

# A Faire Groove Indeed

## Opening Segment ♩ = 110

Eagle 2009

LD only: all notes at very edge  
(if moving into performance space, repeat as necessary)

1x- LD only  
2x- add 2 players on buzzes only  
3x- add 2 more on buzzes, previous 2 play all  
(continue as needed)

LD only

at mid point

Side *pp* *mf*

tenors (4)

Scottish Bass Drum *p*  
*optional groove if moving into performing space*

Colonial Bass Drum *p*  
*optional groove if moving into performing space*

sn. *pp* *fp* *ff* *fp*  
*LH only, build to mid point*

tn. *p* *f* *p* *6*

scot. bs. *f*

col. bs.

sn. *fp* *f* *build to center* **♩ = 100**

tn. *f* *p* *mf*

scot. bs. *f* *mf*

col. bs. *p* *mf*

sn. *ff*

tn. *ff*

scot. bs. *ff*

col. bs. *ff*

sn.

tn.

scot. bs.

col. bs.

sn.

tn. *fp*


scot. bs. *fp*

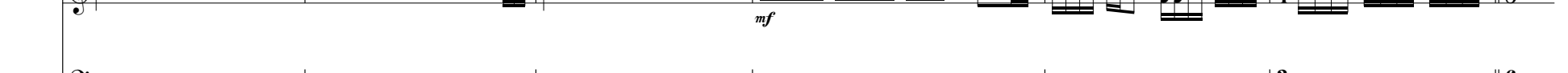
col. bs. *fp*

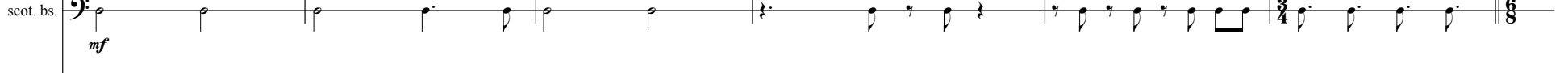
*Swing*



sn.  **mf**


tn.  **mf**

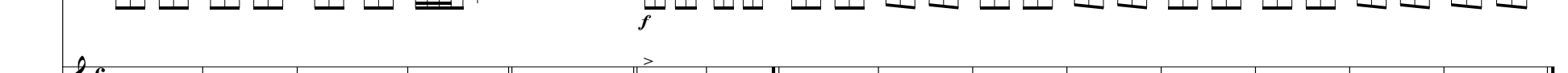
scot. bs.  **mf**


col. bs.  **mf**

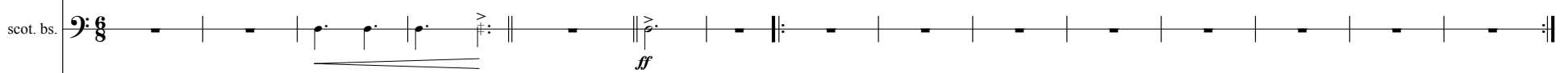
**Optional  
Jig Insertion**

**Back-Sticking Segment**  
Theme: 2x- accel.

sn.  **f**

tn.  **p** **ff**


scot. bs.  **ff**


col. bs.  **p** **ff**

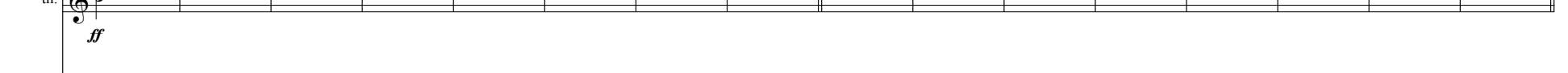
*o. = as fast as possible*


**L- RH "4-Point" Visual Sequence.**

1. back stick with stick between middle and ring finger
  2. stick (parallel with body) strikes head with back of hand flat, facing up
  3. pull with middle finger; push with ring finger to twirl stick around to butt, strike with butt
- Reverse the sequence

sn.  **ff**

tn.  **ff**

scot. bs.  **ff**

col. bs.  **ff**

*other player's drum to the right*

**Theme**

II- LH Visual Sequence

cross L stick over R stick by turning the L middle knuckle straight up while still striking near the center of the head

Theme

other player's drum to the Left

sn.

tn.

scot. bs.

col. bs.

III- Final Sequence

"The Claw"

sn.

tn.

scot. bs.

col. bs.

Jugle March Segment ♩ = 110

All: RH twirl, point stick up above head

All Players

RH: Full spin (immediately after grace note) catch

sn.

tn.

scot. bs.

col. bs.

sn. *R: toss to L* *R: half flip (from shoulder to regular, pointing up)* *R: twirl* *R: full stick flip* *R: (catch)* *R: half flip (from shoulder to regular, pointing up)* *Same sequence plus 2 twirls*  
*R: grab shoulder from L* *L: full twirl (back to butt)* *L: point bead up* *(continue sequence)* *L: 1.5 stick flip (from butt end matched to regular trad. grip)* *L: twirl* *R: twirl* *L: twirl R: twirl (continue)*

tn. *mf*

scot. bs. *f*

col. bs. *f*

sn. *R: Rock Twirl (in front of face)* *R: more Rock Twirl (in front of face)* *♩ = 32nd note* *Repeat 2x accel. slowly*

tn. *ff* *(1x only)* *ff*

scot. bs. *(1x only)* *ff*

col. bs. *(1x only)* *ff*

sn. *♩ = as fast as possible* *first time only*

tn. *2 x only* *f* *Both Times*

scot. bs. *2 x only* *f* *Both Times* *1x: muffle all notes* *2x: play as written*

col. bs. *2x Only* *f* *Both Times*

*Slower tempo if desired*

**Solo Segment**

All players take turns performing 4-8 bar solos over ostinato.

For mid-section solos: remove mid section ostinato.

LD performs last, ending with the solo introduction for "Flattery"

The musical score consists of four staves: sn. (snare), tn. (tenor), scot. bs. (Scottish bass), and col. bs. (coloratura bass). The snare part features a rhythmic ostinato of eighth notes, with a dynamic of *p* and the instruction "LH: rim knocks". Above the first four bars of the snare part, the text "move from middle to back edge" is written. The tenor part has a melodic line starting with a *ff* dynamic, transitioning to *mf* after the first four bars. The Scottish bass part has a melodic line starting with a *ff* dynamic, transitioning to *p* after the first four bars, with the instruction "muffle optional" above the second four bars. The coloratura bass part has a melodic line starting with a *ff* dynamic, transitioning to *p* after the first four bars. All parts conclude with a double bar line. At the end of the snare staff, the text "*Flattery* parts VII and VIII" is written.

**Fin**