

BASIC GAME

Duration: 1' 55"

Leon Camp

♩ = 120 ▩ = Woodblock

Snaredrum

FOUR-THREE-TWO

Duration: 1' 58"

Leon Camp

♩ = 112  = Woodblock

Snaredrum

4 *f*

5 *f* *p < f*

8 *mf* *f*

12 *f*

16 *p - f*

20

2 *f*

30 *f* *p* *f*

36 *f* *mf* *p* *cresc.* *f*

42 *mf* *f* *sf* **FINE**

JACKPOT

Duration: 1' 43"

Leon Camp

Snaredrum

$\bullet = 104$

3/4 *f* *p* *f* *p*

5 **Alla Marcia** *f* *mp* *p* *cresc.*

11 *p* *f* *f* *p* *cresc.*

17 *f* *p* *f* *pp*

$\bullet = 92$

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

29 *cresc.* *f* *mp* *f*

$\diamond = \text{stickshot}$ $\bullet = 104$

35 *mp* *f* *f* *p*

41 **Vivace** *f* *p* *f*

47 *p* *f* *p* *f* *dim.*

54 *pp* *cresc.* *ff* *fff* **FINE**

LESSON - A

Duration: 1' 18"

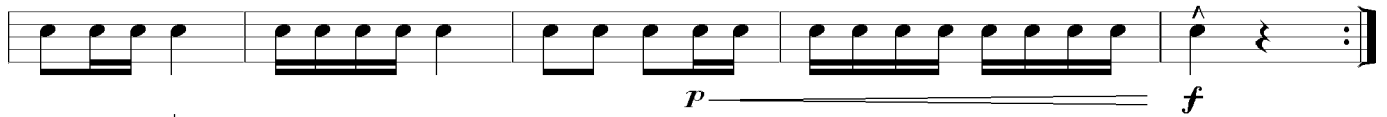
Leon Camp

Tempo di Marcia

Snaredrum



4



9



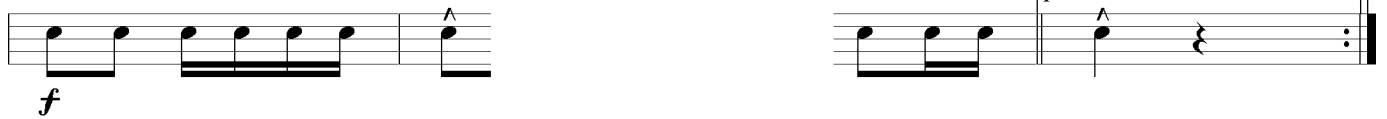
13



17



21



2



Tempo di Valse



29



34



38



D.C.
al Fine
(con repl.)

PRIME - TIME

Duration: 1'53"

Leon Camp

snare off - start slowly stringendo

Snaredrum
Susp.Cymbal

pp-mf

9 ♩ = 120

f p cresc.

14 3 3 3 f p

17 3 3 3 f p

20 3 3 3 f sf

♩ = 112 ♩ = Susp.Cymbal

snare on mf

31 p < f

38 39 41 43 p f

45 4 49 51 f

52 53 p < f f

59 60 mf p < f

61 65 p ff

FINE

RHYTHM – TUNES

Duration: 2' 5"

Leon Camp

♩ = 120

Snaredrum

Measures 1-66 include:
- Measure 1: f
- Measure 5: mf
- Measure 7: p , fp , f , mf
- Measure 14: mp , f , $p < f$
- Measure 23: f , p , f , p
- Measure 27: f
- Measure 32: f , p , $cresc.$, f
- Measure 41: f , p , ff , $p < ff$
- Measure 45: f , Cowbell
- Measure 47: $p < f$, p , f , $p <$
- Measure 53: mf , f , p , $fp <$
- Measure 59: f , $p - mf$
- Measure 66: ff

Measures 45-66 include:
- Measure 45: f , Cowbell
- Measure 66: ff

Stickshot symbol: \diamond = stickshot
Cowbell symbol: C = Cowbell

snares off

FINE

THREE SOLO DANCES

Duration: 1' 47"

Leon Camp

A Tempo di Foxtrot ♩ = Woodblock

Snaredrum

6 *f* *p* *f*

12 *mf* *f* *mf* *f*

B Tempo di Valse

2 *f*

3 *pp* *f*

4

20

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

30 *f* *p*

C Tempo di Marcia

2 *ff*

38 *ff* *f*

41 *p* *f*

46 *p* *f*

51 *p* *sf*

FINE