

Crunk-It!

by Chris Crockarell

♩ = 126 - 132

Musical score for 'Crunk-It!' in 4/4 time. The score consists of three staves of music. The first staff starts with a dynamic marking of *ff* and includes the instruction 'crash choke' above the first measure. The second staff continues the melody with measures 5 through 8, also featuring 'crash choke' markings. The third staff contains measures 9 through 12, ending with a double bar line. The dynamic marking *ff* is placed below the second measure of the third staff.

Evil Knievel

by Chris Brooks

♩ = 120 - 128

(don't play this crash on repeat)

Musical score for 'Evil Knievel' in 4/4 time. The score consists of four staves of music. The first staff starts with a dynamic marking of *f* and includes a *mf* marking at measure 3. The second staff includes the instruction 'crash choke' above measure 7 and a dynamic marking of *f* below it. The third staff contains measures 9 through 11, followed by a double bar line and a large number '2' indicating a repeat. The fourth staff contains measures 13 through 16, ending with a double bar line and a dynamic marking of *ff*.

Juggernaut

by Chris Crockarell

♩ = 120 - 126

hi-hat choke

Musical score for 'Juggernaut' in 4/4 time. The score consists of four staves of music. The first staff starts with a dynamic marking of *mf* and includes the instruction 'crash choke' above measure 4 and a dynamic marking of *ff* below it. The second staff continues the melody with measures 5 through 8, featuring a dynamic marking of *f* below it. The third staff contains measures 9 through 12, ending with a double bar line. The fourth staff contains measures 13 through 16, with instructions 'mute on 1' above measures 14 and 15, and a dynamic marking of *ff* below it.

Crunk-It!

by Chris Crockarell

♩ = 126 - 132

Stick clicks

ff

Rim shots

RL RRL LR RLRLR

RRLRLRL

p *ff*

Detailed description: This is a four-staff musical score for a snare drum piece. The first staff contains measures 1-4 with a dynamic of *ff* and a note of 'stick clicks'. The second staff contains measures 5-8 with a note of 'rim shots' and a rhythmic pattern 'RL RRL LR RLRLR'. The third staff contains measures 9-12 with a dynamic of *p* in measure 9 and *ff* in measure 10, and a rhythmic pattern 'RRLRLRL'.

Evil Knievel

by Chris Brooks

♩ = 120 - 128

on rim

mf

fp *mf*

on rim

R L R

2

B

f

R L R L L R

ff

R R R L R L R L R

Detailed description: This is a four-staff musical score for a snare drum piece. The first staff contains measures 1-4 with a note of 'on rim' and a dynamic of *mf*. The second staff contains measures 5-8 with a dynamic of *fp* in measure 5 and *mf* in measure 6, and a note of 'on rim'. The third staff contains measures 9-12 with a note of 'on rim' and a dynamic of *f*. The fourth staff contains measures 13-16 with a dynamic of *ff* and a rhythmic pattern 'R L R L L R'.

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♩ = 120 - 126

2

play on trash can lid held in front of snares

3

rim shot

mf *p* *ff*

f *ff* *f*

stick clicks

f

holder crashes lids

ff

stick click

Detailed description: This is a four-staff musical score for a snare drum piece. The first staff contains measures 1-4 with a note of 'play on trash can lid held in front of snares' and a dynamic of *mf*. The second staff contains measures 5-8 with a dynamic of *f* in measure 5, *ff* in measure 6, and *f* in measure 7. The third staff contains measures 9-12 with a note of 'stick clicks' and a dynamic of *f*. The fourth staff contains measures 13-16 with a note of 'holder crashes lids' and a dynamic of *ff*.

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♩ = 126 - 132

Musical score for 'Crunk-It!' in common time. The score consists of four staves of music. The first staff starts with a *ff* dynamic. The second staff continues the melody. The third staff includes a *sub. p* dynamic marking and a *ff* dynamic marking with a hairpin. The fourth staff concludes the piece.

Evil Knievel

by Chris Brooks

♩ = 120 - 128

Musical score for 'Evil Knievel' in common time. The score consists of four staves of music. The first staff includes an *on rims* instruction and *f* and *mf* dynamics. The second staff includes the instruction *(on repeat, play beat 1 on rim)*. The third staff has a *f* dynamic and handwritten notes 'B L B L B'. The fourth staff ends with a *ff* dynamic.

Juggernaut

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♩ = 120 - 126

Musical score for 'Juggernaut' in common time. The score consists of four staves of music. The first staff includes *mf* and *p* dynamics. The second staff includes *f* and *ff* dynamics. The third staff includes *f* and *ff* dynamics. The fourth staff includes *ff* dynamics and an *on rims* instruction. Below the fourth staff, the drum pattern 'R L L R L L R L R' is written.

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♩ = 126 - 132

Musical score for 'Crunk-It!' in common time. The score consists of three staves of music. The first staff includes the tempo marking '♩ = 126 - 132' and the instruction 'stick clicks'. The second staff begins with a dynamic marking of *ff* and the instruction 'rim shot'. The third staff includes dynamic markings of *p* and *ff*. Rhythmic patterns are indicated by letters L and R below the notes. The piece concludes with a double bar line.

Evil Knievel

by Chris Brooks

♩ = 120 - 128

Mounted Cowbell

Musical score for 'Evil Knievel' in common time. The score consists of four staves of music. The first staff includes the tempo marking '♩ = 120 - 128' and the instruction 'Mounted Cowbell'. The second staff begins with a dynamic marking of *f*. The third and fourth staves feature handwritten blue annotations: '4 4 4 4', '3 4 4 3 4 4 1 4 2 2 1', '2 2 2 2 2 1 2 2 2 2 1 2 2 2 1 1 1 2 2 2 2 2 3 3 4 4 3 2', and a large '2' above the final measure. The piece concludes with a double bar line.

Juggernaut

by Chris Crockarell

♩ = 120 - 126

Musical score for 'Juggernaut' in common time. The score consists of four staves of music. The first staff includes the tempo marking '♩ = 120 - 126' and instructions 'rim shot' and 'on rims'. The second staff begins with a dynamic marking of *mf*. The third and fourth staves feature dynamic markings of *f* and *ff*. The piece concludes with a double bar line and the instruction 'opt. crossover'.