

# Legatos A

144-176bpm

1 2 3 4 5 6 7 8

cr. chk. sim. hats

*mf*

9 10 11 12

*mp*

13 14 15 16 17 18 19

sizz. rumpadiddly crashes pregame visual chk. sizz/succ

*f*

20 21 22 23 24 25 26

chk. sizz/succ chk.

# Legatos B

Cymbal Line

Nick Miller

116-152bpm

2 sizz/succ

*mf*

5 A/B tap chk. 6 7 8 sizz

9 hats 10 11 12 13 14 circular roll 15

*f*

16 chk. 17 18 19

20 A/B hats 21 sizz/succ 22 A/B hats 23 sizz/succ

*mf*

24 25 27 3 28

*p* *f*

# Immigrant Beat

Paul Rennick  
ed. Miller '24

132-176bpm

12/8  
mf

hats 2 sizz/succ<sup>3</sup> hats 4

5 6 7 8

9 hats sizz/succ. 10 11 12

13 visual 4 17 sizz 18 19 release 2 21 2

23 A/B/C hats 24 sizz/succ 25

26 27 28 chk.

# Paradiddles

124-176bpm

visual **2** **10** A/B tap chk. 11 12 13

**14** sizz/succ 15 16 17

**18** 19 sizz 20 21 sizz **22** hats 23 A/B/C hats 24 25 A/B/C hats

**26** chk. 27 chk. 28 29 sizz/succ 30

*mf*

*f*

Detailed description: This musical score is for a cymbal line in 4/4 time, spanning 30 measures. It is divided into four systems. The first system (measures 1-13) starts with a 'visual' instruction and a box containing the number '2'. Measure 8 contains a thick black bar. Measures 10-13 feature 'A/B tap' notes with accents. The second system (measures 14-17) includes 'sizz/succ' notes. The third system (measures 18-25) features 'sizz' notes, 'hats', and 'A/B/C hats' notes, with triplets indicated by a '3' in a bracket. The fourth system (measures 26-30) includes 'chk.' notes and 'sizz/succ' notes. Dynamics are marked as *mf* and *f*.

# Rolls

90-132BPM  
visual

**6**

**7** hats 8 9 10 11 12

*mf*

**13**

chk. 14 15 16

*f*

**17**

18 19

crunches

*f*

# HMB Drumline Pregame

Traditional  
upd. 2020

♩ = 208

**RUN ON!**

vert. c/c

15 7

*f* *mp*

28

♩ = 144

"rump-a-diddy"

6

*mf*

41

On Iowa

2 2 4

**A** ⚡

**B**

**C**

**D**

To Coda

**E**

3

D.S. al Coda

**F** ⊕

*f*

97 Ching/Iowa Fight Song

5

*mf*

103

120

137

177

200

209

**"Bass Drum"**

♩ = 124    upbeat hats 1st time

*f*    sizz./succs 2nd time

9 **"Swing"** hats

*mf*    sizz./succ

17 **"Tom-Tom"**

*mf*    hats

29

hats

39

*f*    vert.    c/c    crunch

49 **"I-O-W-A"**

*mf*    hats    low crashes    hats    A/B sizz./succs

57 **"Jazzy"**

hats    vert.    A/B orch.    orch.    c/c    vert. c/c    vert.    orch.    A/B orch.    c/c

66 **"Wild Thing"**

*mp*    vert.    crunches    A/B    vert.    hats

74

*mf*    orch.

81 *mp* *mf* orch. crunch

85 "Other" hats *mf* **2** *f* vert.

93 "Samba" **2** 3 part split orch. hats sizz./succ. sim. *mf* *f* vert.

101 sim. *f* vert. **2**

"Bugay" hats orch. hats orch. crunches

117 hats orch. hats orch. crunches IN-SERT-VO-CAL

126 "Zulu" hats *p* **8** **4** orch. *p*

143 *f* **2** **3**  $\text{♩} = 144$  vert.

158 **3**

167 vert. sizz./succ. **6** **3** *mf* *fff* C/C