

Explaining the Joke

Drums - outline

Roelof Ruis

$\text{d} = 65$

C

$\text{A} \text{d} = 120$

p

This section starts with a bass drum at the beginning of the measure. It is followed by a snare drum, then a continuous pattern of bass and snare drums. The tempo is indicated as d = 65. The dynamic is p.

9

This measure continues the pattern from section C, consisting of a continuous sequence of bass and snare drum strokes.

15

This measure continues the pattern from section C, consisting of a continuous sequence of bass and snare drum strokes.

26

B

mf

This section starts with a bass drum at the beginning of the measure. It is followed by a snare drum, then a continuous pattern of bass and snare drums. The dynamic is mf.

38

This measure continues the pattern from section B, consisting of a continuous sequence of bass and snare drum strokes.

46

This measure continues the pattern from section B, consisting of a continuous sequence of bass and snare drum strokes.

55

C

This section starts with a bass drum at the beginning of the measure. It is followed by a snare drum, then a continuous pattern of bass and snare drums.

67

D

p

This section starts with a bass drum at the beginning of the measure. It is followed by a snare drum, then a continuous pattern of bass and snare drums. The dynamic is p.

79

This measure continues the pattern from section D, consisting of a continuous sequence of bass and snare drum strokes.

92

E

f

This section starts with a bass drum at the beginning of the measure. It is followed by a snare drum, then a continuous pattern of bass and snare drums. The dynamic is f.

102

F

This section starts with a bass drum at the beginning of the measure. It is followed by a snare drum, then a continuous pattern of bass and snare drums. The dynamic is f.

113

This measure continues the pattern from section F, consisting of a continuous sequence of bass and snare drum strokes.

Drums - outline

2

120

G

126

132

138

H

151

164

177

J

190

K

201

211

L

224

M

233

mf
ritenuto