

Light 'Em Up

Measures 1-12, 49-60, and 83-89

Snares 1, 3, 4, 5, 7, and 9: After you play the buzz notes, keep the stick on the head. The notes with a dot in the middle are played with the right stick on the left stick (which is on the head). The X notes mean to hit the right side of the rim and then float your right stick to eye level.

Sandkamp

♩ = 160

The score is divided into two systems of six staves each. The first system contains Snare 1 through Snare 6, and the second system contains Snare 7 through Snare 10. Snare 1, 3, 5, 7, and 9 have the following instructions: lh: cross stick, rh: press buzzes. The notation includes various rhythmic patterns, including eighth and sixteenth notes, rests, and specific techniques like rim hits (marked with an X) and buzz notes (marked with a dot in the middle of the note head). The score is organized into two systems of six staves each, with a brace on the left side.

