

Snare Drum

Go Big Red

Musical notation for Snare Drum in 'Go Big Red'. The staff is in common time (C) and features a series of eighth notes with 'x' marks above them, indicating a specific drum sound. The notation includes repeat signs and accents (>) over certain notes.

All Day

Snare Drum

Musical notation for Snare Drum in 'All Day'. The staff is in common time (C) and features a complex rhythmic pattern with eighth notes and 'x' marks. The notation includes first and second endings (1. and 2.), repeat signs, and accents (>) over certain notes.

Snare

LAND OF 1000 DANCES

by CHRIS KENNER & ANTOINE DOM

Fast rock four ♩ = 168

arranged by TOM WALL
percussion by TONY McCUTCHEAN

Musical score for snare drum, measures 1-55. The score is written on a single staff with a common time signature (C) and a tempo of 168. The notation includes various rhythmic patterns, dynamics, and articulations. Key markings include:

- Measures 1-5: *ff*, (r.s.), (hi hat)
- Measures 6-13: *ff*, (flat flams)
- Measures 14-19: *fp*, *f*
- Measures 20-25: *f*, (ride)
- Measures 26-30: *ff*, U.U.H.I.
- Measures 31-36: *f*, (hi hat)
- Measures 37-42: *f*
- Measures 43-50: *f*, (ride)
- Measures 51-55: *mf*, *ff*

Snare

O Fortuna - Camrina Burana

♩=76

Musical score for 'O Fortuna - Camrina Burana' in 2/4 time. The piece starts with a dynamic of *ff*. The score includes sixteenth-note patterns with accents and sixteenth-note triplets. Measure numbers 6 and 8 are indicated. The piece concludes with a final measure in 5/4 time.

Mars - Bringer of War

♩=140

Musical score for 'Mars - Bringer of War' in 5/4 time. The piece features dynamic markings of *p*, *f*, *p*, *ff*, *sfz*, and *ff*. It includes eighth-note patterns with accents and eighth-note triplets. Measure numbers 8 and 13 are indicated. The piece ends with a final measure in 4/4 time.

Night On Bald Mountain

♩=112

College Football Favorite Timeouts - Snare - pg. 2

Musical score for 'Night On Bald Mountain' in 4/4 time. The piece features dynamic markings of *mf*, *f*, *mf*, *f*, *mf*, *f*, *mf*, *ff*, *ff*, and *mp*. It includes eighth-note patterns with accents and eighth-note triplets. Measure numbers 7 and 14 are indicated. The piece concludes with a final measure.

STADIUM JAMS VOL. 6

(A collection including: 1. All I Do is Win = 2. Don't Stop Believin' = 3. Final Countdown = 4. Party Rock Anthem)

SNARE DRUM

Words and Music by T-PAIN
KHALED M. KHALED, JOHNNY MOLLINGS,
LEONARDO MOLLINGS, CHRISTOPHER BRIDGES,
CALVIN BROADUS and WILLIAM ROBERTS
Arranged by JAY BOCOOK

1. Driving!

Musical notation for 'Driving!' in 4/4 time, starting with a *ff* dynamic. The piece features a driving snare drum pattern with eighth notes and sixteenth notes. It includes a Hi-Hat section starting at measure 5. Measure numbers 5, 13, and 21 are indicated in boxes.

Words and Music by STEVE PERRY,
NEAL SCHON and JONATHAN CAIN
Arranged by JAY BOCOOK

2. Hard Rock

Musical notation for 'Hard Rock' in 4/4 time, starting with a *ff* dynamic. The piece features a hard rock snare drum pattern with eighth notes and sixteenth notes. It includes a section starting at measure 9 with a *f* dynamic and another section starting at measure 13 with a *fff* dynamic. Measure numbers 9 and 13 are indicated in boxes.

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03745618
Stadium Jams Vol. 6 - 1

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SNARE DRUM

Words and Music by JOEY TEMPEST
Arranged by JAY BOCOOK

3. Forceful

Musical notation for 'Forceful' in 4/4 time, starting with a *ff* dynamic. The piece features a forceful snare drum pattern with eighth notes and sixteenth notes. It includes a Hi-Hat section starting at measure 9 and a Cym. Dome section starting at measure 13. Measure numbers 9 and 13 are indicated in boxes.

Words and Music by SKYLER GORDY, STEFAN GORDY,
DAVID LISTENBEE and PETER SCHROEDER
Arranged by JAY BOCOOK

4. Party Rock

Musical notation for 'Party Rock' in 4/4 time, starting with a *ff* dynamic. The piece features a party rock snare drum pattern with eighth notes and sixteenth notes. It includes Flat Flams starting at measure 5 and a Hi-Hat section starting at measure 14. Measure numbers 5 and 14 are indicated in boxes.

03745618
Stadium Jams Vol. 6 - 2

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Snare Drum

Crowd Teasers 2001

Back In Black

by Angus Young, Malcolm Young and Brian Johnson
Arranged by Lewis Norfleet
Percussion by Alan Keown

1 *Hard Rock!*
♩ = 96 *Repeat 2 or 4 times*
Hi-Hat
f

Also Sprach Zarathustra

by Richard Strauss
Arranged by Lewis Norfleet
Percussion by Alan Keown

2 *mf*
♩ = 100

Play That Funky Music

by Robert W. Parissi
Arranged by Lewis Norfleet
Percussion by Alan Keown

3 *mf*
♩ = 112 *Hi-Hat*
f
Ride roll

Mars, The Bringer Of War

by Gustav Holst
Arranged by Lewis Norfleet
Percussion by Alan Keown

4 *f*
♩ = 144 *Driving!*

Latin Burner

by Rod Harkins
Percussion by Alan Keown

5 *f*
♩ = 144 *Latin*
f
Ride roll

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Hi-Hat
f

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2 *mf*
♩ = 100

Play That Funky Music

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Percussion by Alan Keown

3 *mf*
♩ = 112 *Hi-Hat*
f
Ride roll

Mars, The Bringer Of War

by Gustav Holst
Arranged by Lewis Norfleet
Percussion by Alan Keown

4 *f*
♩ = 144 *Driving!*

Latin Burner

by Rod Harkins
Percussion by Alan Keown

5 *f*
♩ = 144 *Latin*
f
Ride roll

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Snare **New School** ♩ = 128

Hi-Hat

f

5

ff

Bad Attitude ♩ = 128

f *p*

Big Time ♩ = 128

14

18

Slammin' Jammin' Cheer Pack II - Snare - pg. 2

Hold That Line ♩ = 128

22

Steel Men Fanfare ♩ = 90

27

f

31

35

mp *f* *ff*

SHORTIES #18

Featuring *Dynamite*, *Don't Stop Believin'*, *25 or 6 to 4*, and *The Time Warp* (from *The Rocky Horror Picture Show*)

1. "DYNAMITE" - Words and Music by BONNIE McKEE, TAI0 CRUZ, LUKASZ GOTTWALD, MAX MARTIN and BENJAMIN LEVIN

Arranged by VICTOR LÓPEZ

Moderately

1 *f* 2 3 rim clicks 4 5 6 7 *mf* 8 9 10 11 closed H.H. 12 13 14 15 *f* 16 17 18

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2. "DON'T STOP BELIEVIN'" - Words and Music by JONATHAN CAIN, NEAL SCHON and STEVE PERRY

Moderate rock

1 *f* rim clicks 2 3 4 (4) 5 6 7 *p* 8 9 10 11 12 13 14 15 (4) 16 17 *ff*

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Snare Drum - 2

3. "25 OR 6 TO 4" - Words and Music by ROBERT LAMM

Bright rock

1 *f* 2 3 4 (4) 5 6 7 8 9 10 11 (4) 12 13 14 15 16 17 18 (4) 19 20 *mp* 21 *f*

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4. "THE TIME WARP (from *The Rocky Horror Picture Show*)" - Words and Music by RICHARD O'BRIEN

Driving rock!

1 *f* 2 3 4 (4) 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 *ff* 20 21 22

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Snare Drum

Jr. High Pep Music

1 Ultimate Check

9

17

25

33

p \leftarrow *f*

Detailed description: This block contains the first five staves of musical notation for a snare drum. The first staff is labeled '1' and 'Ultimate Check'. It features a series of eighth-note patterns with accents. The second staff starts at measure 9. The third staff starts at measure 17 and includes a crescendo hairpin. The fourth staff starts at measure 25 and includes first and second endings, with a box labeled '3' and a box labeled '4'. The fifth staff starts at measure 33 and includes a dynamic marking from *p* to *f*.

Jr. High Pep Music

2 Go Big Red

41

6

57

7

65

8

73

Detailed description: This block contains the next four staves of musical notation for a snare drum. The first staff is labeled '2' and 'Go Big Red', starting at measure 41. The second staff starts at measure 49 and is labeled '6'. The third staff starts at measure 57. The fourth staff starts at measure 65 and is labeled '7'. The fifth staff starts at measure 73 and is labeled '8'. The notation includes various rhythmic patterns and accents.

Snare Drum

Jr. High Pep Music

1 Ultimate Chops

9

17

25

33

p \curvearrowright *f*

Detailed description: This block contains the first five staves of snare drum notation. The first staff is labeled '1 Ultimate Chops' and shows a complex rhythmic pattern with many sixteenth notes and accents. The second staff starts at measure 9 and includes repeat signs. The third staff starts at measure 17 and features a crescendo hairpin. The fourth staff starts at measure 25 and includes first and second endings, with a dynamic marking of *f*. The fifth staff starts at measure 33 and includes a dynamic marking of *p* followed by a crescendo hairpin to *f*.

Jr. High Pep Music

2

Go Big Red

41

6

57

7

65

8

73

Detailed description: This block contains the second five staves of snare drum notation. The first staff is labeled '2 Go Big Red' and starts at measure 41. The second staff starts at measure 46 and is marked with a boxed '6'. The third staff starts at measure 57. The fourth staff starts at measure 63 and is marked with a boxed '7'. The fifth staff starts at measure 73 and is marked with a boxed '8'. The notation includes various rhythmic patterns and dynamic markings, including a *p* marking at the beginning of the fifth staff.

Snare Drum

Jr. High Pep Music

1 Ultimate Check

2

9

17

25

33

p \leftarrow *f*

f

Detailed description: This block contains the first five staves of musical notation for a snare drum. The first staff is labeled '1' and 'Ultimate Check'. It features a complex rhythmic pattern with many 'x' marks indicating cymbal or tom hits. The second staff starts at measure 9 and includes a repeat sign. The third staff starts at measure 17 and includes a crescendo hairpin. The fourth staff starts at measure 25 and includes first and second endings, with a dynamic change to *f*. The fifth staff starts at measure 33 and includes a dynamic change from *p* to *f*.

Jr. High Pep Music

2 Go Big Red

41

6

57

7

65

8

73

Detailed description: This block contains the next five staves of musical notation for a snare drum. The first staff is labeled '2' and 'Go Big Red'. It features a complex rhythmic pattern with many 'x' marks. The second staff starts at measure 41 and includes a first ending. The third staff starts at measure 57 and includes a dynamic change to *f*. The fourth staff starts at measure 65 and includes a first ending. The fifth staff starts at measure 73 and includes a dynamic change to *f*.

9. Back in Black

Hi-Hat $\text{♩} = 96$ $\text{♩} = 100$

f *ff* *ff* *mf* *f* *ff*

9 17 25 33 41 49

Ride Bell

$\text{♩} = 112$ $\text{♩} = 120$ $\text{♩} = 160$

RL RL RL R L R L R

Detailed description: This is a snareline score for the piece 'Back in Black'. It consists of ten staves of music. The first staff starts with a tempo of 96 and a dynamic of *f*. The second staff has a tempo of 100 and a dynamic of *ff*. The third staff has a dynamic of *ff* and a tempo of 112. The fourth staff has a dynamic of *mf* and a tempo of 120. The fifth staff has a dynamic of *f* and a tempo of 160. The sixth staff has a dynamic of *ff*. The seventh staff has a dynamic of *ff*. The eighth staff has a dynamic of *ff*. The ninth staff has a dynamic of *f* and a tempo of 120. The tenth staff has a dynamic of *ff* and a tempo of 160. There are various musical notations including accents, slurs, and dynamic markings throughout the score.

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Pep Music 2

10. Also Sprach Zarathustra

$\text{♩} = 132$ $\text{♩} = 132$ $\text{♩} = 128$

fff *f* *ff* *f* *fff* *sfz* *ff* *ff*

63 71 81 89 97 105 113

Flat Flams

Detailed description: This is a snareline score for the piece 'Also Sprach Zarathustra'. It consists of ten staves of music. The first staff has a dynamic of *fff*. The second staff has a dynamic of *f* and a tempo of 132. The third staff has a dynamic of *ff* and a tempo of 132. The fourth staff has a dynamic of *f* and a tempo of 128. The fifth staff has a dynamic of *fff* and a tempo of 128. The sixth staff has a dynamic of *sfz* and a tempo of 128. The seventh staff has a dynamic of *ff* and a tempo of 128. The eighth staff has a dynamic of *ff* and a tempo of 128. The ninth staff has a dynamic of *ff* and a tempo of 128. The tenth staff has a dynamic of *ff* and a tempo of 128. There are various musical notations including accents, slurs, and dynamic markings throughout the score.

The image shows a musical score for two staves. The first staff begins at measure 121 and contains a sequence of eighth notes with accents, followed by a whole rest. A dynamic marking of *f* is placed below the staff. The second staff begins at measure 129 and contains a sequence of eighth notes with accents, followed by a whole rest. A dynamic marking of *ff* is placed below the staff.