

Street Beat

EPIC Percussion

$\text{♩} = 120$

3 *Click Sticks* *Rim*

Snare
Tenor
Bass
Cymbals

ff *mp* *f* *mp* *ff* *mp*

6 7 *At Edge* *Stick on Stick* *Short Buzz* *Shot* *To Center* 11

S. D.
T. D.
B. D.
Cym.

mf *f*

Detailed description: This is a percussion score for a piece titled 'Street Beat'. The tempo is set at 120 beats per minute. The score is divided into two systems. The first system includes parts for Snare, Tenor, Bass, and Cymbals. The Snare and Tenor parts feature complex rhythmic patterns with dynamic markings of *ff* and *mp*. The Bass part has a steady eighth-note pattern. The Cymbals part consists of a simple pattern of quarter notes. A section starting at measure 3 is marked 'Click Sticks' and 'Rim'. The second system includes parts for S. D., T. D., B. D., and Cym. The S. D. part has a pattern of eighth notes with dynamics *mp* and *f*. The T. D. part has a pattern of eighth notes with dynamics *mf* and *f*. The B. D. part has a pattern of eighth notes with dynamics *mf* and *f*. The Cym. part has a pattern of quarter notes with dynamics *mf* and *f*. Various articulations and techniques are indicated, such as 'At Edge', 'Stick on Stick', 'Short Buzz', 'Shot', and 'To Center'. Measure numbers 6, 7, and 11 are marked at the beginning of their respective measures.

20

S. D.
T. D.
B. D.
Cym.

The musical score consists of four staves: S. D., T. D., B. D., and Cym. The S. D. and T. D. staves feature rhythmic patterns with triplets and dynamic markings of *mp*, *f*, and *ff*. The B. D. staff includes triplet patterns and dynamic markings of *f* and *ff*. The Cym. staff has a few notes with a *ff* dynamic marking. The score is divided into four measures, with various rhythmic notations and dynamic changes throughout.

Street Beat

Bass

EPIC Percussion

♩ = 120

ff

R L R L R R L

3

mf

L R R L R L

7

L R R L R L

11

f

R L R L R L R L

15

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

18

f mp cresc.

3 3 3 3 3 3 3 3

21

f

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

Street Beat

Cymbals

EPIC Percussion

♩ = 120

3

ff *mp*

7 7

mf

11 11

f

15 15

mf

19 19

f *ff*