

Snare

# Get Loose

Blair Williams

$\text{♩} = 116$

*f* R L . . .

3

5

7

9

*p*

12

*mf* R L R L . . .

14

17

R L R L . . .

20

*ff*

V.S.

Snare

22

R . . . L . . .

25

R . . . L . . .

28

R . . . L . . . R



Snare

19

L L L . . R L L L L R L R L L R L

21

R R R . . L L L . .

24

R L . . R R L L R R

26

L R . . L L R R L L R L . .

28

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



Battery

# Pauls Rolls

♩ = 192

12/8

R L . . .

3

6

9

12

15

18

21

24



mf-f

# Whip It!

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The musical score is arranged in five systems, each containing three staves. The instruments are Snare Drum, Quint Toms, and Bass Drums in the first system; S.Dr., Quints, and B. Dr. in the second; S.Dr., Quints, and B. Dr. in the third; S.Dr., Quints, and B. Dr. in the fourth; and S.Dr., Quints, and B. Dr. in the fifth. The score is written in 3/4 time with a key signature of one flat. It includes various rhythmic patterns, such as eighth and sixteenth notes, and rests. Dynamic markings include accents (>) and a mezzo-forte/forte (mf-f) instruction. The score is divided into measures, with measure numbers 5, 9, 13, and 17 indicated at the start of their respective systems. The notation includes specific drumming techniques like rimshots (R II) and cross-sticks (I rr).

# Single X

♩ = 120

12/8 *mp*

4

5

7

8

10

11

13

14

15

16

17

**A**

18 19

20

21



Snares

25 RH: back rim/ping LH: cross-stick/center

edge to → → → center w/ butt-end

24

*ff mp ff f*

flip to trad

R r r r r R R R R R

29

L l l l R R l r l R

R r l l i R S C

33

slurred diddles

*mp ff*

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

36

light shots

L R L R L

R R R

R L R L R L L R