

# H-4

**A** Fast

**B**

Part 1

Part 2

Part 3

Part 4

Cue Line

Drum Set

*f*

*f*

*f*

*f*

*f*

*f* (w/horns)

2

**C** Heavy/Rockin'  
♩=108

Floating  
slow, then accel.....

Heavy/Rockin'

Musical score for measures 3-10. The score is in 3/4 time and features four staves: Piano (1), Guitar (2), Bass (3), and Drums (Dr.). The piano part includes dynamic markings like *mf* and *f*, and articulation like accents. The guitar part includes a 5:4 time signature change. The bass part includes a 5:4 time signature change and a 3:2 time signature change. The drum part includes a 'time' signature and a 'blur' section. The key signature has one flat (Bb).

**D** Funky

Musical score for measures 11-16. The score is in 3/4 time and features four staves: Piano (1), Guitar (2), Bass (3), and Drums (Dr.). The piano part includes dynamic markings like *sub. p* and *p*. The guitar part includes a *sub. p* marking. The bass part includes a *sub. p* marking and a 3:2 time signature change. The drum part includes a '6' time signature and a '2' time signature. The key signature has one flat (Bb).

17

1

2

3

4

Q

Dr.

**E**

*f*

*f*

*f*

2

(opt. blur/fill)

24

1

2

3

4

Q

Dr.

**Heavy/Rockin'**

*sim.*

*dim.*

*dim.*

2

*time dim.*

33 **F**

1 *p*

2 *p*

3 *p*

4 *p*

Q

Dr. 4 2 4 6

40 **G**

1 *f*

2 *f*

3 *f*

4 *f*

Q

Dr. 8 10 2

*f*

46

1

2

3

4

Q

Dr.

53

Swing

**H** Straight  
(Heavy/Rockin')

1

2

3

4

Q

Dr.

(walk)

61 **I**

1  
2  
3  
4  
Q  
Dr.

break time

2 4 6

69

1  
2  
3  
4  
Q  
Dr.

2 4 2 4

76 J

1  
2  
3  
4  
Q  
Dr.

*solo fill*

84 K

1  
2  
3  
4  
Q  
Dr.

*sim.* *p* (time) *f*

92

1 *sempre f*

2 *sempre f*

3

4

Dr. 2 4 2 4

101

1 *m* *f*

2 *p* *f*

3 *p* *f*

4 *sfp* *p* *f*

Dr. *break* *p* *f*