

Stroking the Head

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[illegible]

23 *mp* *f*

25 *mp* *f*

27 *Spider Toss* *Right hand rim clicks* *ff* *mf* *f*

31 *Flip to traditional* *Backsticks* *Spider Toss* *mf* *ff* *f*

35 *Flip to matched* *ff* *f*

39 *mp* *f* *mp*

42 *p* *mp* *pp* *mp*

Ritardando

76

R l l l RRl | RRl | R llrrL rrl| R l r L r l R l r L r l R L R L R l R r l R r l r l R l r L r l

79

R l r L L Lr l R l r L r l r l RLL LLL L Claw 7 Shell Rim RRRll
mp f

86

R r L l R r L R r Lr L r L R r L l R l R R l r r r l l l l R R R R R l r L r L r l R l r l R

90

l l R l R l r r L r Lr LR L r l RLr l r l r l RLr l r l r l RLRLRLR L right 3 left 3 right 3 left 3

93

left right left right R l R l R L r l l r r l l r r l l R RRL LRRLLR RLRLR *mp*

96

ff mf mp

r r r r r r r r Lr l R r l RLr l r l RLr l r l R l l R l l RLr l r l R l l R l l R l l R l l

100 $\text{♩} = \text{♩}$ *f*

103

106 $\text{♩} = 156$ *fp* *f*

110 *fp* *ff*

114 right 3 left *mp* *ff* Stick Flip

The drum score consists of five systems of music. The first system (measures 100-102) is in 4/4 time, starting with a forte (f) dynamic. It features a series of triplets and sextuplets. The second system (measures 103-105) continues the sextuplet patterns. The third system (measures 106-108) changes to 3/4 time at measure 106, marked with a fortissimo (ff) dynamic. It includes a key signature change to one flat. The fourth system (measures 109-111) returns to 4/4 time, marked with a fortissimo (ff) dynamic. The fifth system (measures 112-114) includes a 'Stick Flip' instruction and ends with a fortissimo (ff) dynamic. The score uses various rhythmic notations including triplets, sextuplets, and sixteenth notes, along with dynamic markings like f, fp, and ff.