

Scottish Game

♩ = 100

Herman van Dulm

Snare Drum

Tenor Drum

Cymbals

Bass Drums

pp

1

S. Dr.

T. Dr.

Cym.

B. Dr.

6

3

sfz

ff

2

ff

2

p

ff

p

S. Dr.

T. Dr.

Cym.

B. Dr.

f

mf

pp

mp

mf

pp

sfz

mp

mf

Scottish Game



14

S. Dr. *ff* *sfz* *sfz*

T. Dr. *f*

Cym. *f*

B. Dr. *f* *sfz*

18

S. Dr. *p*

T. Dr. *pp*

Cym. *pp*

B. Dr. *pp*

4

S. Dr. *p* *ff* *sfz*

T. Dr. *pp* *f*

Cym. *pp* *f*

B. Dr. *f* *pp* *f*

Musical score for "Scottish Game" (measures 27-34). The score is arranged in four systems, each containing four staves: S.Dr. (Snare Drum), T. Dr. (Tom Drum), Cym. (Cymbal), and B. Dr. (Bass Drum). The notation includes various rhythmic patterns, including triplets and accents, and dynamic markings such as *p*, *pp*, *ff*, *f*, and *mf*. A large, semi-transparent image of a drum set is overlaid diagonally across the score, starting from the top right and extending towards the bottom left.

Measures 27-30: S.Dr. starts with *p*, T. Dr. with *pp*, Cym. with *pp*, and B. Dr. with *pp*. Measure 28 features a triplet in the T. Dr. part. Measure 30 ends with a *f* dynamic marking.

Measures 31-34: S.Dr. starts with *ff*, T. Dr. with *f*, Cym. with *pp*, and B. Dr. with *mf*. Measure 31 features triplets in the S.Dr. and B. Dr. parts. Measure 33 features triplets in the T. Dr. and B. Dr. parts. Measure 34 ends with a *mf* dynamic marking.

Scottish Game



40

S. Dr. *ff* *ff*

T. Dr. *ff* *f*

Cym. *ff* *f*

B. Dr. *ff* *f*

6

6

6

6

44

S. Dr. *ff*

T. Dr.

Cym.

B. Dr.

3

3

3

3

3

3

mf

7

mf

7

ff *mf*

52

S. Dr.

T. Dr.

Cym.

B. Dr.

56

S. Dr.

T. Dr.

Cym.

B. Dr.

sfz > *p* *sfz*

sfz

T. Dr.

Cym.

B. Dr.

Scottish Game



66 9

S. Dr. *mf* *ff* *sfz > pp*

T. Dr. *mf* *f*

Cym. *mf*

B. Dr. *mf*

71

S. Dr. *ff*

T. Dr. *f*

Cym. *p* *f*

B. Dr. *f*

T. Dr. *pp* *ff* *sfz* *ff*

Cym.

B. Dr. *ff*