

Percussion

Road to Nowhere

arr. streb

Intro

Sing (or played by solo/group if there is a need to support singers, unify key, etc...)

1

15

16

(transition is in time)

Concert Snare Drum

Concert Bass Drum

17

Interlude

Play

X = Tambourine, clicks, rim, etc...

18

generic notheads = snare

Con. Sn.

Con. BD

19

20

21

22

f

mf

Chorus/Verse

23

24

25

26

Con. Sn.

Con. BD

27

28

29

30

Con. Sn.

Con. BD

31

32

33

34

Con. Sn.

Con. BD

35

36

37

38

Con. Sn.

Con. BD

39

40

41

42

Repeat until cue!

Ending

43

44

Con. Sn.

Con. BD

slight slow down... (on cue)