

Double Agent

Battery Score

Composed and Arranged by
Ian Grom and John Mapes
www.Box-Six.com
Simplified percussion

Mvt 1

♩=146

0 1 9 10 4 14 3

Snares

Tenors

5 BD's

Cyms.

17 18 19 3

Snares

Tenors

5 BD's

Cyms.

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

L L L L r r r R l R l

p *mp* *f*

p sizzles *mp* *f*

R l R l

R L R L

p

A

20 21 22 23 24

Snares

Tenors

5 BD's

Cyms.

R l r L r l R L r l R L R R l r l R L R L R L R l r L r l R L R L R L R L R

split tap chokes sizzle suck zing choke

mf

f

Double Agent, Mvt 1

2

B

System 1 (Measures 25-27):

- Snare:** Measure 25: rest. Measure 26: R L *ff*. Measure 27: R L R L R L R L L R L L *ff*.
- Tenor:** Measure 25: R l r l r l r l *mf*. Measure 26: R L R L *ff*. Measure 27: R L R L R L R L L R L L *ff*.
- 5 BD's:** Measure 25: rest. Measure 26: *ff*. Measure 27: *ff*.
- Cym.:** Measure 25: rest. Measure 26: *ff*. Measure 27: *ff*.

System 2 (Measures 28-31):

- Snare:** Measure 28: (tripler pulsed) R l r l R *f p < f >*. Measure 29: R L r l R L r l R L R *mp mf f*. Measure 30: R L R L *ff*. Measure 31: R L R L R *mf*.
- Tenor:** Measure 28: (tripler pulsed) R l r l R *f p < f >*. Measure 29: R L r l R L r l R L R *mp mf f*. Measure 30: R L R L *ff*. Measure 31: R L R L R *mf*.
- 5 BD's:** Measure 28: *f p < f >*. Measure 29: *mp*. Measure 30: *ff*. Measure 31: *mf*.
- Cym.:** Measure 28: *f p < f >*. Measure 29: *mp*. Measure 30: *ff*. Measure 31: *mf* (choke).

System 3 (Measures 32-36):

- Snare:** Measure 32: rest. Measure 33: rest. Measure 34: (tripler pulsed) *p*. Measure 35: r r r l r l r l *f*. Measure 36: R l R l r L R l r L r l *mf* (accel. ...).
- Tenor:** Measure 32: rest. Measure 33: rest. Measure 34: *mf*. Measure 35: r l r l r R l r L r l R l r l R L *f*. Measure 36: R l R l r L R l r L r l *mf*.
- 5 BD's:** Measure 32: rest. Measure 33: *mf*. Measure 34: rest. Measure 35: *p*. Measure 36: *f* (concert crashes) *mf*.
- Cym.:** Measure 32: rest. Measure 33: rest. Measure 34: *mf*. Measure 35: rest. Measure 36: *mf*.

Double Agent, Mvt 1

3

$\text{♩} = 172$

37 38 39 40

Snares
R r r L r L L L
mp *mf* *f* *p*

Tenors
R r r L r L L L
mp *mf* *f* *p*

5 BD's
p *f* concert crashes

Cyms.

C 41 42 L hand cross shot 43 44 45

Snares
R R R R r
mf *p* *mp*

Tenors
R R R R r
mf *p*

5 BD's
p *mf*

Cyms.

46 47 48 49 50 51 **3**

Snares
mf R r r R r r RLRL R

Tenors **3**

5 BD's **3**

Cyms. **3**

Double Agent, Mvt 1

4

D

54 60 61 (Triplet pulsed) 62 63 (Triplet pulsed)

Snares
6
mp < *f* *fp* *p* *mp* *mf* *f* *fp* *p* *mp*

Tenors
6
mp < *f* *mf* *p*

5 BD's
6
mp < *f* *mf* sizzle

Cyms.
6
mf

64 65 (Triplet pulsed) 66 67

Snares
mf *f* *fp* *p* *mp* *mf* *f* *R r r L r r L r r L R*

Tenors
mf *p* *f* *muffled*

5 BD's
sizzle *p* *f* *taps*

Cyms.
f

68 69 70 71

Snares
R r r L r r L r r L R l l *R* *mf* *p* *mf*

Tenors
R r r L r r L r r L R l l *R r r r R l r l r l R l* *r l r l R l r r l l R L L* *R* *R l r l r l R l*
fp *muffled* *mp* *mf* *f* *fp* *p* *mp*

5 BD's
mf sizzle

Cyms.
mf

Double Agent, Mvt 1

72 73 74 75

Snares
p *f* *p* *mp*

Tenors
mf *f* *p* *mp*

5 BD's
p *mp*

Cyms.
mp

(Triplet pulsed)

76 77 78

Snares
mf *f* *ff*

Tenors
mf *f* *ff*

5 BD's
mf *f* *ff*

Cyms.
mf *f* *ff*

tap chokes

79 80 81 82 83

Snares
mp *mf* *f* *ff* *p* *f*

Tenors
mp *mf* *f* *ff* *p* *f*

5 BD's
mp *f* *ff* *p* *f*

Cyms.
mp *f* *ff* *p* *f*

split crashes

E

(triplet pulsed)

f

V.S.

Double Agent, Mvt 1

Musical score for measures 84-87. The score is for a drum set and includes parts for Snares, Tenors, 5 BD's (Bass Drums), and Cyms. (Cymbals).
Measures 84-85: Snare and Tenor parts feature triplets. Snare dynamics are *p* and *f*. Tenor dynamics are *p* and *f*.
Measure 86: Snare and Tenor parts continue with triplets. Snare dynamics are *mp* and *f*. Tenor dynamics are *mp* and *f*.
Measure 87: Snare and Tenor parts continue with triplets. Snare dynamics are *mp* and *f*. Tenor dynamics are *mp* and *f*.
5 BD's: Measure 85 includes the instruction "muffled".
Cyms.: Measure 85 includes the instruction "chokes".

Musical score for measures 88-101. The score is for a drum set and includes parts for Snares, Tenors, 5 BD's, and Cyms. (Cymbals).
Measures 88-89: Snare and Tenor parts feature triplets. Snare dynamics are *mf*. Tenor dynamics are *mf*.
Measures 90-94: Snare and Tenor parts are marked with rests and the number "4".
Measures 95-101: Snare and Tenor parts feature triplets. Snare dynamics are *mf* and *f*. Tenor dynamics are *mf* and *f*.
5 BD's: Measures 90-94 are marked with rests and the number "4".
Cyms.: Measures 90-94 are marked with rests and the number "4".

Musical score for measures 102-104. The score is for a drum set and includes parts for Snares, Tenors, 5 BD's, and Cyms. (Cymbals).
Measures 102-103: Snare and Tenor parts feature triplets. Snare dynamics are *p* and *f p*. Tenor dynamics are *p* and *f p*.
Measure 104: Snare and Tenor parts feature triplets. Snare dynamics are *mp*. Tenor dynamics are *mp*.
5 BD's: Measures 102-103 include triplets. Dynamics are *p* and *f p*.
Cyms.: Measure 104 includes a triplet. Dynamics are *f*.

Double Agent, Mvt 1

7

Musical score for measures 105-108. The score is for four parts: Snares, Tenors, 5 BD's, and Cym. The music is in 4/4 time. Measure 105 starts with a half note and a half note, marked *mf* and *f*. Measure 106 has a half note and a half note, marked *p*. Measure 107 has a half note and a half note, marked *mp*, with '(triplet pulsed)' markings above the notes. Measure 108 has a quarter note, a quarter note, a quarter note, and a quarter note, marked *p*, *mp*, *mf*, and *f*, with '(triplet pulsed)' markings above the notes. The Cym. part has notes in measures 106 and 107 marked *mp* and *mf* with the word 'zing' above them.

H

Musical score for measures 109-114. The score is for four parts: Snares, Tenors, 5 BD's, and Cym. The music is in 4/4 time. Measure 109 has a quarter note, a quarter note, a quarter note, and a quarter note, marked *ff*. Measure 110 has a quarter note, a quarter note, a quarter note, and a quarter note, marked *ff*. Measure 111 has a quarter note, a quarter note, a quarter note, and a quarter note, marked *ff*. Measure 112 has a quarter note, a quarter note, a quarter note, and a quarter note, marked *ff*. Measure 113 has a quarter note, a quarter note, a quarter note, and a quarter note, marked *ff*. Measure 114 has a quarter note, a quarter note, a quarter note, and a quarter note, marked *ff*. The Cym. part has notes in measures 109 and 110 marked *f* with the word 'choke' above them. There are large '3' markings at the end of measures 109, 110, 111, 112, and 114.

Double Agent

Mvt 1

Composed and Arranged by
Ian Grom and John Mapes
www.Box-Six.com
Simplified percussion

♩=146

0 1 2 3 4 5 6 7 8

Snare Drums
Tenor Drums
5 Bass Drums
Cymbals
4 BD's

Marimba 1
mf Garden Weasel

Marimba 2
f Claps near your mic Snaps near your mic

Marimba 3
mf Garden Weasel

Xylophone
Crotales

Vibraphone 1
mp hard mallets

Vibraphone 2
mp

Vibraphone 3
mp

Glockenspiel
Chimes
mp hard rubber mallets

Timpani
F/Bb/Db/F
1 2 3 4

Synth 1
mf Nylon Harmonics - Acoustic Guitar patch. Fix the velocity for this patch at 127 so it always triggers the harmonic of the guitar
Add reverb to make this sound more ethereal and mysterious. If you do not have a guitar patch that can trigger an harmonic, try experimenting with a sound that is mellower, like a harp or piano.
mf
Zone F3-below
Orchestral Strings - Big orchestral strings that should sound as close to the real thing as possible

Synth 2
Instructor note: Make sure the mix between both Upright and E. Bass is balanced
f Upright Bass
This note should trigger a fretboard slide. If you are not using a Motif, there will be a Bass Slide sample provided and cued in the sampler part

Bass Guitar
f fretboard slide

Drum Set
mf Caion - mic'd bass tone
f center/bass outside edges center/bass
f center moving to edges slap bass
mp *ff*
hand to hand roll using fingers

Aux 1
Granite Blocks use hardest rubber mallet and make sure this projects

Aux 2
Sampler on Synth 2 "Good evening agents..."
Claps
Snaps
Incoming message bleep
f
Bowed Crotales Eb
Bowed Crotales F
Cue for bass slide sample if you do not have a Motif synth

Double Agent, Mvt 1

9 10 11 12 13 14 15 16 17 18

Snares
Tenors
5 BD's
Cyms.
4 BD's
Mar. 1
Mar. 2
Mar. 3
Tambourine
Xyl.
Crot.
Vib. 1
Vib. 2
Vib. 3
Glock.
Chim.
Drum 2
Timp.
Synth 1
Synth 2
Bass
Drum Set
Aux 1
Aux 2

L L L L
p
mf
p
p *sizzles*
p
Irg sus
Irg sus
Irg sus
mf
mp *mf*
mf *p*
mp *mf*
mf *p*
mp *mf*
mf *p*
mp *mf*
mf *p*
p *mf*
p *mf*
p *mf*
mf
mf
p *f*
bass slide
fretboard slide
fretboard slide
to **Drum Set**
mp
f Cue for bass slide Cue for bass slide
p Bb ominous drone

"However, there is a catch..."

Double Agent, Mvt 1

A

B

19 20 21 22 23 24 25 26

Snares: *mp* *f* *f* *f* *f* *f* *f* *ff*

Tenors: *mp* *f* *f* *f* *f* *f* *f* *mf* *f* *ff*

5 BD's: *mp* *f* *f* *f* *f* *f* *f* *ff*

Cyms.: split tap chokes sizzle suck zing choke

4 BD's: *mp* *f* *f* *f* *f* *f* *f* *ff*

Mar. 1: *f* *f* *mp* *f*

Mar. 2: *f* *f* *mp* *f*

Mar. 3: *f* *f* *mp* *f*

Xyl.:

Crot.:

Vib. 1: *ff* *f*

Vib. 2: *ff* *f*

Vib. 3: *ff* *f* *Lrg Sus* *f* *Choke* *mp*

Glock.:

Chim.:

Drum 1: *ff*

Drum 2: *ff*

Synth 1: *ff* *mf* *pp* *Strings - (cont.)* *f*

Synth 2: *ff* *Movie Strings - The strings need to be FULL!* *f*

Bass: *pp* *f*

Drum Set: Open HH, Kick *f*, SD, Splash choke, *mp* Wind Chimes, *ff* BD + Tam

Aux 1: *ff* *Lrg Sus* *f* Choke *mp* Wind Chimes *ff* BD + Tam

Aux 2: *f* Sampler "Good luck..." *ff*

Incoming message beep

Double Agent, Mvt 1

27 28 29 30 31 32 33 34 (triplet pulsed) 35

Snare: R L R L R L R I R I I I f p < f > mp mf f ff mf p

Tenors: R L R L R L R I R I I I (triplet pulsed) f p < f > mp mf f ff mf p

5 BD's: f p < f > mp < f > ff mf p

Cym.: choke mf

4 BD's: f p < f > mp < f > ff mf p

Mar. 1: sfz f f mp

Mar. 2: sfz f f mp

Mar. 3: sfz f f mp

Xyl.

Croc.

Vib. 1: f mp

Vib. 2: f mp

Vib. 3: f mp

Glock.: f-3 switch to hard rubber ff mp

Chim.

Timp.: Drum 3 Drum 2 down to Bb Drum 1 down to Ab mp

Synth 1: Nylon Harmonics - Acoustic Guitar patch.

Synth 2: Sampler Claps

Bass

Drum Set: Toms mp ff mp ff mf

Aux 1: Garden Weasel mf

Aux 2: Lrg Sus f China Lrg Sus

Double Agent, Mvt 1



accel.

♩=172

36 37 38 39 40 41 42 L hand cross shot 43

Snares
f *mf* *mp* *mf* *f* *p* *mf* *p* *mp*

Tenors
f *mf* *mp* *mf* *f* *p* *mf* *p*

5 BD's
f *mf* *p* *f* *p* *mf*

Cyms.
f *mf* *p* *f* *p* *mf*

4 BD's
f *mf* *p* *f* *p* *mf*

Mar. 1
f *mf* *f* *mp*

Mar. 2
f *mf* *f* *mp*

Mar. 3
f *mf* *f* *mp*

Xyl.
mf *med. plastic*

Crot.
mf

Vib. 1
f *ff* *mf* *mp*

Vib. 2
f *ff* *mf* *mp*

Vib. 3
f *ff* *mf* *mp*

Glock.
f *ff* *mf*

Chim.
f *ff* *mf*

Drum 3 up to D natural
 Drum 3
f *mf*

Synth 1
 Upright Bass
mf

Synth 2
 Bowed Crotales - Eb
 Claps
 Bowed Crotales F

Bass
mf

Drum Set
 to Shaker
 Shaker
mf

Aux 1

Aux 2
 Granite Blocks
 Tam w/ sus cym mallet
 Lrg Sus
mf

Double Agent, Mvt 1

44 45 46 47 48 49 50 51 52 53

Snares *mf* R r r R r r R L R L R

Tenors

5 BD's

Cyms.

4 BD's

Mar. 1 *f*

Mar. 2 $\frac{2}{3}$

Mar. 3 $\frac{2}{3}$ *mf*

Xyl.

Crot. *mf*

Vib. 1 *mf* *< mf*

Vib. 2 *mf* *< mf*

Vib. 3 *mf* *< mf*

Glock. *mf*

Chim.

Drum 1 down to G Drum 1 up to A Solo - play out!

Timp. *p*

Synth 1 *mp* *ff*

Bass *mp* *ff*

Drum Set R.C.

Aux 1 *Ltra Sus* *mf* *Ltra Sus* *f* *Wifit Chimes*

Aux 2 *Sampler*

Incoming message
bleep

Double Agent, Mvt 1



Double Agent, Mvt 1

64 65 (Triplet pulse) 66 67 68 69 70

Snares: mf, f, fp, p, mp, mf, f, R r r r L L R r r L, R r r R L, r r R r r r L L L, R r r L r r L r r L R, R r r L r r L r r L R L, mf, p

Tenors: mf, p, f, mf, fp, mp, mf, f, muffled, mf, mp, mf, f

5 BD's: p, f, mf

Cyms.: sizzle, taps, f, mf, muffled

4 BD's: p, f, mf

Mar. 1: mf, fp, mf, f, don't overpower the winds here

Mar. 2: mf, fp, mf, f, don't overpower the winds here

Mar. 3: mf, fp, mf, f, don't overpower the winds here

Xyl: mf, fp, mf, f

Crot: mf

Vib. 1: mf, f, f, mf

Vib. 2: mf, f, f, mf

Vib. 3: mf, f, f, mf

Glock: -

Chim: -

Timp: 3: D up to Eb 3 4, 4

Synth 1: mf, f, mf, mf

Synth 2: mf, f, mf, mf

Bass: mf, f, mf, mf

Drum Set: f, mf

Aux 1: f, mf

Aux 2: f, Lrg Sus

Double Agent, Mvt 1

71 72 73 74 75 76 77

Snare: *mf*, *p*, *f*, *p*, *mp*, *mf*, *f*

Tenors: (Triplet pulsed), *fp*, *p*, *mp*, *mf*, *f*, *p*, *mp*, *mf*, *f*

5 BD's: sizzle, taps, *p*, *mp*, *mf*, *f*

Cym.: *mp*, *mf*, *f*

4 BD's: *p*, *mp*, *mf*, *f*

Mar. 1: *f*, *mp*, *f*, *f*

Mar. 2: *f*, *mp*, *f*, *f*

Mar. 3: *f*, *mp*, *f*, *f*

Croc.: *f*, *mf*, *f*

Vib. 1, 2, 3: *f*, *mf*, *f*

Chim.: *f*, *f*

Timp.: 3: Eb down to Db, *f*

Synth 1: *mp*, *mp*

Synth 2: *f*, *mf*, *f*, *mf*

Bass: *mp*, *mp*

Drum Set: *mp*, *mf*, *f*

Aux 1: *mp*, *mf*, *f*

Aux 2: Tam, *mf*

Double Agent, Mvt 1

E

78 79 80 81 82 83 (triplet pulsed) 84 85

Snare: *ff*, *mp*, *mf*, *f*, *ff*, *p*, *f*, *p*, *f*

Tenors: *ff*, *mp*, *mf*, *f*, *ff*, *p*, *f*, *p*, *f*

5 BD's: *ff*, *mp*, *f*, *mf*, *split crashes*, *ff*, *p*, *f*, *p*, *f*

Cym.: *ff* tap chokes, *mf* split crashes, *f* chokes, *mf* muffled

4 BD's: *ff*, *mp*, *f*, *mf*, *ff*, *p*, *f*, *p*, *f*

Mar. 1: *ff*, *f*

Mar. 2: *ff*, *f*

Mar. 3: *ff*, *f*

Xyl.: *ff*, *f* Brake Drum

Croc.: *ff*, *f*

Vib. 1: *f*, *ff*, *mf*, *ff*

Vib. 2: *ff*, *f*, *ff*, *mf*, *ff*

Vib. 3: *ff*, *f*, *ff*, *mf*, *ff* hard plastic, maybe brass?

Glock.: *ff*, *ff*

Chim.: *ff*

Timp.: *ff*, *fp*, *ff*, *ff*

Synth 1: *ff*

Strings: *pp*, *ff*

Synth 2: *pp*, *ff*

Bass: *ff*

Drum Set: *ff*, *ff*, *f*

Aux 1: *ff*, *ff*, *f* Wind Chimes

Aux 2: *f*, *ff*, *ff* Lrg Sus, Crash Cymbals, Triangle

Double Agent, Mvt 1

F

G

86 87 88 89 90 91 92 93 94 95

Snares
mp *f* *mp* *f* *mp* *f* *mp* *f* *mp* *f*

Tenors
mp *f* *mp* *f* *mp* *f* *mp* *f* *mp* *f*

5 BD's

Cyms.

4 BD's

Mar. 1 2 mallets *mf*

Mar. 2 2 mallets *mf*

Mar. 3 2 mallets *mf*

Xyl. 2 mallets *mf*

Crot.

Vib. 1 *f* *mf*

Vib. 2 *f* *mf*

Vib. 3 *f* *mf*

Glock. (tr) *mf*

Chim.

Timp. 2 *mp*

Synth 1 *mp*
 Strings *p*

Synth 2 "Intruder Alert" "Intruder Alert" "Initiate lockdown sequence"
 Siren Siren Siren Siren Siren Siren *mp*

Bass *mp*

Drum Set *mp* *f* *mf*
 Cheater HH's to keep time going during the alarm section cross stick

Aux 1

Aux 2 *f*
 Lrg Sus

Double Agent, Mvt 1
12

96 97 98 99 100 101 102

mf
f
mf
f
mf
f
mp
mf
f
ff
mf
f

mf
f
mp
mf
f
ff
mf
f

mf
f
mp
mf
f
ff
mf
f

f
mf
f
mp
mf
f
ff
mf

f
mf
f
mp
mf
f
ff
mf

f
mf
f
mp
mf
f
ff
mf

f
mf
f
mp
mf
f
ff
mf

3 2 2 1 1
mp mf f f

f
p
f
mp
mf
f
f

Siren
Choir
mf

mf
f
Lrg Sus
f

keep the groove low in the mix here

Double Agent, Mvt 1

Musical score for measures 103-108. The score includes parts for Snare, Tenors, 5 BD's, Cym., 4 BD's, Mar. 1, Mar. 2, Mar. 3, Xyl, Croi, Vib. 1, Vib. 2, Vib. 3, Glock., Chim., Timp., Synth 1, Synth 2, Bass, Drum Set, Aux 1, and Aux 2. The score features various dynamics (p, fp, mp, mf, f) and articulations (triplets, zing). The Timp. part includes a key signature change from 3 flats to 2 flats (Db to D natural) and then back to 3 flats (D to Eb). The Aux 1 and 2 parts feature 'Lrg Sus' (Large Sustained) notes.

Double Agent, Mvt 1

H

109 110 111 112 113 114 115 116

Snare: *ff*

Tenors: *ff*

5 BD's: *ff*

Cyms: *choke*

4 BD's: *ff*

Mar. 1: *> f*, *ff*

Mar. 2: *> f*, *ff*

Mar. 3: *> f*, *ff*

Croc: *ff*, *mf*

Vib. 1: *ff*, *mf*, *p*

Vib. 2: *ff*, *mf*, *p*

Vib. 3: *ff*, *mf*, *p*

Glock: *mp*

Chim: *ff*

Timp: *ff*, *mf*, *mp*

Synth 1: *Strings*, *Warm Pad*, *mp*

Synth 2: *Warm Pad*, *ff*, *mp*

Bass: *ff*, *mp*

Drum Set: *ff*

Aux 1: *ff*, *mp*

Aux 2: *> f*, *Lrg Sus*, *f*, *Rivet Cym*, *mp*