

THE CRAZY BOOMWHACKER

Ivo Kouwenhoven

JPEP 2

Grade / Moeilijkheidsgraad 2
Duration / Tijdsduur 1'15

Nederlands:

Eén Boomwhacker speler gebruikt telkens de hoofden van zijn mede muzikanten om op te 'meppen'. Bij het slotakkoord zijn de overige muzikanten dat helemaal zat en wordt hij genadeloos te grazen genomen. Een leuke act waarbij succes gegarandeerd is!

English:

One Boomwhacker player uses the heads of his fellow musicians each time to hit upon. At the final chord the other musicians are completely fed up and will take their revenge without mercy. A nice act where success is guaranteed!

Score

Boomwhacker 1
Boomwhacker 2
Boomwhacker 3
Boomwhacker 4

Ad lib.:
Bongo's/Conga's
Percussion
Drumset

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Comical Act

Score

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The score is written in 4/4 time and consists of two systems of staves. The first system includes Boomwhacker 1, Boomwhacker 2, Boomwhacker 3, Boomwhacker 4, Bongo's/Conga's (ad lib.), Percussion (ad lib.), and Drumset (ad lib.). The second system includes Boomwhacker 1, Boomwhacker 2, Boomwhacker 3, Boomwhacker 4, Claves, and Rimclick. The score is divided into measures 2, 3, 4, 5, 6, 7, 8, and 9. Measure 5 is marked with a box containing the letter 'A'. The Boomwhacker parts use colored notes: Boomwhacker 1 (pink), Boomwhacker 2 (purple), Boomwhacker 3 (yellow and green), and Boomwhacker 4 (red). The Percussion part includes 'H.H.' (Hand Drum) notation. The Drumset part includes 'x' marks for cymbals and '+' marks for snare. The Claves part includes '+' marks for the top stick. The Rimclick part includes '+' marks for the rim.

2 3 4

A

5 6 7 8 9

Rimclick

Claves

H.H.

Play on someones head

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B

10 11 12 13 14

R.C.

rit.

15 16 17 18 19 20 21

Triangle