

# INTERVISION

Duration: ± 1' 40"

L. Camp

♩ = 112

1st time tacet

Snaredrum

Bassdrum (ad lib. Tenordrum)  
Woodblock

# JITTERS

Duration: ± 1' 50"

L. Camp

♩ = 112

3

Snaredrum 1

2/4

4

*f*

*f*

♩ = Woodblock

Snaredrum 2  
Woodblock

2/4

4

*f*

*f*

6

11

*f*

*mf*

*f*

12

1

*f*

*mf*

*f*

*p*

*f*

*mf*

*f*

*mf*

*f*

*p*

*f*

♩ = 100

2

*f*

snars off

*f*

*mp*

(snars on)

*p*

24

*f*

*p*

*mf*

*p*

28  $\downarrow$  = on rim

*f* *P cresc.*

31  $\bullet = 120$

*f* *f* *snares on* *f* *p*

36  $\bullet = \bullet$  40

*f* *p* *f*

41  $\diamond$  = stick- or  $\diamond$  = stick- or

*f* *sf* *p* *f*

47

*sf* *p* *sf* *ff*

1 2

**FINE**

# JOY-RIDE

Duration: ± 1' 45"

L. Camp

Alla Marcia

Snaredrum 1

Snaredrum 2

*f*

*mp cresc.*

6

*f*

*p*

*f*

*p*

*f*

*f*

*p*

*f*

13

*p*

*f*

*p*

*sf*

*sf*

Poco meno mosso  
snare off

*p-f*

*p-f*

22

23

*p-f*

*p-f*

= on rim

25

1

2

♩ = stick on stick

Allegro

28

snare on

31

32

3

*f*

*mp*

*cresc.*

*f*

snare on

*cresc.*

*f*

35

1

*mp*

= on rim

*mp*

2

41

*p*

*f*

*p*

*f*

*p*

*f*

*f*

*p*

45

1

2

*f*

*p*

FINE

# SUPER-DUPER

Duration: ± 1' 57"

L. Camp

Rock Beat

1 - 3 - 2 - 4

Snaredrum 1

Musical notation for Snaredrum 1, measures 1-6. The notation shows a rhythmic pattern of eighth notes with accents. Dynamics include *p* and *f*.

Snaredrum 2

Musical notation for Snaredrum 2, measures 1-6. The notation shows a rhythmic pattern of eighth notes with accents. Dynamics include *p* and *f*.

Musical notation for measures 7-12. Snaredrum 1 and 2 parts. Dynamics include *f* and *mp*.

Musical notation for measures 13-16. Snaredrum 1 and 2 parts. Dynamics include *f* and *mp cresc.*

Musical notation for measures 17-29. Snaredrum 1 and 2 parts. Dynamics include *f*. Includes a note with a vertical line and double dots = on rim.

Musical notation for measures 30-31. Snaredrum 1 and 2 parts. Dynamics include *sf*, *ff dim.*, and *mf*. Tempo marking *Allegro*.

Musical notation for measures 32-35. Snaredrum 1 and 2 parts. Dynamics include *mf* and *f*. Includes a note with a diamond symbol = stick- or rimshot.

38  $\text{♩} = \text{♩}$

42

*ff dim.* ..... *mf*

*f* *p* *f*

46

*mf*

50

*f* *ff dim.* .....

54

*f* *mf* *f*

59

62

*ff dim.* .....

65

66

*mf* *f* *mf* *f*

73

Piu mosso

2

*f* *p* *ff*

*f* *p* *ff*

FINE

# TOP-LINE

Duration: ± 1' 38"

L. Camp

♩ = 120

snare on

Snaredrum 1  
Woodblock

*f*

Snaredrum 2  
Woodblock

7

*f*

9

*f*

11 = Woodblock

12

*mp*

*f*

17

*p*

21 = Woodblock

18

*p*

*f*

3

*f*

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

23

*f*

25

*f*

*f*



Valse (♩ = ♪)

30

*ff* *mp cresc.*

37 41

*f* snare on *f* *mf* *mf*

44 49

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

51 G.P. 57

*p* *f* *p* *f* *mp cresc.*

59

*f* *sf* *f* *sf* FINE

◇ = stick- or rimshot