

# VICE VERSA

(Watch out for ghost drivers!)

## Jan de Kwant

JPEP 1

Grade / Moeilijkheidsgraad 1  
Duration / Tijdsduur 1'45

Nederlands:

Geïnspireerd door de film Drumline, kan met Vice Versa elke jeugdslagwerkgroep net zo'n spetterende show neerzetten als het Zwitserse 'Top Secret Drum Corps'! De trommelstokken vliegen werkelijk om je oren, maar pas op voor spookrijders!

English:

Inspired by the movie Drumline, with Vice Versa each youth percussion group can set just as spectacular a show as the Swiss 'Top Secret Drum Corps'! The drumsticks will fly around your ears, but watch out for ghost drivers!

Score

Snare Drum  
Bass Drum

# VICE VERSA

(Watch out for ghost drivers!)

Score

Jan de Kwant

1

Snare Drum

Bass Drum

2 3 4

Detailed description: This block contains the first four measures of a drum score. The Snare Drum part is written on a single staff with a 4/4 time signature. It features a consistent eighth-note pattern. In measure 1, there are two 'x' marks above the notes. In measure 2, there is one 'x' mark. In measure 3, there are two 'x' marks and two square symbols above the notes. In measure 4, there is one 'x' mark. The Bass Drum part is on a second staff, showing a pattern of quarter and eighth notes. Measures 2, 3, and 4 have a 'y' symbol above the notes. Both staves end with a double bar line and repeat dots.

2

Auw

5 6 7 8 Auw

Detailed description: This block contains the next four measures of the drum score. The Snare Drum part continues the eighth-note pattern. In measure 5, there are two 'x' marks. In measure 6, there are two square symbols. In measure 7, there are two 'x' marks. In measure 8, there is one 'x' mark. The Bass Drum part continues with a similar pattern. Both staves end with a double bar line and repeat dots. The word 'Auw' is written below the end of the Snare Drum staff and below the end of the Bass Drum staff.

VICE VERSA

5

17 18 19 20

6

21 22 23

1. 2. 24 25

Legenda:

(x) x □ x +

stick on stick (neighbours left and right)    stick on stick (own)    woodblock (own or neighbour left or right)    rimshot