

# Ghostrider

Ed van Kommer

kicking groove  $\text{♩} = 120$

Snare Drum

Large Cowbel

Bass Drums

Cymbals

S.Dr.

Lc

B. Dr.

Cym.

A

B

rim

crossed rim

*f*

*p*

*f*

*f*

*f*

*f*

*f*

*f*

*ff*

*ff*

*ff*

*ff*

*pp*

*f*

*ff*

*2.*

*Fine*

6

3 3 3 3

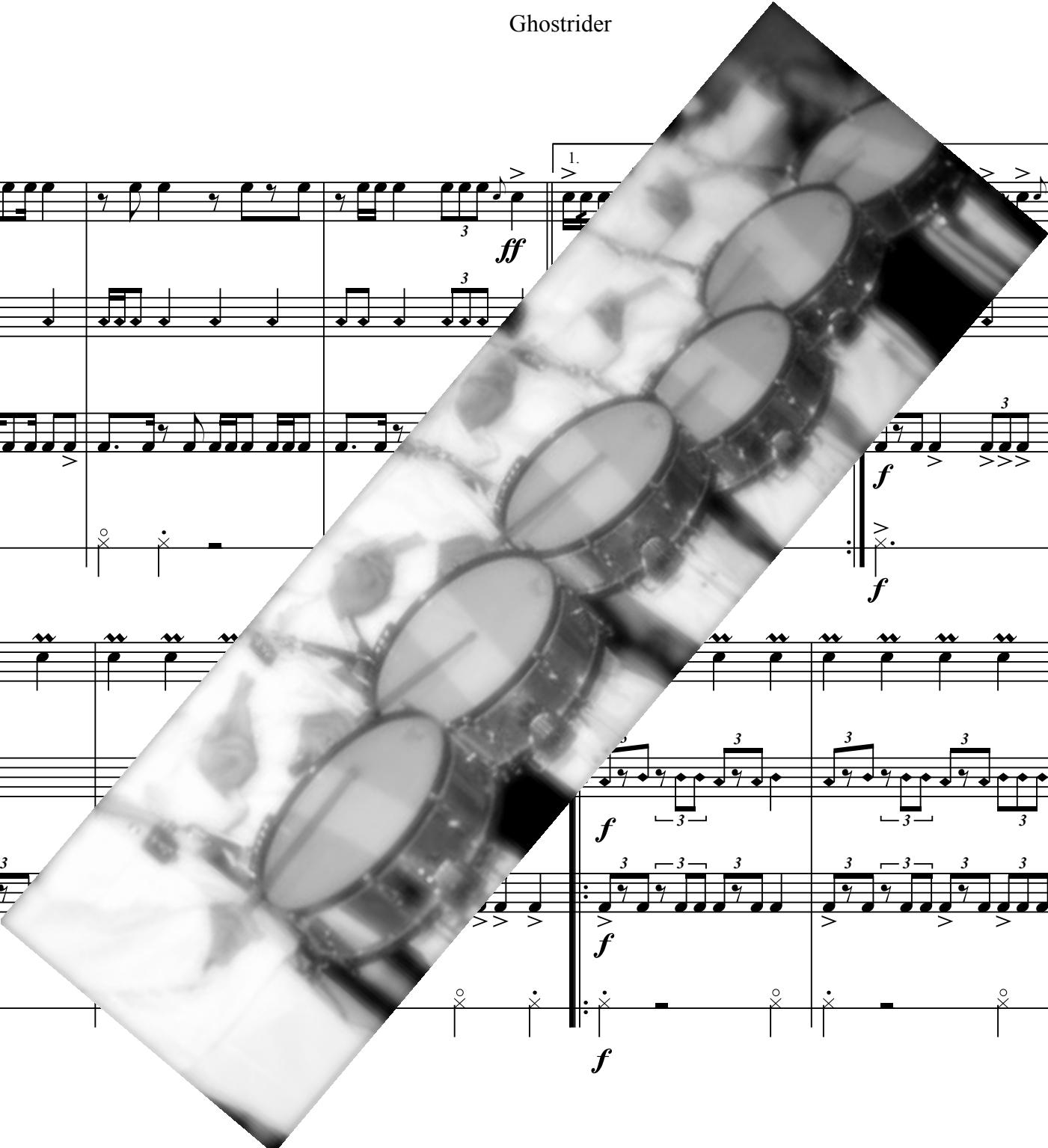
3 3 3 3

artikelnr. 15038-eigen gebruik

This is a musical score for a drum set titled "Ghostrider" by Ed van Kommer. The score is written for Snare Drum, Large Cowbel, Bass Drums, Cymbals, S.Dr. (Snare Drum), Lc (Large Cowbel), B. Dr. (Bass Drums), and Cym. (Cymbals). The tempo is marked as "kicking groove  $\text{♩} = 120$ ". The score is divided into two sections, A and B. Section A starts with a "kicking groove" pattern for the Snare Drum, followed by patterns for Large Cowbel, Bass Drums, and Cymbals. Section B begins at measure 6, featuring patterns for S.Dr., Lc, B. Dr., and Cym. The score includes dynamic markings such as *f*, *p*, *ff*, *pp*, and *crossed rim*. The score concludes with a "Fine" at the end of section B. The page number "6" is located above the S.Dr. staff. Measure numbers "3 3 3 3" are placed under the Lc and B. Dr. staves. The bottom left corner contains the text "artikelnr. 15038-eigen gebruik".

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2



II C buzz on edge

S.Dr. *mf*

Lc *f*

B. Dr. *f* > >

Cym. *f*

17

S.Dr. buzz on edge

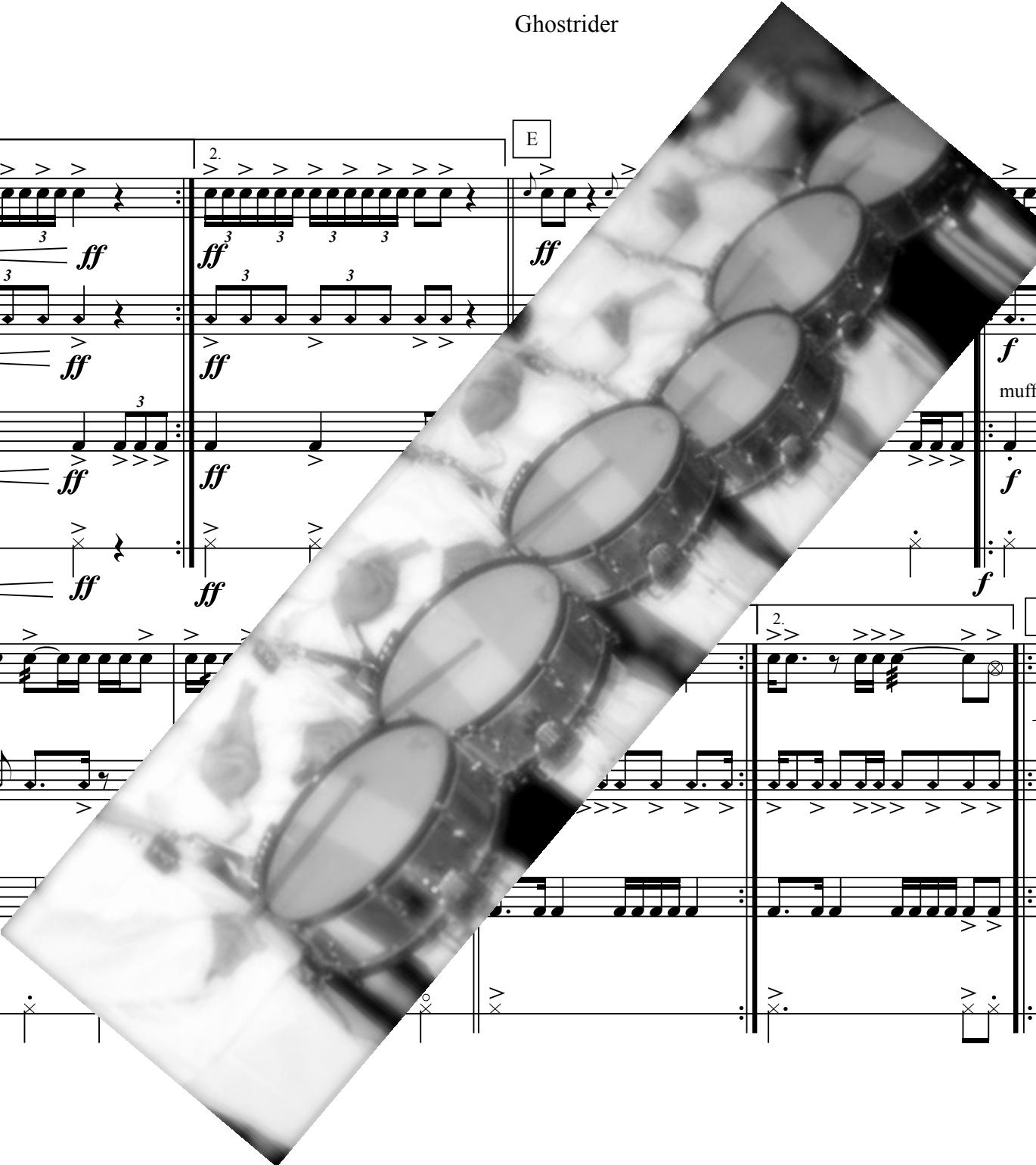
Lc buzz on edge

B. Dr. buzz on edge

Cym. buzz on edge

The musical score consists of two systems of staves. The top system starts at measure 2, labeled 'II' and 'C'. It includes parts for S.Dr. (Snare Drum), Lc (Low Conga), B. Dr. (Bass Drum), and Cym. (Cymbals). The S.Dr. part has dynamics *mf*, *f*, and *ff*. The Lc part has dynamics *f* and *ff*. The B. Dr. part has dynamics *f* and *ff*. The Cym. part has dynamics *f*. Measure 17 continues the pattern, labeled '17'. The bottom system shows the continuation of the same four parts: S.Dr., Lc, B. Dr., and Cym. Each part has a dynamic marking of *f* followed by a '3' above it, indicating a three-note group. The Lc part also includes a '3' above the first note of each group. The B. Dr. part includes a '3' above the first note of each group. The Cym. part includes a '3' above the first note of each group.

# Ghostrider



A musical score for four percussion instruments: Snare Drum (S.Dr.), Low Conga (Lc), Bass Drum (B. Dr.), and Cymbals (Cym.). The score is divided into two main sections, E and F, with measures numbered 23 and 28.

**Section E:** Measures 23-27. The S.Dr. part consists of sixteenth-note patterns with dynamic markings *pp*, *ff*, and a triplets indicator (3). The Lc part has eighth-note patterns with *pp* and *ff*. The B. Dr. part has eighth-note patterns with *pp* and *ff*. The Cym. part has sixteenth-note patterns with *pp* and *ff*. Measure 27 ends with a dynamic *f* and a instruction "muffle drum with hand".

**Section F:** Measures 28-31. The S.Dr. part has eighth-note patterns with a triplets indicator (3). The Lc part has eighth-note patterns with dynamics *p*, *f*, and *f*. The B. Dr. part has eighth-note patterns with dynamics *f* and *f*. The Cym. part has sixteenth-note patterns with dynamics *f* and *f*.

# Ghostrider

4

33

S.Dr.

Lc

B. Dr.

Cym.

1.

2. >> >> > *D.C. al Fine*

*ff*

A black and white photograph of a person wearing large, round, dark sunglasses, looking slightly to the side. The image is positioned diagonally across the page, partially obscuring the musical score.

The musical score consists of four staves: S.Dr. (Snare Drum), Lc (Low Conga), B. Dr. (Bass Drum), and Cym. (Cymbals). The S.Dr. staff features sixteenth-note patterns with dynamic markings like '>' and '>>'. The Lc staff has eighth-note patterns with '>' markings. The B. Dr. staff shows quarter-note patterns with '>' markings. The Cym. staff includes various cymbal patterns with '>', '>>', and '>>>' markings. Measure 33 concludes with a repeat sign and two endings: ending 1 ends with a dynamic 'ff' (fortissimo); ending 2 ends with 'D.C. al Fine' (Da Capo al Fine).