

Extrema, x2

Capt: "BASS DRUUUM!"

Bass Drum, x4, 0:16

♩ = 120

2

3

4

5

6

7

8

9

Cymbals

Glockenspiel

Glockenspiel

Snare Drum

Tenor Drums

Bass Drums

1.

2.

TD

"LET'S GOOO!"

again

Trade with B2

Trade with B1

again

again

again

10

11

12

13

Cym.

Glock.

Glock.

S.D.

T.D.

B.D.

1.

2.

TD

"Let's go!"

Swing, x2, 0:46

Tom-Tom, x4, 1:01

BD: "OK!" "oKay."

18 Ripeti quattro volte, f, mp, pp, fff.

14 15 16 17 18 19

Cym.

Glock.
all bells unison for a while

Glock.
all bells unison for a while

S.D.

T.D.
x2 bounce 3rd time

B.D.

Tap-Choke 3rd time

20 21

Cym.

Glock.
solo la seconda volta

Glock.
solo la seconda volta

S.D.

T.D.

B.D.

"DAH-duh du-duh"

Rock 88, x4, 1:31

22 23 24 25 26 27

Cym.

Glock.

Glock.

S.D.

T.D.

B.D.

28 29 30 31 32 33

Cym.

Glock.

Glock.

S.D.

T.D.

B.D.

again

Cymbals

3

1.

2.

"BREAK IT DOWN!"

x2, 2:01

2:09

"Bring the noise!"

"AAAAHHH!"

Cym. 34 35 36 37 38 39 40 41 42 43

Glock. Hop Spin

Glock. Hop Spin

S.D. 1st time: 8x. 2nd time: 8 or 4x. 1st time repeat prior 4. 2nd time 1/2 SD's play. 4x

T.D. 4x

B.D.

TD
"I SAY — YOU SAY —."

Cym. 44 45 46 47 48

Glock.

Glock.

S.D. 2nd x only

T.D.

B.D. again

Old (Spice) One, 2:56

1 Again, 3:11

49 50 51 52 53 54 tutti 55 56 57

Cym.

Glock.

Glock.

S.D.

T.D.

B.D.

58 59 60 61 62 63 64

Cym.

Glock.

Glock.

S.D.

T.D.

B.D.

Old 2, x2, 3:26

Toxic Blowfish, x2, 3:54

65 66 67 68 69 70 71 72 73 "No hands!"

Cym.

Glock.

Glock.

S.D.

T.D.

B.D.

74 75 76 77

Cym.

Glock.

Glock.

S.D.

T.D.

B.D.

#5, 4:09

Another Darn Cadence, 4:23

78 79 80 81 82 83 84 85 86

Cym. *again*

Glock. Pull, with Cy

Glock. Pull, with Cy

S.D.

T.D.

B.D.

87 88 89

Cym.

Glock.

Glock.

S.D.

T.D. *same as n-2*

B.D.

The musical score is written for five parts: Cym., Glock., S.D., T.D., and B.D. The first system (measures 78-86) includes performance instructions like 'again' and 'Pull, with Cy'. The second system (measures 87-89) continues the piece. The score uses various musical notations including rests, notes, and dynamic markings like '>' and '<'. A bracket connects the first and second systems, indicating a repeat or continuation of the piece.

Trumpets Rock, 4:41

ADC, 4:56

"GO. RED. GO-O RED!"

1.

90 91 92 93 94 95 96 97

Cym. 

Glock. 

Glock. 

S.D. 

T.D. 

B.D. 

again

2. "GO BIGred!"

ADC, EKP. Tode, JAM. 5:10

1.

98 99 100 101 102 103 104

Cym. 

Glock. 

Glock. 

S.D. 

T.D. 

B.D. 

again

105 106 107 108 109 110 111 112

Cym.

Glock. *same as 1st end. Bells Δ* *bells Δ*

Glock. *same as 1st end. Bells Δ*

S.D. *same as 1st end. Bells Δ*

T.D. *same as 1st end. Bells Δ*

B.D. *same as 1st end. Bells Δ*

113 114 115 116 117 118 119

Cym. *again* *Pick one.* *"Whoow!"*

Glock. *Pick one.*

Glock. *Pick one.*

S.D. 6 3 3 3

T.D. 6 3 3 3

B.D. 6 3 3 3

again

120 121 122 123

Cym. 

Glock. 

Glock. 

S.D. 

T.D. 

B.D. 