

Big Game Hunters

"Tobacco Road" Arrangement
Scored for Five Bass Drums

M. Lemieux

♩ = 120

L.H. Stick Over Rim
R.H. Back Rim
and R.H. Stick on Stick

Snare: *Edge and Front Rim...*
Snare (Split): *(Tight Crushes and Stick Shots)*
Tenors: *R.H. Agogô Bell and Spock*
Bass Drums: *mp*
Cymbals: *(Sizzle)*, *(Crash)*
Dynamics: *mp*, *mf*, *f*

Measures 5-8. Includes *(Hi-Hat Chicks)* and *(Sizz/Stuck)* markings. Dynamics range from *mf* to *f*.

Measures 9-12. Includes *(Ting)* marking. Dynamics range from *mf* to *ff*.

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Drum Part 1 (Measures 25-36):

- Snare (S):** Starts with a **D** dynamic. Features a **(Stick Click)** at measure 30. Includes a **6"-3"** tom pattern at measure 35. Dynamics range from **mp** to **mf**.
- Tom (T):** Includes a **9"-3"** tom pattern at measure 25. Features the **R.H. Agogô Bell and Spock** at measure 26. Dynamics range from **mp** to **mf**.
- Bass (B):** Starts with **rtl...** and **mp** dynamics. Includes a **9"** tom pattern at measure 26. Dynamics range from **mp** to **mf**.
- Cymbal (C):** Features a **mp** dynamic at measure 25 and **mf** at measure 36.

Drum Part 2 (Measures 27-36):

- Snare (S):** Starts at measure 27 with a **12"-6"-3"** tom pattern. Includes a **12"-6"** tom pattern at measure 30. Dynamics range from **f** to **mf**.
- Tom (T):** Includes a **12"-3"** tom pattern at measure 27. Dynamics range from **f** to **mf**.
- Bass (B):** Includes a **12"-6"** tom pattern at measure 27. Dynamics range from **f** to **mf**.
- Cymbal (C):** Features a **f** dynamic at measure 27.