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KEY

The key consists of two musical staves. The first staff shows various drum symbols: a vertical bar with an 'x' for Hi-hat, an 'o' for Open hi-hat, a '+' for Closed hi-hat, an 'x' on a lower line for Hi-hat w/foot, an 'x' on a higher line for Ride Cymbal, a 'J' for Ride Bell, and a diamond for Crash. The second staff shows symbols for Tom 1-5 (black squares), Snare Drum (black square), Bass Drum (black circle), Sustain or buzz roll (double hash), Abbreviation for four sixteenths (hash), and Ghost note (circle with a dot).

Hi-hat Open hi-hat Closed hi-hat Hi-hat w/foot Ride Cymbal Ride Bell Crash

Tom 1 Tom 2 Tom 3 Tom 4 Tom 5 Snare Drum Bass Drum Sustain or buzz roll Abbreviation for four sixteenths Ghost note (play very softly)

STRAIGHT' EIGHTHS

Track
14

Straight 1/8th feel
Drum Solo - Time

1 *mf* *w/ bass* 3 5 fill >

7 9 2 2 13 2 fill

A melody - simile

15 17 2 2 21 2

B

2nd ending on D.S.

1. drums cont. - no bass

bass & piano

23 25 29 32 fill

C melody

33 fill 35 *f* 37

To \emptyset

Intro - like

41 fill 43 45 fill

D Synth solo

47-54 8 55-58 4 61 fill

63-69 7 71 no bass 73 fill

D.S. al Coda

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Coda

75 *sfz* 77 *ff* fine