

**Believer**

$\text{♩} = 125$  Stick on Rim

SnareLine  
*ff* *mf*

TenorLine  
*ff* *mp* *f* *mp* *f* *mp* *f*

BassLine  
*ff* *mp* *ff* *mp* *ff* *mp* *ff*

Cymbal Line  
*ff* *f*

H-Hat

5

Snare  
*ff* *f*

Tenors  
*ff* *mp*

Bass Dr  
*mp* *ff* *mp*

Cym.L  
*ff* *f*

8

Snare

Tenors

Bass Dr

Cym.L

11

Snare

Tenors

Bass Dr

Cym.L

15

Snare

Tenors

Bass Dr

Cym.L

*f* *mp* *f* *mp* *f* *mp*

18

Snare

Tenors

Bass Dr

Cym.L

sfz Doublestop gak!

*mp* *ff*

*ff*

*f* *mp* *f* *mp* *f* *mp* *ff* *mp*

Huge!

*ff*

22

Snare  
R r | R r | R r | R r |

Tenors  
r r | r r | r r | r r |

Bass Dr  
*f* *mp* *f* *mp* *f* *mp*

Cym.L  
*f*

25

Snare  
*sfz* Doublestop gak!  
*mp* *ff*  
R r | R r | R r | R r |

Tenors  
*ff*  
r r | r r | r r | r r |

Bass Dr  
*ff* *mp* *f* *mp*

Cym.L  
Huge!  
*ff* *f*

27

Musical score for four percussion parts: Snare, Tenors, Bass Dr, and Cym.L. The score is divided into three measures. The Snare and Tenors parts have a dynamic change from *mp* to *f* in the second measure. The Bass Dr part has a dynamic change from *f* to *mp* in the second measure, and then back to *f* in the third measure. The Cym.L part has a dynamic change from *f* to *ff* in the third measure. The notation includes various rhythmic patterns and rests.

Snare

Tenors

Bass Dr

Cym.L

*f* *mp* *f* *mp* *f* *f* *ff*