

Allegro ($\text{♩} = 120$)

13

*mf**f**mf**p**mf**p**mf**f**mf*Allegretto ($\text{♩} = 108$)

14

*ff**f**mf**p**mf**p**f**p**ff*

measure 2,) ornamentation has been added. As usual throughout this text, dynamic markings must be carefully observed. 3

1

Allegro assai $\text{J} = 132$

1
2
3
4
5
6
7
8
9
10

The quarter-note triplets in lines 7 and 8 may pose problems at first. If so, the troublesome measures may be approached in the following manner: 1.) Practice straight quarter-note triplets with the hands, while tapping quarter-notes with the foot; 2.) practice the passage in question without grace-notes, taking care that the sixteenth-note and eighth-note triplet figures are also executed correctly; 3.) practice the passage as is.

5

Moderato $\text{J} = 112$

Musical score for Exercise 5, consisting of ten staves of bass clef music. The score includes the following elements:

- Staff 1:** Dynamics **f**, measure 1.
- Staff 2:** Measure 2.
- Staff 3:** Measures 3-4, dynamic **f**.
- Staff 4:** Measures 5-6, dynamic **p**, circled with a handwritten note "tak" above it.
- Staff 5:** Measures 7-8, dynamic **mf**, circled with a handwritten note "tak" above it.
- Staff 6:** Measures 9-10, dynamic **ff**.
- Staff 7:** Measures 11-12, dynamic **f**.
- Staff 8:** Measures 13-14, dynamic **mf**.
- Staff 9:** Measures 15-16, dynamic **p**.
- Staff 10:** Measures 17-18, dynamic **f**.
- Staff 11:** Measures 19-20, dynamic **p**.
- Staff 12:** Measures 21-22, dynamic **mf**.
- Staff 13:** Measures 23-24, dynamic **f**.
- Staff 14:** Measures 25-26, dynamic **p**.
- Staff 15:** Measures 27-28, dynamic **ff**.
- Staff 16:** Measures 29-30, dynamic **p**.

Handwritten markings include circled "3" over groups of three notes, circled "tak" over specific notes, and circled "p" over the dynamic marking in staff 16.

This piece should be played with one beat per measure, and with all rolls closed. The staccato attacks found throughout this exercise are very difficult to execute on the snare drum, calling as they do for short, sharp notes. The desired effect may be achieved by applying extra pressure to a stick with the fingers, and by snapping a stick off the drum as soon as a note has been struck.

9

Allegro vivace $\text{J} = 120$

f *dim.* *p*

f *p*

cresc. *f*

pp *f* *pp*

f *p*

f

f *dim.* *p*

3 *3* *3* *3* *3* *3*

f *f*

3 *3* *3*

f *dim.* *p*

Snare Drum

C $\text{J}=160$

Snare Drum part C consists of six staves of music. The first staff starts at measure 20 with a dynamic of *f*. Measures 21 and 22 show eighth-note patterns with accents. Staff 2 ends at measure 25. Staff 3 begins at measure 26 with a dynamic of *p*, followed by *mf* at measure 29. Staff 4 starts at measure 30 with a dynamic of *fp*, followed by *f* at measure 31. The tempo changes to $\text{J}=80$ at measure 31, indicated by $(\text{j}=\text{j})$. The final dynamic is *f* at measure 32, followed by a instruction to play "to Castanets". Measure numbers 20 through 32 are marked above the staves.

Castanets

D $\text{J}=80$

Castanets part D consists of five staves of music. Staff 1 starts at measure 33 with a dynamic of *ff*. Measures 34 and 35 show eighth-note patterns with accents. Staff 2 begins at measure 36 with a dynamic of *mp*. Measures 37 and 38 show eighth-note patterns with accents. Staff 3 starts at measure 39. Measures 40 and 41 show eighth-note patterns with accents. The final dynamic is *f* at measure 41. Measure numbers 33 through 41 are marked above the staves.

Most of the dynamic changes in this study happen suddenly and without warning (*subito*). Be sure to look ahead and be ready for quick dynamic changes.

$\text{♩} = 92-104$

$\frac{3}{4}$

$f \quad p \quad f \quad mf$

$p \quad f \quad p \text{—} f$

$p \quad \cancel{\text{—}} \quad \frac{2}{4} \quad mf \quad f$

$\frac{3}{4} \quad p \quad \cancel{\text{—}} \quad mf \quad f$

$p \quad f \quad p \quad f \quad p$

$f \quad p \quad f \quad p$

$f \quad \cancel{\text{—}} \quad p \quad \cancel{\text{—}} \quad p$

$f \quad \cancel{\text{—}} \quad p \quad \cancel{\text{—}} \quad p$

$f \quad \cancel{\text{—}} \quad p \quad \cancel{\text{—}} \quad p$

$mf \quad \cancel{\text{—}} \quad f \quad ff \quad \cancel{\text{—}} \quad \frac{2}{4} \quad \cancel{\text{—}} \quad \frac{2}{4} \quad \cancel{\text{—}}$

$p \quad f \quad mf \quad p \quad \cancel{\text{—}} \quad ff$

This study combines elements from the previous pages. Observe carefully, dynamics and accents.

$\text{♩} = 104-116$

Music score for page 6:

- Tempo: $\text{♩} = 104-116$
- Measure 1: f , p
- Measure 2: f
- Measures 3-4: p
- Measures 5-6: p , mf
- Measures 7-8: f
- Measures 9-10: p , mf

The time signature of 5/4 is not uncommon in music of today; count accurately. The *crescendo* from beginning to end must be gradual and even.

$\text{♩} = 116-126$

ppp cresc. poco a poco al Fine

The music is composed of ten staves of musical notation for a solo instrument. The tempo is marked as 116-126 BPM. The dynamics start at *ppp* and crescendo to *poco a poco al Fine*. The music consists of eighth and sixteenth note patterns, with some slurs and grace notes.

This study deals primarily with rolls of varying duration. In concert band or orchestral drumming, rolls are not measured. The desired effect is a smooth, continuous sound.

$\text{♩} = 92-108$



This is the first use of flams in this book. Flams should have a sharp, clean sound, not too open and not in unison (both sticks striking together). I have left the sticking up to the student and teacher. However, the end result must be a perfectly executed flam.



sfp *mf*

f *p* *cresc.*

f

mf

f

p

mf

f

p

By playing on different areas of the drum a variety of sounds may be produced. The edge of the drum is often used to execute extremely soft passages. The center of the drum produces a dry sound. Playing on the rim is an effect often called for in marches and show music.

$\text{♩} = 92-100$

On edge

Musical notation for 'On edge' performance. It consists of two measures of sixteenth-note patterns. The first measure starts with a bass note followed by sixteenth-note pairs. The second measure starts with a bass note followed by sixteenth-note pairs. The dynamic is pp .

Center

Musical notation for 'Center' performance. It consists of two measures of sixteenth-note patterns. The first measure starts with a bass note followed by sixteenth-note pairs. The second measure starts with a bass note followed by sixteenth-note pairs. The dynamic is mf .

Edge

Musical notation for 'Edge' performance. It consists of two measures of sixteenth-note patterns. The first measure starts with a bass note followed by sixteenth-note pairs. The second measure starts with a bass note followed by sixteenth-note pairs. The dynamic is pp .

On rim

Musical notation for 'On rim' performance. It consists of two measures of sixteenth-note patterns. The first measure starts with a bass note followed by sixteenth-note pairs. The second measure starts with a bass note followed by sixteenth-note pairs. The dynamic is f .

2

Center

Musical notation for 'Center' performance. It consists of two measures of sixteenth-note patterns. The first measure starts with a bass note followed by sixteenth-note pairs. The second measure starts with a bass note followed by sixteenth-note pairs. The dynamic is mf .

>

>

>

Musical notation for rim effects. It consists of two measures of sixteenth-note patterns. The first measure starts with a bass note followed by sixteenth-note pairs. The second measure starts with a bass note followed by sixteenth-note pairs. The dynamic is pp followed by ff .

Edge

Musical notation for 'Edge' performance. It consists of two measures of sixteenth-note patterns. The first measure starts with a bass note followed by sixteenth-note pairs. The second measure starts with a bass note followed by sixteenth-note pairs. The dynamic is pp .

pp

Musical notation for rim effects. It consists of two measures of sixteenth-note patterns. The first measure starts with a bass note followed by sixteenth-note pairs. The second measure starts with a bass note followed by sixteenth-note pairs.

Rim

Musical notation for rim effects. It consists of two measures of sixteenth-note patterns. The first measure starts with a bass note followed by sixteenth-note pairs. The second measure starts with a bass note followed by sixteenth-note pairs. The dynamic is mf .

Center

Edge

Musical notation for rim effects. It consists of two measures of sixteenth-note patterns. The first measure starts with a bass note followed by sixteenth-note pairs. The second measure starts with a bass note followed by sixteenth-note pairs.

INTERMEDIATE METHOD FOR DRUMS

EXERCISE ONE

R. W. BUGGERT

Moderato

B.D. & Cym.

(9)

(17)

(25)

Lively
(33)

(41)

(49)

CODA

D.C. al Coda

Side By Side

DUET

Very fast

1st Part

1st Part

2nd Part

1 || 2

Moderato

EXERCISE THREE

B.D. & Cym.

(9)

(17)

(25)

(33) Faster

(41)

Lone Star Street March

B.D.

Cym. B.D.

Cym. tog.

B.D.

EXERCISE SIX

March tempo

B.D. & Cym.

(9)

(17)

(21)

(29)

TRIO

tog Cym tog B. D. tog.

(53)

(45)

1 2

Symbol-Sticks March

B.D. Cym. B.D. >

(5)

(9)

(13)

Cym. B.D. Cym. B.D. Cym. B.D.

1 2

x Over a note means stick beat.

Echoing Sticks

R. W. BUGGERT

Snappy Tempo

Snappy Tempo

(9) > 3 3 > > 3 3 > > 3 > 3 > > > > 3 3 >

(17) > > > 3 3 > > > > > > 3 3 > > > >

(25) > > > > > > > > > > > > > > > >

(33) > > > > > > > > > > > > > > > > >

(41) > > > > > > > > > > > > > > > >

(53) > > > > > > > > > > > > > > > >

(61) > > > > > > > > > > > > > > > > >

(69) 3 3 3 3 > > > > > > > > > > > > > >

ff pp ff ff

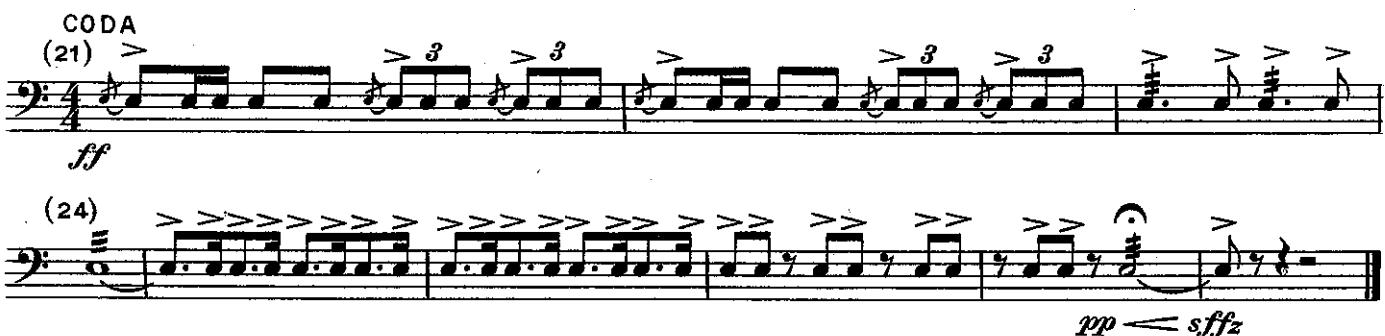
mf mf

p cresc.

Catch It

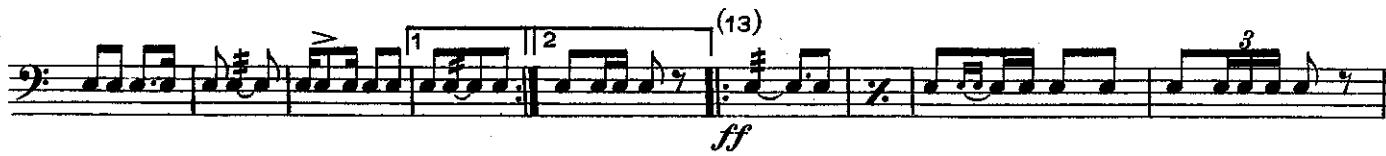
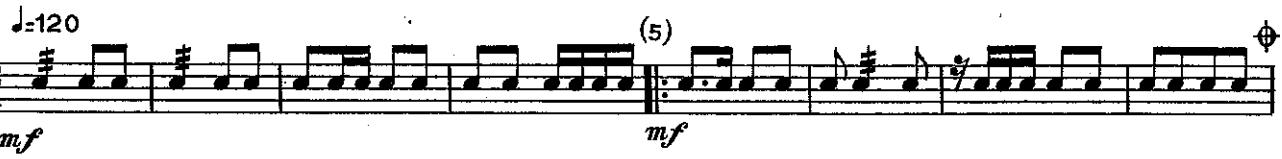
R. W. BUGGERT

March



Watch It

R. W. BUGGERT



Drum Oddity

R. W. BUGGERT

f

(9) *mf*

(13) *ff*

(17)

ff-pp

(21) *pp-ff*

(25) (29)

(33) *ff*

(37)

(41)

(45) (49)

p f p f mf

(53) *f p f p f*

mf f ff p ff p mf f

(57) *> > . . > > . . > > . . > > . . > > . . > >*

(61) *ff p ff p mf ff ff*

(65) *mf ff*

Thundering Through

25

R.W.BUGGERT

J.=120

Presto

ff pp mf ff sffz

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