

Drums
Fusion Rock Style

Catching The Sun

Spyro Gyra

The drum sheet music consists of six staves of musical notation. The first staff begins with a common time signature and a C key signature. It includes a 'Fill' section indicated by a stylized 'S' symbol above the staff. The second staff starts with a 'Play 11 More' instruction. The third staff features a 'To Ride' instruction with a circle symbol above it. The fourth staff ends with a double bar line and a repeat sign. The fifth staff contains four 'Fill' sections, each preceded by a 'Fill' instruction. The sixth staff begins with a 'Play 6 More' instruction. The seventh staff concludes with a 'Play 12 More' instruction.

Fill

Play 11 More

To Ride

Fill

Fill

Fill

Play 6 More

Play 12 More

The image shows four staves of drum sheet music for a ride cymbal. The notation includes various rhythmic patterns such as eighth-note pairs, sixteenth-note patterns, and sixteenth-note fills. The first staff begins with a sixteenth-note pair followed by a sixteenth note. The second staff starts with a sixteenth-note pair followed by a sixteenth note. The third staff begins with a sixteenth-note pair followed by a sixteenth note. The fourth staff begins with a sixteenth-note pair followed by a sixteenth note.

To Ride

Fill

Fill

D.S. al Coda

Coda

The musical score consists of three staves. The top staff begins with a dynamic instruction 'Coda' above a treble clef, followed by a measure of sixteenth-note patterns. The middle staff begins with a bass clef, followed by a measure of sixteenth-note patterns. The bottom staff begins with a bass clef, followed by a measure of sixteenth-note patterns. All staves conclude with a repeat sign and a 'fade' instruction.