

GB18 WARM-UP

A

Snare Drum
Marching Tenor Drums
Marching Bass Drum
Marching Cymbals

8

13

B

16

21

RH Edge

50 D

Rhythmic notation: R I I R I I R I I r r L r r L r r L r r L | R I I R I I R I I r r L R I I R I I R I I r r L | R I I r r L r r L R I I r 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

Drum part: crash, smash, crash, smash, crash, crash, hh

55

Rhythmic notation: R R L R R R L R R R L R R R L | R L L L R L L L R L L L R L L L | R R R L L L L R R R L L L L L | R L L R R L L R R L L R R L L | R I r I r I r I r I r I r I

Drum part: smash, slide, slide

60 E

Rhythmic notation: R R L R R R L R L L L R L L L | R R R R L L L L R R L L R L R L | R r L R r L R r L R r L | R L I R L I R L I R L I

Drum part: hh, smash

64

Rhythmic notation: R r L I R R L I R r L L | R r L I R r L I R r L I R r L I | R r L I r L I R r L I | R L R r L I r L I R

Drum part: crash, slide, slide, slide, slide, hh

67 F

Rhythmic notation: R L R r L I r L I R | R I r L I r L r I R r L r I | R L R I r L I r L r I R | R L I R I r L I r L r I R

Drum part: slide, slide, slide, slide, slide, slide, slide, slide, hh, slide

71

hh smash hh slide hh smash hh

75

R L R L R L R L
R L R R L R L R
sizzle crash

Marching Tenor Drums

38

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

41

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

44

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

46

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

48

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

50

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

52

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

D
54

R L R L R L R L R L R L R L R R R L R R R L R R R L R R R L R L L R L L L R L L L R L L L

57

R R R R L L L L R R R R L L L L R R L L R R L L R R L L R R L L R R L L R R

59

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

E

62

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

65

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

67

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

F

70

73

76

R L R R L R L R

Detailed description: This page contains a musical score for Marching Tenor Drums, spanning measures 62 to 78. The score is divided into two sections, E and F. Section E covers measures 62-69, and Section F covers measures 70-78. The notation is written on a single staff with a double bar line at the beginning of each measure. The rhythm is primarily eighth and sixteenth notes, with some triplet markings. The drumming is indicated by 'R' for right and 'L' for left, with lowercase letters for specific drum types (e.g., 'r' for snare, 'l' for tom). Section E includes a key signature change to one sharp (F#) at measure 67. Section F includes a triplet of eighth notes at measure 76. The score concludes with a final measure at 78.

El Capitano

Cody Holmes

Score for **El Capitano** by Cody Holmes. The score is written for a drum set in 4/4 time, featuring a complex snare and tenor drum pattern with triplets and various dynamics.

Drum Parts:

- Snareline:** Features a triplet-based pattern starting at measure 3. Dynamics range from *p* to *ff*. Includes markings for "Edge" and "Center".
- Tenorline:** Features a triplet-based pattern starting at measure 3. Dynamics range from *p* to *ff*. Includes markings for "Solo" and "All Play".
- Bass Drums:** Features a triplet-based pattern starting at measure 3. Dynamics range from *p* to *ff*. Includes markings for "Sizzle" and "Open Crash".
- Cymbal Line:** Features a triplet-based pattern starting at measure 3. Dynamics range from *p* to *ff*. Includes markings for "Hi-Hat Chokes", "Crash Choke", and "Parts Played in unison unless notated by A/B split".

Drum Set Parts (Measures 6-10):

- S. Dr. (Snare Drum):** Features a triplet-based pattern starting at measure 6. Dynamics range from *mp* to *ff*. Includes markings for "Cross-Stick Rim Knocks w/ LH" and "Ping".
- T. Dr. (Tom Drums):** Features a triplet-based pattern starting at measure 6. Dynamics range from *mp* to *ff*. Includes markings for "R r r l R r B l sim." and "r L r l r".
- B. Dr. (Bass Drum):** Features a triplet-based pattern starting at measure 6. Dynamics range from *mp* to *ff*. Includes markings for "L R L... Sizz/Suck" and "Bass 6 Only".
- Cym. (Cymbal):** Features a triplet-based pattern starting at measure 6. Dynamics range from *mf* to *ff*.

Dynamic Markings: *ff*, *p*, *mp*, *mf*, *f*.

Performance Notes: "Parts Played in unison unless notated by A/B split", "Hi-Hat Chokes", "Crash Choke", "Open Crash", "Sizzle", "Cross-Stick Rim Knocks w/ LH", "Ping", "Solo", "All Play", "skank", "Bass 6 Only".

Quads

Marvel Studios/Batman

ZIT - 2020

perc. arr. by J. McDonald

$\text{♩} = 160$

mp *cresc.* *ff*

4

8

12

16

cresc. r r l l r r l l l r r r L *f*

20

mf

24

cresc.

28

f *dim.* *p*

H *mf* **B** *f* **I**

36 *ff* **J**

41 *mp cresc.* *ff* **K** R R R

46 *mp cresc.* **L** R R

M *ff* R R R r

16th Grid

S.D. 
R R R R L L L L R R R R L L L L
T.D. 
R R R R L L L L R R R R L L L L
B.D. 
Cym. 

S.D. 
R R L L R R L L R R L L R R L L
T.D. 
R R L L R R L L R R L L R R L L
B.D. 
Cym. 

S.D. 
R L R L R L R L R L R L R L R
T.D. 
R L R L R L R L R L R L R L R
B.D. 
Cym. 