

Drums

Theory & Praxis

-‘dialectics’ order: 1.Tbn (drums fade out & bass hard stops), 2.Tpt, 3.Clar, 4.Fl, 5.Sax, 6.Tbn(again), Snare cue to A1  
-when leaving ‘dialectics’ section, snare will cue w/ a 1 bar riff  
-when you hear the snare, decresendo, breathe on beat 4

R. Streb

**Intro**

♩ = 90-100  
16th Note Swing

2 4 1. 2.

Snare Drum

Tenor Drums

Bass Drums

Cymbals

**A**

6 8

S.D.

T.D.

B.D.

Cym.

## A1



10

12

1.

S.D.

T.D.

B.D.

Cym.

## B

14

2.

16

18

S.D.

T.D.

B.D.

Cym.

20

22

S.D.

T.D.

B.D.

Cym.

**B1**

24 26

S.D.

T.D.

B.D.

Cym.

28 30 To Coda

S.D.

T.D. *cresc.*

B.D. *cresc.*

Cym. *cresc.*

**Solo 1**

Reed Solo

32 34

S.D.

T.D.

B.D.

Cym.

*Crash 1x only*

## Reed Solo Continued...

36

38

S.D. 

T.D. 

B.D. 

Cym. 

*Crash 1x only*

**Solo 2**

## Brass Solo

40

42

S.D. 

T.D. 

B.D. 

Cym. 

*Crash 1x only*

## Brass Solo Continued...

44

46

S.D. 

T.D. 

B.D. 

Cym. 

*Crash 1x only*

# **Drum Break - trade 2's**

48 50

S.D. *Suggested: trade 2's or 4's.*

T.D. *Suggested: trade 2's or 4's.*

B.D. *Suggested: trade 2's or 4's.*

Cym. *Suggested: trade 2's or 4's.*

2x w/o "dialectics" section  
For "dialectics" 4-6x. After 2x, begin to peel away and transition to "dialectics"

52 54

S.D.

T.D.

B.D.

Cym.

Drums slowly stop playing (not all at once!) after the 2nd time.

D.S. al Coda

$\Phi$

3

56

S.D.

*fff*

T.D.

B.D.

Cym.

Only snare plays during dialectics. (snare cues back to A1)