



DRUMS²PLAY

De website voor muzikliefhebbers!

Play That Funky Music

Compositie / Arrangement:

Richard Van Baarle

Play that funky music

Arr. R.W.L. van Baarle

♩ = 112

The musical score is arranged in a grand staff format with ten staves. The instruments and their parts are as follows:

- Bells:** Treble clef, 4/4 time. Starts with rests, then plays a rhythmic pattern of eighth notes starting in the fourth measure. Dynamics: *ff* (measures 4-5), *mf* (measures 6-7).
- Xylophone 1:** Treble clef, 4/4 time. Starts with rests, then plays a rhythmic pattern of eighth notes starting in the fourth measure. Dynamics: *ff* (measures 4-5), *mf* (measures 6-7).
- Xylophone 2:** Treble clef, 4/4 time. Plays a continuous eighth-note pattern throughout. Dynamics: *ff* (measures 1-4), *mf* (measures 5-7).
- Vibraphone:** Treble clef, 4/4 time. Plays a rhythmic pattern of eighth notes with accents. Dynamics: *ff* (measures 1-4), *mf* (measures 5-7).
- Marimba:** Treble clef, 4/4 time. Plays a rhythmic pattern of eighth notes with accents. Dynamics: *ff* (measures 1-4), *mf* (measures 5-7).
- Bass Guitar:** Bass clef, 4/4 time. Plays a rhythmic pattern of eighth notes with accents. Dynamics: *ff* (measures 1-4), *mf* (measures 5-7).
- Hi-hat:** Snare drum staff, 4/4 time. Plays a steady eighth-note pattern. Dynamics: *ff* (measures 1-4), *mf* (measures 5-7).
- Cowbell:** Snare drum staff, 4/4 time. Plays a rhythmic pattern of eighth notes with accents. Dynamics: *ff* (measures 1-4), *mf* (measures 5-7).
- Quint Toms:** Snare drum staff, 4/4 time. Plays a rhythmic pattern of eighth notes with accents. Dynamics: *ff* (measures 1-4), *mf* (measures 5-7).
- Cymbals:** Snare drum staff, 4/4 time. Plays a rhythmic pattern of eighth notes with accents. Dynamics: *ff* (measures 1-4), *mf* (measures 5-7).
- Bass Drums:** Snare drum staff, 4/4 time. Plays a rhythmic pattern of eighth notes with accents. Dynamics: *ff* (measures 1-4), *mf* (measures 5-7).

Play that funky music

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A

This musical score is for the piece "Play that funky music" and is the second page of the score. It features ten staves for different instruments: Bls. (Blasted), Xyl. 1 (Xylophone 1), Xyl. 2 (Xylophone 2), Vib. (Vibraphone), Mrb. (Maracas), Bass (Bass), S.Dr. (Snare Drum), Quints (Quintet), Cym. (Cymbal), and B. Dr. (Bass Drum). The score is in 4/4 time and features a key signature of three flats (B-flat, E-flat, A-flat). A section marked "A" begins at measure 7. The dynamics are marked as *ff* (fortissimo), *f* (forte), and *mf* (mezzo-forte). The Bls. and Xyl. 1 parts have accents (^) over many notes. The S.Dr. part features a complex rhythmic pattern with many sixteenth notes and rests. The Quints part has a simple rhythmic pattern with accents (^) over some notes. The Cym. part has a simple rhythmic pattern with accents (^) over some notes. The B. Dr. part has a simple rhythmic pattern with accents (^) over some notes.

This musical score is for the piece "Play that funky music" and is page 3 of the score. It features ten staves for different instruments: Bls. (Bassoon), Xyl. 1 (Xylophone 1), Xyl. 2 (Xylophone 2), Vib. (Vibraphone), Mrb. (Maracas), Bass (Bass), S.Dr. (Snare Drum), Quints (Quintet), Cym. (Cymbal), and B. Dr. (Bass Drum). The score is written in 4/4 time with a key signature of three flats (B-flat, E-flat, A-flat). The music is divided into measures, with a section starting at measure 13. Dynamic markings include *ff* (fortissimo) and *mf* (mezzo-forte). The S.Dr. part includes specific drum notations such as (x) for snare and (o) for cymbal. The B. Dr. part includes notations for bass drum hits.

Play that funky music

4

B

Musical score for 'Play that funky music' featuring various instruments. The score is divided into measures, with a section labeled 'B' starting at measure 19. Dynamic markings include *f* (forte) and *p* (piano). Performance instructions include accents (^) and slurs. The S.Dr. part features triplet patterns. The Cym. part features a series of 'x' marks indicating cymbal hits. The B. Dr. part features a series of 'x' marks indicating bass drum hits.

Instruments and parts shown:

- Bls.
- Xyl. 1
- Xyl. 2
- Vib.
- Mrb.
- Bass
- S.Dr.
- Quints
- Cym.
- B. Dr.

Dynamic markings: *f*, *p*

Performance instructions: accents (^), slurs, triplet patterns (3), cymbal hits (x), bass drum hits (x)

This musical score is for the piece "Play that funky music" and is page 5 of the score. It features a multi-instrument ensemble with the following parts:

- Bls. (Bassoon):** Melodic line with dynamic markings of *ff* and *mf*.
- Xyl. 1 (Xylophone 1):** Melodic line with dynamic markings of *ff* and *mf*.
- Xyl. 2 (Xylophone 2):** Melodic line with dynamic markings of *ff* and *mf*.
- Vib. (Vibraphone):** Melodic line with dynamic markings of *ff* and *mf*.
- Mrb. (Maracas):** Melodic line with dynamic markings of *ff* and *mf*.
- Bass:** Bass line with dynamic markings of *ff* and *mf*.
- S.Dr. (Snare Drum):** Rhythmic accompaniment with triplets and dynamic marking of *ff*.
- Quints (Congas):** Rhythmic accompaniment with triplets and dynamic marking of *ff*.
- Cym. (Cymbal):** Percussive accompaniment with dynamic marking of *ff*.
- B. Dr. (Bass Drum):** Rhythmic accompaniment with dynamic marking of *ff*.

The score is written in a key signature of three flats (B-flat major or D-flat minor) and a 4/4 time signature. It includes various musical notations such as slurs, accents, and dynamic markings. A first ending bracket is present at the top right of the score.

Play that funky music

6

31

Bls.

Xyl. 1

Xyl. 2

Vib.

Mrb.

Bass

S.Dr.

Quints

Cym.

B. Dr.

2.

mf

mf

mf

mf

mf

Play that funky music

37 C

The musical score is arranged in a system with ten staves. The vocal parts (Bls., Xyl. 1, Xyl. 2) and the Bass part are the primary melodic lines. The instrumental parts (Vib., Mrb., S.Dr., Quints, Cym., B. Dr.) provide a rhythmic and harmonic accompaniment. The score is in 4/4 time and features a key signature of two flats (B-flat and E-flat). The lyrics are: "play that fun-ky mu - sic white boy", "play that fun ky mu sic right", and "play that fun ky mu sic white boy". The score includes dynamic markings such as *f* (forte) and *fz* (forzando). The section is marked with a rehearsal symbol C at measure 37.

Bls.
play that fun-ky mu - sic white boy
play that fun ky mu sic right
play that fun ky mu sic white boy

Xyl. 1
play that fun-ky mu - sic white boy
play that fun ky mu sic right
play that fun ky mu sic white boy

Xyl. 2
play that fun ky mu sic white boy
play that fun ky mu sic right
play that fun ky mu sic white boy

Vib.
f

Mrb.
f

Bass
f

S.Dr.
f

Quints
f

Cym.
f

B. Dr.
f

Play that funky music

8

D

This musical score is for the piece "Play that funky music" and is marked with the number 8. It features a key signature of three flats and a common time signature. The score is divided into two systems, with the first system starting at measure 43. A boxed "D" indicates a chord change at the beginning of the first system. The instruments and their parts are as follows:

- Bls. (Bassoon):** Starts at measure 43 with a dynamic marking of *f*. The part features a melodic line with some slurs and accents.
- Xyl. 1 (Xylophone 1):** Starts at measure 43 with a dynamic marking of *f*. The part is primarily rhythmic with some melodic elements.
- Xyl. 2 (Xylophone 2):** Starts at measure 43 with a dynamic marking of *f*. The part is primarily rhythmic.
- Vib. (Vibraphone):** Starts at measure 43 with a dynamic marking of *f*. The part is primarily rhythmic.
- Mrb. (Maracas):** Starts at measure 43 with a dynamic marking of *f*. The part is primarily rhythmic.
- Bass:** Starts at measure 43 with a dynamic marking of *f*. The part is primarily rhythmic.
- S.Dr. (Snare Drum):** Starts at measure 43 with a dynamic marking of *f*. The part features a complex rhythmic pattern with accents and slurs.
- Quints (Quintet):** Starts at measure 43 with a dynamic marking of *f*. The part features a complex rhythmic pattern with triplets and accents.
- Cym. (Cymbal):** Starts at measure 43 with a dynamic marking of *f*. The part is primarily rhythmic.
- B. Dr. (Bass Drum):** Starts at measure 43 with a dynamic marking of *f*. The part is primarily rhythmic.

The score concludes with a dynamic marking of *ff* (fortissimo) for most instruments in the final measure.

Play that funky music

Bass Drums

Arr. R.W.L. van Baarle

♩ = 112

6 *ff* *mf*

12 *mf*

18 *ff* *mf*

23 *p* *f*

28 1. *ff* 2.

34 *f*

41 *f* *ff*

The musical score is written for Bass Drums in common time (C). It consists of nine staves of music. The tempo is marked as ♩ = 112. The score includes various rhythmic patterns, including eighth and sixteenth notes, rests, and accents. Dynamic markings are used throughout: *ff* (fortissimo), *mf* (mezzo-forte), *p* (piano), and *f* (forte). A crescendo and decrescendo hairpin are used between measures 23 and 25. A first and second ending bracket is present between measures 28 and 33. The piece concludes with a double bar line and repeat signs.

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Play that funky music

Bass Guitar

Arr. R.W.L. van Baarle

♩ = 112

The sheet music is written for bass guitar in a 12-string configuration, indicated by the 'x' on the sixth line of the staff. The key signature has two flats (B-flat and E-flat), and the time signature is common time (C). The piece is divided into measures, with measure numbers 6, 10, 14, 19, 24, 29, 33, 37, and 42 marked at the beginning of their respective lines. The music features a variety of rhythmic patterns, including eighth and sixteenth notes, often beamed together. Dynamic markings such as *ff* (fortissimo), *mf* (mezzo-forte), *f* (forte), and *fp* (fortissimo piano) are used throughout to indicate volume changes. The piece concludes with a double bar line at the end of the final line.

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Play that funky music

Bells

Arr. R.W.L. van Baarle

♩ = 112

3

ff *mf* **A**

7

ff *f*

11

16

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

21

f

25

ff

29

1.

mf

33

2.

mf **C**

37

42

playthat fun-ky music white — boy — playthat fun ky music right — playthat fun ky music white

— boy — *f* *ff* **D**

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Play that funky music

Cymbals

Arr. R.W.L. van Baarle

♩ = 112

7 *ff* *mf*

13 *mf*

18 *ff* *mf*

24 *f*

29 1. *ff* 2.

36 *f*

41 *f* *ff*

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Play that funky music

Marimba

Arr. R.W.L. van Baarle

♩ = 112

ff

5 *mf* *ff*

9 *mf*

13 *ff*

17 *mf* *fp*

21 *f*

26 *ff*

29 1. *mf*

33 2. *mf*

37 *f*

41 *f* *ff*

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Play that funky music

Quint Toms

Arr. R.W.L. van Baarle

♩ = 112 Cowbell

The musical score is written for a cowbell in common time (C). It consists of ten staves of music, each starting with a measure number. The dynamics range from *ff* (fortissimo) to *p* (piano). The score includes various rhythmic patterns, including eighth and sixteenth notes, and rests. There are also some triplet markings (3) and a first/second ending bracket at measures 29-33. The piece ends with a final *ff* dynamic.

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Play that funky music

Snare Drum

Arr. R.W.L. van Baarle

♩ = 112
Hi-hat

The musical score is written for Snare Drum in common time (C). It begins with a tempo of 112 beats per minute and includes a Hi-hat part. The score is divided into measures, with measure numbers 6, 10, 14, 18, 22, 25, 29, 33, 37, and 43 marked. Dynamics include *ff* (fortissimo), *mf* (mezzo-forte), *p* (piano), and *f* (forte). Articulation includes accents (^) and hi-hat marks (x). Rhythmic patterns include eighth notes, sixteenth notes, and triplets (3). The score features first and second endings at measures 29-32 and 33-36, and a triplet section at measures 37-38.

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Vibraphone

Play that funky music

Arr. R.W.L. van Baarle

♩ = 112

ff mf

6 ff mf

10

14 ff mf

18 f p

21 f

26 ff

29 1. mf

33 2. mf

37 f

41 f ff

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Play that funky music

Arr. R.W.L. van Baarle

Xylophone 1

♩ = 112

3

ff *mf*

7

ff *f*

11

16

mf *f* *p*

21

f

25

ff

29

1.

mf

33

2.

mf

37

42

playthat fun-ky music white — boy — playthat fun ky music right — playthat fun ky mu sic white

— boy — *f* *ff*

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Play that funky music

Arr. R.W.L. van Baarle

Xylophone 2

♩ = 112

5 *ff*

9 *mf* *ff*

13 *ff*

17 *ff*

21 *mf* *f* *p*

25 *f* *ff*

29 1. *mf*

33 2. *mf*

38 play that fun ky mu sic white

42 boy play that fun ky mu sic right play that fun ky mu sic white *f* *ff*

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