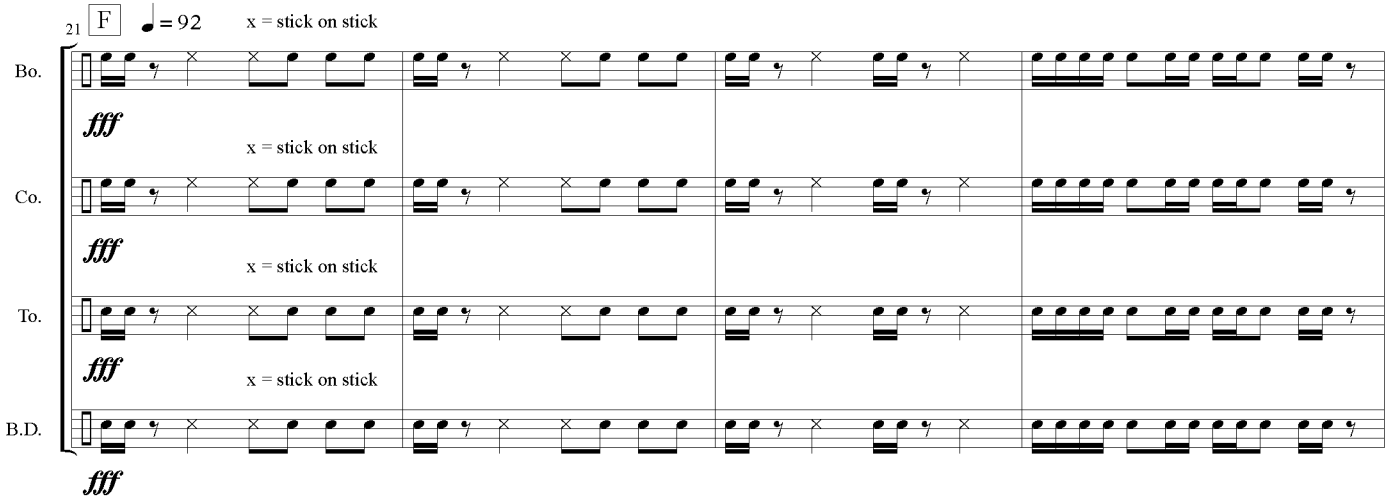
Bo. *f* *ff*

Co. *f* *ff*

To. *f* *ff*

B.D. *f* *ff*

21 **F** ♩ = 92 x = stick on stick



Bo. *fff* x = stick on stick

Co. *fff* x = stick on stick

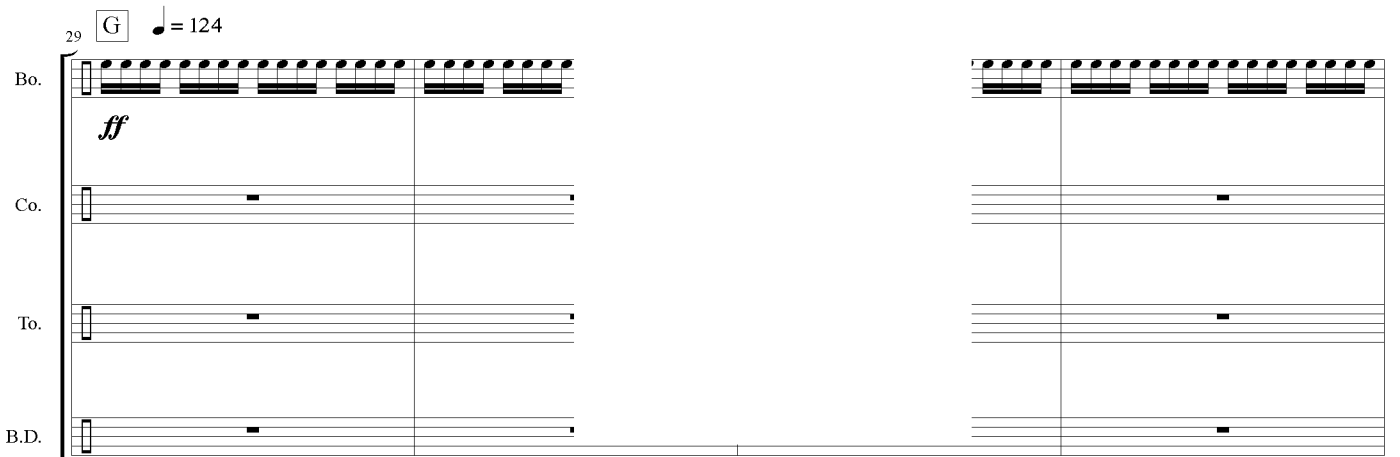
To. *fff* x = stick on stick

B.D. *fff* x = stick on stick

25



29 **G** ♩ = 124



Bo. *ff*

Co.

To.

B.D.

33

Bo. *meno f*

Co.

To.

B.D. *ff*

37 H

Bo.

Co. *ff*

To. *ff*

To.

B.D.

45

Bo.

Co.

To.

B.D.

49 **I**

Bo. *ff*

Co. *mf*

To. *mf*

B.D. *mf*

53

Bo.

Co.

To.

B.D.

57 **J**

Bo. *ff*

Co. *ff*

To. *ff*

B.D. *ff*

62

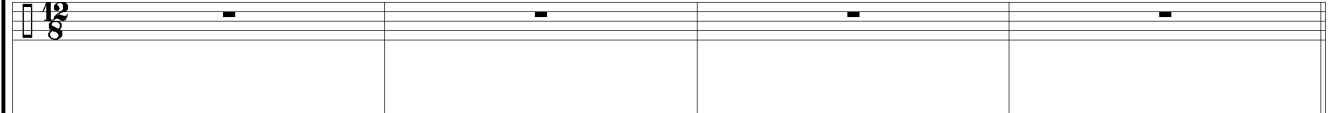
Bo. *p* *ff* 12/8


Co. *p* *ff* 12/8


To. *p* *ff* 12/8


B.D. *p* *ff* 12/8

67 **K** ♩ = ♩.

Bo. 

Co.  *f*


To.  *f*


B.D.  *f*

71 **L**


Bo.  *ff*


Co.  *mf*


To.  *mf*


B.D.  *mf*

75 **M**


Bo.  *mf*


Co.  *ff*


To.  *mf*


B.D.  *mf*

79 **N**

Bo.  *mf*

Co.  *mf*

To.  *mf*

B.D.  *ff*

83 O P

Bo. *mf* *f*

Co. *mf* *f*

To. *ff* *f*

B.D. *mf* *f*

88

Bo. *fff*

Co. *fff*

To. *fff*

B.D. *p* *fff*

93 Q ♩ = 92

Bo. *fff*

Co. *fff*

To. *fff*

B.D. *fff*

97

Bo. *ffff*

Co. *ffff*

To. *ffff*

B.D. *ffff*

molto *ffff* Fine