

Score

- Move it Up -

Michel Schreuder

Moderato ($\text{♩} = \text{c. } 108$)

A

Score for drums (Ride/Snare, Bongo, Conga, Bass) in 4/4 time. Measure 1 starts with Ride/Snare and Bongo playing eighth-note patterns. Bass enters with eighth-note chords. Measure 2 begins with a dynamic *mf*, followed by a bass line and Ride/Snare patterns.

B

Score for drums (Ride/Sn., Bong., Cong.) in 4/4 time. Measures 7 and 8 show rhythmic patterns for Ride/Snare, Bongo, and Conga. Bass is present in measure 8.

k.

Score for drums (Bong., Cong., Bass) in 4/4 time. Measures 9-12 show rhythmic patterns for Bongos, Congas, and Bass. Measures 11 and 12 include a dynamic *f*.

Artikelnr.91012

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- Move it Up -

C

Ride/ Sn.

Bong.

Cong.

Bass

13 *mf*

14 *f*

D

Ride/ Sn.

Bong.

Cong.

Bass

f

mf

19

20

k.

Bong.

Cong.

Bass

21

22

23

24

DRUMS2PLAY

De website voor muzikale freeborders

- Move it Up -

3

DRUMS2PLAY

De website voor muzikale freebbers

Ride/ Sn. Bong. Cong. Bass

E *f* 25 *f* 26

Ride/ Sn. Bong. Cong. Bass

F *mf* *f*

Ride/ Sn. Bong. Cong. Bass

P

k.

Bong. Cong. Bass

D.S. (zr) al Fine

33 *f* 34 35 36

This drum sheet music page features a large diagonal watermark reading "DRUMS2PLAY" in white and "De website voor muzikale freebbers" in a smaller, semi-transparent font. The main content consists of two sections, E and F, each with four staves: Ride/Snare, Bongos, Congas, and Bass. The first section (E) starts at measure 25 with a dynamic of *f*, followed by measure 26. The second section (F) starts at measure 27 with a dynamic of *mf*, followed by measure 28 with a dynamic of *f*. The music concludes with a dynamic of *D.S. (zr) al Fine*. Measures 33 through 36 are also indicated. The page number 3 is in the top right corner.