



Row-Loff Productions

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Bucket Beats

by Chris Crockarell & Chris Brooks

Easy / Medium

*A collection of 6 fun "can grooves" for the Pep Rally, Ball Game,
Concert or Inaugurations!*

Instrumentation

20 and/or 30 Gallon Metal Trash Cans,
Metal Buckets, Plastic Pails,
Large Rubber Trash Cans,
Optional Marching Bass Drums & Crash Cymbals

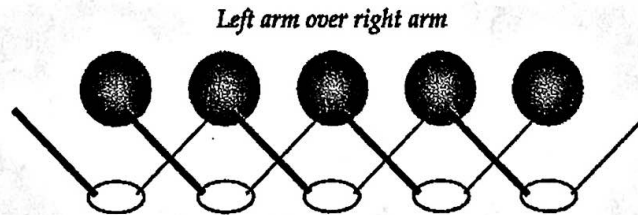
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Read Before Striking Your Can!

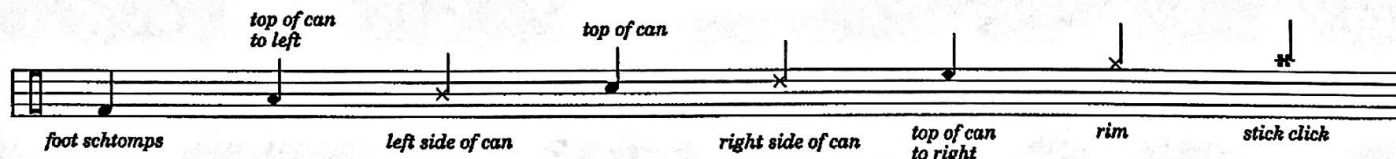
About the Instruments: Use 20 and/or 30-gallon metal trash cans for these ensembles, 5-gallon plastic paint buckets, 3 to 6-gallon metal buckets and large rubber trash cans for Part 4. Part 4 is written for optional marching bass drums and crash cymbals. You can substitute suspended cymbal(s) for the crash cymbals or trash can lids as a cool visual additive. It may be more comfortable for the large cans to be placed on concrete blocks and evenly spaced. Place the smaller buckets on stands or strap them on by drilling two holes and placing eye-hooks on the outside tightening them down with washers & nuts. Then connect a bungee cord into the eye-hooks and wrap around the waist.

The ensembles differ in instrumentation. (For instance, “**KuhThunk!**” has only 2 parts for metal trash cans. If possible, play one part with 20-gallon & one part with 30-gallon cans.) The instruments are listed to the left of each staff for your convenience.

In “**Rufus**”, bars 10-13 are open for solos and may be repeated as many times as desired. In “**Bullseye**” bar 39, when playing the “spiders”, the players simply reach out to strike the adjacent drums with left arms crossing over right arms....



Can Key



KuhThunk!

by Chris Crockarell

♩ = 120

Metal Can 1
Players 1 & 3Metal Can 2
Players 2 & 4Metal Can 1
Players 1 & 3Metal Can 2
Players 2 & 4Metal Can 1
Players 1 & 3Metal Can 2
Players 2 & 4Metal Can 1
Players 1 & 3Metal Can 2
Players 2 & 4

The musical score is written for two parts: Metal Can 1 (Players 1 & 3) and Metal Can 2 (Players 2 & 4). The tempo is 120 beats per minute (♩ = 120). The score is divided into measures, with some measures containing multiple staves for each part. The dynamics range from *p* (piano) to *ff* (fortissimo). The score includes various musical notations such as eighth notes, sixteenth notes, and rests. The score is divided into measures, with some measures containing multiple staves for each part. The dynamics range from *p* (piano) to *ff* (fortissimo). The score includes various musical notations such as eighth notes, sixteenth notes, and rests. The score is divided into measures, with some measures containing multiple staves for each part. The dynamics range from *p* (piano) to *ff* (fortissimo). The score includes various musical notations such as eighth notes, sixteenth notes, and rests.

Measure 1: Metal Can 1 (Players 1 & 3) starts with a *f* dynamic. Metal Can 2 (Players 2 & 4) starts with a *f* dynamic. The score includes various musical notations such as eighth notes, sixteenth notes, and rests.

Measure 2: Metal Can 1 (Players 1 & 3) starts with a *f* dynamic. Metal Can 2 (Players 2 & 4) starts with a *f* dynamic. The score includes various musical notations such as eighth notes, sixteenth notes, and rests.

Measure 3: Metal Can 1 (Players 1 & 3) starts with a *f* dynamic. Metal Can 2 (Players 2 & 4) starts with a *f* dynamic. The score includes various musical notations such as eighth notes, sixteenth notes, and rests.

Measure 4: Metal Can 1 (Players 1 & 3) starts with a *mf* dynamic. Metal Can 2 (Players 2 & 4) starts with a *mf* dynamic. The score includes various musical notations such as eighth notes, sixteenth notes, and rests.

Measure 5: Metal Can 1 (Players 1 & 3) starts with a *f* dynamic. Metal Can 2 (Players 2 & 4) starts with a *f* dynamic. The score includes various musical notations such as eighth notes, sixteenth notes, and rests.

Measure 6: Metal Can 1 (Players 1 & 3) starts with a *f* dynamic. Metal Can 2 (Players 2 & 4) starts with a *f* dynamic. The score includes various musical notations such as eighth notes, sixteenth notes, and rests.

Measure 7: Metal Can 1 (Players 1 & 3) starts with a *f* dynamic. Metal Can 2 (Players 2 & 4) starts with a *f* dynamic. The score includes various musical notations such as eighth notes, sixteenth notes, and rests.

Measure 8: Metal Can 1 (Players 1 & 3) starts with a *f* dynamic. Metal Can 2 (Players 2 & 4) starts with a *f* dynamic. The score includes various musical notations such as eighth notes, sixteenth notes, and rests.

Measure 9: Metal Can 1 (Players 1 & 3) starts with a *f* dynamic. Metal Can 2 (Players 2 & 4) starts with a *f* dynamic. The score includes various musical notations such as eighth notes, sixteenth notes, and rests.

Measure 10: Metal Can 1 (Players 1 & 3) starts with a *f* dynamic. Metal Can 2 (Players 2 & 4) starts with a *f* dynamic. The score includes various musical notations such as eighth notes, sixteenth notes, and rests.

Measure 11: Metal Can 1 (Players 1 & 3) starts with a *f* dynamic. Metal Can 2 (Players 2 & 4) starts with a *f* dynamic. The score includes various musical notations such as eighth notes, sixteenth notes, and rests.

Measure 12: Metal Can 1 (Players 1 & 3) starts with a *f* dynamic. Metal Can 2 (Players 2 & 4) starts with a *f* dynamic. The score includes various musical notations such as eighth notes, sixteenth notes, and rests.

Measure 13: Metal Can 1 (Players 1 & 3) starts with a *p* dynamic. Metal Can 2 (Players 2 & 4) starts with a *p* dynamic. The score includes various musical notations such as eighth notes, sixteenth notes, and rests.

Measure 14: Metal Can 1 (Players 1 & 3) starts with a *p* dynamic. Metal Can 2 (Players 2 & 4) starts with a *p* dynamic. The score includes various musical notations such as eighth notes, sixteenth notes, and rests.

Measure 15: Metal Can 1 (Players 1 & 3) starts with a *ff* dynamic. Metal Can 2 (Players 2 & 4) starts with a *ff* dynamic. The score includes various musical notations such as eighth notes, sixteenth notes, and rests.

Measure 16: Metal Can 1 (Players 1 & 3) starts with a *ff* dynamic. Metal Can 2 (Players 2 & 4) starts with a *ff* dynamic. The score includes various musical notations such as eighth notes, sixteenth notes, and rests.

♩ = 126 *With Cave Man Demeanor*

[illegible]

Can-O-Saurus

Bucket Beats / pg 5

pg 2

Metal Can 1

Metal Can 2

Metal Can 3

Rubber Can (BD's & Cymb.'s)

This block contains the musical notation for measures 9 through 12. It features four staves. The top three staves, labeled 'Metal Can 1', 'Metal Can 2', and 'Metal Can 3', each contain a series of eighth notes with upward-pointing accents. The bottom staff, labeled 'Rubber Can (BD's & Cymb.'s)', shows a sequence of bass drum (BD) hits and cymbal (Cymb.) hits, represented by vertical stems with dots and asterisks respectively. Measure numbers 9, 10, 11, and 12 are indicated at the start of their respective measures.

Metal Can 1

Metal Can 2

Metal Can 3

Rubber Can (BD's & Cymb.'s)

This block contains the musical notation for measures 13 through 16. It features four staves. The top three staves, labeled 'Metal Can 1', 'Metal Can 2', and 'Metal Can 3', continue with eighth notes and accents. In measure 16, these staves include triplets of eighth notes marked with 'ff' (fortissimo) and 'double stop top of can' with an upward-pointing arrow. The bottom staff, labeled 'Rubber Can (BD's & Cymb.'s)', continues with BD and Cymb. hits. Measure numbers 13, 14, 15, and 16 are indicated at the start of their respective measures.

Kan-Slam

by Chris Crockarell

♩ = 124

Plastic Bucket

Metal Bucket

Metal Can

Bass Can
(BD's & Cymb.'s)

2

3

4

f

f

2nd X only

p

5

6

7

8

fp

fp

fp

fp

f

fp

Kan-Slam

pg 2

Bucket Beats / pg 7

Plastic Bucket

Metal Bucket

Metal Can

Bass Can
(BD's & Cymb.'s)

f

f

f

f

1st

1st

1st

1st

Plastic Bucket

Metal Bucket

Metal Can

Bass Can
(BD's & Cymb.'s)

ff Uh Huh!

mf

ff Uh Huh!

mf

ff Uh Huh!

mf

2nd

2nd

2nd

2nd

Kan-Slam

pg 3

18 19 20 21

Plastic Bucket

Metal Bucket

Metal Can

Bass Can (BD's & Cymb.'s)

f

f

f

f

22 23 24 25

Plastic Bucket

Metal Bucket

Metal Can

Bass Can (BD's & Cymb.'s)

ff

ff

ff

ff

Kan-Slam

pg 4

Bucket Beats / pg 9

Plastic Bucket

Metal Bucket

Metal Can

Bass Can
(BD's & Cymb.'s)

26 27 28 29

ff

ff

ff

f

ff

Plastic Bucket

Metal Bucket

Metal Can

Bass Can
(BD's & Cymb.'s)

30 31 32 33

p

B ff

p

B ff

p

B ff

p

ff

Bucket Brigade

by Chris Brooks

♩ = 160

2nd time only

Metal Bucket

Plastic Bucket

Metal Can

Rubber Can (BD's & Cymb.'s)

f

f

f

f

• = hi hat choke

Metal Bucket

Plastic Bucket

Metal Can

Rubber Can (BD's & Cymb.'s)

fp *ff*

fp *ff*

fp *ff*

fp *ff*

both hands center

both hands center

B B B B B B

fp *ff*

pg 2

pg 2

Λ = crash choke

Bucket Brigade

pg 3

both hands on rim - - - - ,

Metal Bucket

Plastic Bucket

Metal Can

Rubber Can
(BD's &
Cymb.'s)

Metal Bucket

Plastic Bucket

Metal Can

Rubber Can
(BD's &
Cymb.'s)

17 18 19 20

f B B B B *simile*

mf R R L L etc.

f R R L R R L L etc.

f 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7

21 22 23 24

B B *ff*

B B *ff*

B B *ff*

ff

Rufus

Bucket Beats / pg 13

by Chris Crockarell

$\text{♩} = 132$

Plastic Bucket

Metal Can 1

Metal Can 2

Bass Can
(BD's & Cymb.'s)

mf *f* *mf* *f* *p*

f *f*

ff *hi-hat chk.* *f* *no cymb. on repeat* *crash chk.*

6 7 8 9

Plastic Bucket

Metal Can 1

Metal Can 2

Bass Can
(BD's & Cymb.'s)

B B

foot stomps Hit It!

foot stomps Hit It!

foot stomps Hit It!

foot stomps Hit It!

foot stomps Hit It!

Rufus

pg 2

Open Solos! (bars 10-13)

When NOT soloing, play the written part.

Plastic Bucket

Metal Can 1

Metal Can 2

Bass Can (BD's & Cymb.'s)

p *f* *ff*

sizzle chk.

B

ff

Bullseye

by Chris Brooks

♩ = 144

♩ = 144

Plastic Bucket

Metal Can 1

Metal Can 2

*Rubber Can
(BD's & Cymb.'s)*

f

f

** = hi hat choke*

Plastic Bucket

Metal Can 1

Metal Can 2

Rubber Can (BD's & Cymb.'s)

5 6 7 8

f *f* *f* *fp*

simile *simile*

Plastic Bucket

Metal Can 1

Metal Can 2

*Rubber Can
(BD's & Cymb.'s)*

13 14 15 16

f

fz

Bullseye
pg 3

Bucket Beats / pg 17

B

17 18 19 20

Plastic Bucket

B

Metal Can 1

mf

Metal Can 2

mf

Rubber Can (BD's & Cymb.'s)

mf

take lid off can with left hand

take lid off can with right hand

f

R LRL R L R L R L R L L simile

21 22 23 24

Plastic Bucket

Metal Can 1

Metal Can 2

Rubber Can (BD's & Cymb.'s)

Lid to lid w/ player on left

Lid to lid w/ player on right

Bullseye

pg 4

C

25 26 27 28

Plastic Bucket

lid with stick

ff R L R L R L R

Metal Can 1

ff *lid with stick*

Metal Can 2

ff

Rubber Can (BD's & Cymb.'s)

ff

29 30 31 32

Plastic Bucket

2

Metal Can 1

2

put lid back on can

Metal Can 2

2

put lid back on can

Rubber Can (BD's & Cymb.'s)

2

fp

Bullseye

pg 5

Bucket Beats / pg 19

D

33 34 35 36

Plastic Bucket

Metal Can 1

Metal Can 2

Rubber Can (BD's & Cymb.'s)

ff

ff

ff

ff

simile

simile

37 38 39 40

Plastic Bucket

Metal Can 1

Metal Can 2

Rubber Can (BD's & Cymb.'s)

sub. p

spiders

ff

sub. p

spiders

ff

sub. p

ff