



Full Score (5'00)

Dutch Roll

F.G.J. Absil

Keyboard 1 Marimba 2nd x only *mf*

Keyboard 2 Strings *mf*

E. Guitar C7 *mf*

Piano C7 F7 C7

E. Bass C7 F7 C7

Drums

Cl. 1+2 2nd x only *mf*

Bar. 1-2 2nd x only *mp*

Kbd. 1

Kbd. 2 *mf*

E.Gtr. G7¹³ F7¹³ E^{b7}13 D7¹³ C7 10

Pno. G7¹³ F7¹³ E^{b7}13 D7¹³ C7

E.B. G7¹³ F7¹³ E^{b7}13 D7¹³ C7

Drums

Cl. 1+2

AS. 1+2 (long fall)

TS. (long fall)

Bar. 1-2 *mf*

Kbd. 2

Vc.

E.Gtr. F7 C7 G7¹³ F7¹³ E^{b7}13 20

Pno. F7 C7 G7¹³ F7¹³ E^{b7}13

E.B. F7 C7 G7¹³ F7¹³ E^{b7}13

Drums



DUTCH ROLL

F.G.J. Absil

(Dutch Roll) 30

Fl. 1-2
Ob.
AS. 1+2
TS.
Kbd. 2
Vc.
E.Gtr.
Pno.
E.B.
Drums

Fl. 1-2
Ob.
Cl. 1+2
AS. 1+2
TS.
Tbn. 1-2
Bar. 1-2
Kbd. 1
Kbd. 2
Vc.
E.Gtr.
Pno.
E.B.
Drums
Congas
Tamb.



DUTCH ROLL

F.G.J. Absil

(Dutch Roll)