

Jeff Queen

# **Double Flag**

solo for two snare drums



**Double Flag** by Jeff Queen  
© 2012 TapSpace Publications LLC (ASCAP). Portland, OR.  
All rights reserved. International copyright secured. Printed in USA.

**[www.tapspace.com](http://www.tapspace.com)**

Notice of Liability: Any duplication, adaptation, or arrangement of any text or composition contained herein requires the written consent of the copyright owner. No part of any composition contained herein may be photocopied or reproduced in any way without permission. Unauthorized uses are an infringement of the U.S. Copyright Act and are punishable by law.

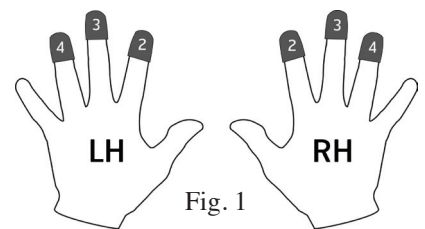
# Notes

**Double Flag** is a very advanced solo incorporating “finger drumming” on two marching snare drums—one with a Mylar (plastic) head and one with a Kevlar head with an Evans X-treme Patch™ for effects.\* This solo is dedicated to a good friend of mine, Chip Webster, who inspired me to write the thimble section one day while playing video games years ago. Thanks, Chip!

The piece breaks down into four main sections: 1) The 6/8 thimble section and transition to similar material with sticks (beginning to letter E); 2) The buzz roll section at letter E; 3) The “ram” section at letter F; and 4) The *accelerando* roll to the end at letter H.

The beginning of this piece is to be played with thimbles on the index (2), middle (3) and ring finger (4) of each hand (see Fig. 1).

The rolls/diddles played with the thimbles use an inward motion of middle to index (3 to 2) on either hand. If no fingering is present, use the middle finger (3) or a three finger unit (all three fingers) to play “standard” passages and stickings.



The Evans X-treme Patch™ should be placed at the front edge of the drum, guiro side on the left, “flat” side on the right. The patch should remain on the drum for the duration of the solo.

When playing the “faster!” roll in measure 30, I suggest using a combination of all three fingers on both hands to play as fast as possible. Experiment a little to find what is most comfortable in order to execute this cleanly.

The buzz roll section at letter E is your chance to show off what an amazing buzz roll you have. Max out the dynamics here!

Pay special attention to the tempo changes that occur throughout the piece.

The roll at Letter H should be a standard long roll *accelerando*. Take your time; make sure it is an even acceleration from your slow tempo to your fastest tempo at the end of the *accel*.

Happy drumming!

*\*If you do not wish to use the Evans X-treme Patch™, you can perform the solo without. The subtle texture on most Kevlar heads will produce some of the “scrape” effect used in the piece. You may also want to experiment with tape and small objects such as toothpicks, dowels, washers, etc. Get creative!*

# Notation Key

Mylar drum

special accents

rim shots

regular

w/ thimbles

staccato  
(short, slightly  
accented)

half  
accent

"float"  
(slight lift)

regular

ping  
shot

back  
stick

cross  
over

buzz  
roll

crush  
(elongated,  
1-handed  
buzz)

Kevlar drum

special accents

rim shots

regular

w/ thimbles

staccato  
(short, slightly  
accented)

half  
accent

"float"  
(slight lift)

regular

ping  
shot

back  
stick

cross  
over

buzz  
roll

crush  
(elongated,  
1-handed  
buzz)

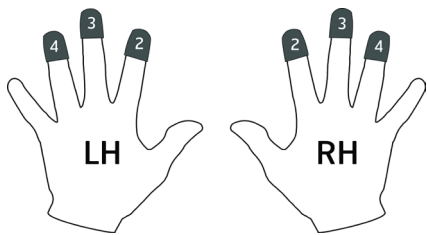
# Dynamics

A fractional dynamic system is used throughout the piece to denote the volume differences in parts containing fast changes between taps and accents. For instance, a *f//mp* marking at the start of a passage would indicate that the accents are at a *forte* volume while the unaccented notes (taps) are to be played at the *mezzo piano* volume.

*Approximate duration: 3'00"*

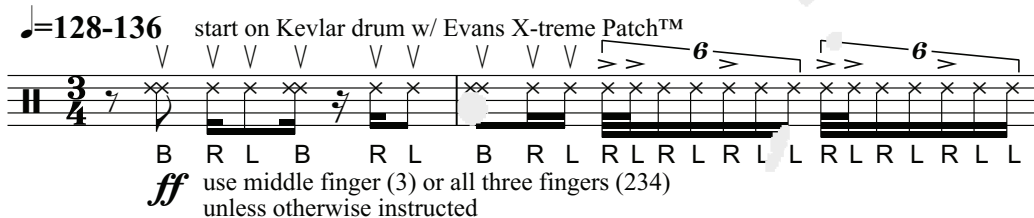
solo for two snare drums

## Jeff Queen

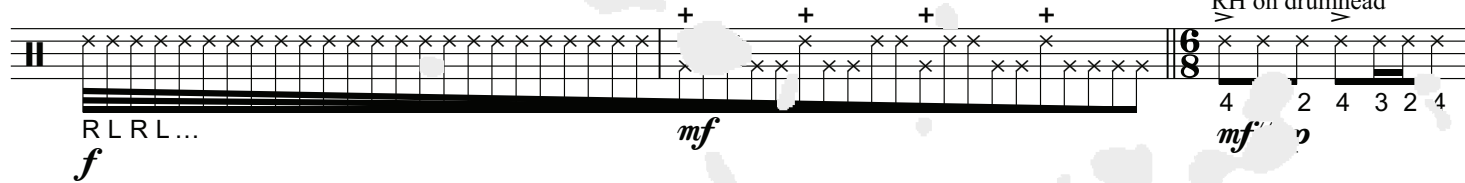


**♩=128-136**

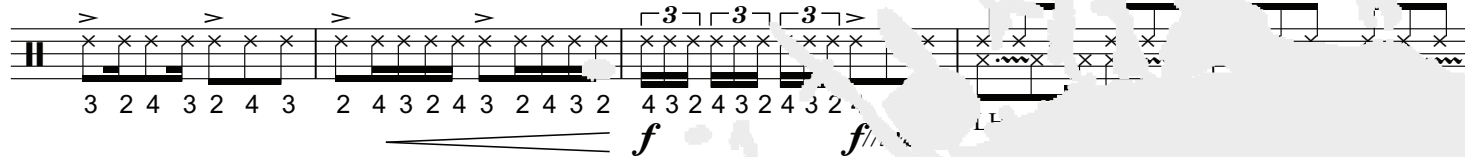
start on Kevlar drum w/ Evans X-treme Patch™



3

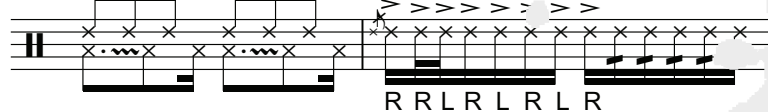
**rit.**

6

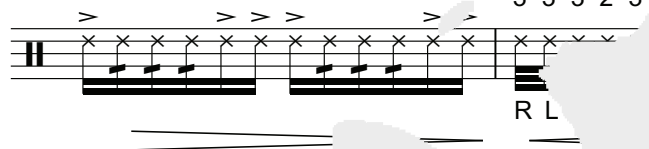


11

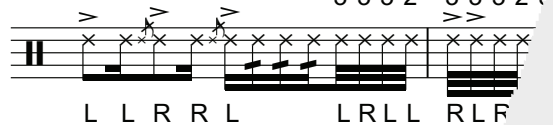
both hands on drum



15



18



21



# Sample Image

25 **accel.**

*p* *ff*

29 **fast!** **faster!** **C**  $\text{♩} = 72$

smooth side of patch *sfz*

RH on drumhead remove LH thimbles, pick up stick

4 3 2 4 3 2 4 3 2 4 3 2 4 3 2 4 3 2

34

3 4 3 2... LH on Mylar drum (w/ stick) remove RH thimbles, pick up stick

39 (Mylar drum)

RLRL R L R LRLRL R L R L RLRR LRL LRLRL

40

L R L R LRL L RLRR L R L R LRL L

46

RLRR LRL LRLRL RLRR LRL LRLRL

49

L L R R L LRL L

52

R LRL LRLRLRLRLRL R LRL LRLRLRLRLRL

# Sample Image

# Sample Image

88

*mp/p*

90

to center

$\text{♩} = 82-84$

*ff* *ff/mp* *ff/mf*

93

**G**  $\text{♩} = 144-152$   
on smooth side of patch

*sfz p* *ff* *mf*

96

LH halfway (Mylar)

*f* *mf*

*f*

102

center

*mf*

105

rit..

*mf*

108

**H**  $\text{♩} = 48$  accel..

start high and taper as speed increases

*f*

111

R R L L ...

114

♩=almost as fast as you can play!

117

grow in intensity to the very last note

*f*

119

♩=absolutely as fast as you can play!

*ff*

121

Sample  
Image