LINEAGE PERCUSSION

# Pro & Core ARTICULATION LIST

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## **PITCHED**

LINEAGE PERCUSSION

Timpani	~	RRs	Dynamics	~	RRs	Dynamics
тпірапі						
Hard mallet Hit (ring) Hit (damp) Tremolo Roll (AS) (ring) Roll (AS) (damp) Effects	>>>>>	6 6 1 2 2 n/a	7 7 4 2 2 n/a	* * * * * * * * * * * * * * * * * * *	4 4 1 2 2	7 7 4 2 2
Soft mallet Hit (ring) Hit (damp) Tremolo Roll (AS) (ring) Roll (AS) (damp) Effects	>>>>>	6 6 1 2 2 n/a	7 7 4 2 2 2 n/a	* * * * * * * * * * * * * * * * * * *	4 4 1 2 2	7 7 4 2 2
Glockenspiel						
Hit (ring) Hit (damp) Glissando up (AS) (ring) Glissando up (AS) (damp) Glissando down (AS) (ring) Glissando down (AS) (damp) Glissando up & down (AS) (ring) Glissando up & down (AS) (damp)	>>>>>>>	4 6 2 2 2 2 2 2 2	4 5 1 1 1 1 1	× × × × × ×	4 4	4 5
Vibraphone						
Hit (ring) Hit (damp)	¥	3 8	3 5	×	3 4	3 5
Xylophone						
Hit	~	8	5	~	4	5
Marimba						
Hit Tremolo	¥	8 1	7 3	×.	4 1	7 3

## PITCHED (continued)



Tubular Bells	~	RRs	Dynamics	~	RRs	Dynamics
Hit (ring) Hit (damp)	×	4 4	4 4	×	4 4	4 4
Crotales 1						
Hit (ring) Hit (damp) Bowed (short) Bowed (medium) Bowed (long)	<b>&gt;&gt;&gt;&gt;</b>	4 4 2 2 1	4 4 1 1	× × × ×	4 4	4 4
Crotales 2						
Hit (ring) Hit (damp) Bowed (short) Bowed (medium) Bowed (long)	<b>&gt;&gt;&gt;&gt;</b>	4 4 2 2 1	4 4 1 1	× × × ×		
Celesta						
Hit (ring/damp)	~	3	3	<b>~</b>	3	3

# **CYMBALS**

LINEAGE PERCUSSION

Sus Cymbal 1	~	RRs	Dynamics	~	RRs	Dynamics
Soft mallet Hit (ring) Hit (damp) Tremolo Roll (AS) (ring) Roll (AS) (damp)	>>>>	6 6 1 2 2	7 7 4 3 3	****	4 4 1 2 2	7 7 4 3 3
<b>Drumstick</b> Hit (ring) Hit (damp) Side hit	<b>*</b>	6 6 6	5 5 5	**	4 4 4	5 5 5
<b>Brush</b> Hit (ring) Hit (damp)	×	4 4	4 4	×	4 4	4 4
Other Scrape (ring) Scrape (damp) Bow (AS) (ring) Bow (AS) (damp)	<b>&gt;&gt;&gt;&gt;</b>	3 3 1 1	3 3 1 1	× × ×		
Sus Cymbal 2						
Soft mallet Hit (ring) Hit (damp) Tremolo Roll (AS) (ring) Roll (AS) (damp)	>>>>	6 6 1 2 2	7 7 4 3 3	× × × ×		
Drumstick Hit (ring) Hit (damp) Side hit (ring) Side hit (damp)	<b>&gt;&gt;&gt;</b>	6 6 6	5 5 4 4	× × ×		
<b>Brush</b> Hit (ring) Hit (damp)	×	5 6	4 4	×		
Other Scrape (ring) Scrape (damp) Bow (AS)	**	5 5 2	3 3 1	× × ×		

## **CYMBALS** (continued)

LINEAGE PERCUSSION

LINEAGE PERCUSSION CORE

	<b>~</b>	RRs	Dynamics	<b>~</b>	RRs	Dynamics
Piatti 1						
Hit (open)	<b>~</b>	3	5	<b>~</b>	3	5
Hit (closed)	×	4	5	<b>~</b>	4	5
Effects	<b>~</b>	n/a	n/a	×		
Piatti 2						
Hit (open)	<b>~</b>	2	6	×		
Hit (closed)	<b>Y</b>	2 3	5	×		
Tam-tam 1						
Soft mallet						
Hit (ring)	<b>~</b>	2	9	<b>~</b>	2	9
Hit (damp)	<b>&gt;&gt;&gt;&gt;</b>	4	6	<b>Y</b>	4	6
Tremolo	×,	1	4	<b>Y</b> ,	1	4
Roll (AS) (ring)	Y.	1 2 2	2 2	×	2 2	4 2 2
Roll (AS) (damp) Scrape (AS)	×.	1	2	×	2	2
Brush						
Hit (ring)	<b>~</b>	6	5	<b>~</b>	4 4	5
Hit (damp)	<b>~</b>	6	6	<b>~</b>	4	6
Tam-tam 2						
Soft mallet						
Hit (ring)	<b>~</b>	3	7	×		
Hit (damp)	×,	4	5	×		
Tremolo	Y.	1	5	×		
Roll (AS) (ring) Roll (AS) (damp)	Ž.	2	2 2	× ×		
Scrape (AS) (ring)	i i	2	1	×		
Scrape (AS) (damp)	***	2 2 2 2 2 1	i	×		
Bow (AS) (ring)	<b>~</b>	2	1	×		
Bow (AS) (damp)	<b>~</b>	1	1	×		
Brush						
Hit (ring)	× ×	6 8	6	×		
Hit (damp)	<b>Y</b>	8	5	×		

# **SNARE DRUMS**



LINEAGE PERCUSSION CORE

Snare Drum 1   Snares ON   Hit	0	~	RRs	Dynamics	~	RRs	Dynamics
Hit	Snare Drum 1						
Hit	Snares ON						
Tremolo (open)	Hit		10	10	<b>~</b>		10
Tremolo (closed)							
Roll (AS)							
Shares OFF   Hit							
Hit	Roll (AS)	<b>Y</b>	2	2	~	2	2
Flam	Snares OFF						
Tremolo				12			12
Roll (AS)       2       2       2       2       2       2         Rims & Sticks       8       7       4       7       7       4       7       5       4       5       5       4       5       5       4       5       5       4       8       8       8       4       8       8       8       8       8       4       8       8       8       8       4       8       8       8       4       8       9 <td></td> <td></td> <td></td> <td></td> <td><b>~</b></td> <td></td> <td></td>					<b>~</b>		
Rims & Sticks Rim							
Rim       38       7       4       7         Side hit       10       5       4       5         Sticks       8       8       4       8     Snare Drum 2  Snares ON  Hit  Your 10       12       X       Y <td< td=""><td>Roll (AS)</td><td><b>*</b></td><td>2</td><td>2</td><td><b>~</b></td><td>2</td><td>2</td></td<>	Roll (AS)	<b>*</b>	2	2	<b>~</b>	2	2
Side hit       \$ 10       5       \$ 4       5         Sticks       \$ 8       8       \$ 4       8     Snare Drum 2  Snares ON  Hit  Y  10  12  X  Flam  Y  6  6  6  X  Tremolo (open)  Tremolo (closed)  Roll (AS)  Y  2  2  X  Snares OFF  Hit  Y  10  11  X  Flam  Y  6  6  6  X  Tremolo  Roll (AS)  Y  2  2  X  Snares OFF  Hit  Flam  Y  6  6  6  X  Tremolo  Roll (AS)  Y  2  2  X  Snares OFF  Hit  Y  10  11  X  Flam  Y  6  6  X  Tremolo  Roll (AS)  Y  2  X  Side hit  Y  8  6  X  X  X  X  X  X  X  X  X  X  X  X	Rims & Sticks						
Sticks       8       4       8         Snare Drum 2         Snares ON         Hit       10       12       X         Flam       6       6       X         Tremolo (open)       1       5       X         Tremolo (closed)       1       5       X         Roll (AS)       2       2       X         Snares OFF         Hit       10       11       X         Flam       6       6       X         Tremolo       1       4       X         Roll (AS)       2       2       2         Rims & Sticks       8       6       X         Side hit       10       5       X	Rim	<b>~</b>	8	7		4	7
Snare Drum 2         Snares ON         Hit       V       10       12       X         Flam       V       6       6       X         Tremolo (open)       V       1       5       X         Tremolo (closed)       V       1       5       X         Roll (AS)       V       2       2       X         Snares OFF         Hit       V       10       11       X         Flam       V       6       6       X         Tremolo       V       1       4       X         Roll (AS)       V       2       2       2         Rims & Sticks       Rim       V       8       6       X         Side hit       V       10       5       X	Side hit	<b>~</b>	10	5	<b>~</b>	4	5
Snares ON         Hit	Sticks	<b>*</b>	8	8	<b>~</b>	4	8
Hit       V       10       12       X         Flam       V       6       6       X         Tremolo (open)       V       1       5       X         Tremolo (closed)       V       1       5       X         Roll (AS)       V       2       2       X     Snares OFF  Hit  Y  Flam  Flam  Y  Flam  Flam	Snare Drum 2						
Hit       V       10       12       X         Flam       V       6       6       X         Tremolo (open)       V       1       5       X         Tremolo (closed)       V       1       5       X         Roll (AS)       V       2       2       X     Snares OFF  Hit  Y  Flam  Flam  Y  Flam  Flam	Snares ON						
Flam		<b>~</b>	10	12	×		
Tremolo (open)							
Tremolo (closed)       V       1       5       X         Roll (AS)       V       2       2       X         Snares OFF       V       10       11       X         Hit       V       10       11       X         Flam       V       6       6       X         Tremolo       V       1       4       X         Roll (AS)       V       2       2       X         Rims & Sticks       X       X       X       X         Side hit       V       10       5       X		<b>~</b>					
Roll (AS)       2       2       X         Snares OFF         Hit       V       10       11       X         Flam       V       6       6       X         Tremolo       V       1       4       X         Roll (AS)       V       2       2       X         Rims & Sticks       X       8       6       X         Side hit       V       10       5       X		<b>~</b>	1		×		
Hit       V       10       11       X         Flam       V       6       6       X         Tremolo       V       1       4       X         Roll (AS)       V       2       2       X <b>Rims &amp; Sticks</b> Rim Side hit V 8 6 X Side hit X Y Side hit X Side hit X Side hit X Y Side hit X <		<b>*</b>	2		×		
Hit       V       10       11       X         Flam       V       6       6       X         Tremolo       V       1       4       X         Roll (AS)       V       2       2       X <b>Rims &amp; Sticks</b> Rim Side hit V 8 6 X Side hit X Y Side hit X Side hit X Side hit X Y Side hit X <	Snares OFF						
Flam       V       6       6       X         Tremolo       V       1       4       X         Roll (AS)       V       2       2       X <b>Rims &amp; Sticks</b> Rim Side hit V 8 6 X Side hit V 10 5 X		<b>~</b>	10	11	×		
Roll (AS)       ✓       2       2       ×         Rims & Sticks       V       8       6       ×         Side hit       ✓       10       5       ×		<b>~</b>					
Rims & Sticks         Rim       ✓       8       6       ×         Side hit       ✓       10       5       ×	Tremolo	<b>~</b>	1	4	×		
Rim       ✓       8       6       ×         Side hit       ✓       10       5       ×	Roll (AS)	<b>~</b>	2	2	×		
Side hit ✓ 10 5 ×	Rims & Sticks						
	Rim	<b>*</b>	8		×		
Sticks ✓ 8 8 ×					×		
	Sticks	<b>~</b>	8	8	×		

#### **SNARE DRUMS (continued)**

LINEAGE PERCUSSION

LINEAGE PERCUSSION CORE



## **SNARE DRUMS (continued)**



LINEAGE PERCUSSION CORE

Snare Drum Ens 2	~	RRs	Dynamics	~	RRs	Dynamics
Snares ON						
Hit	<b>~</b>	10	9	×		
Flam	<b>~</b>	6	8	×		
Tremolo (open)	<b>~</b>	1	6	×		
Tremolo (closed)	<b>~</b>	1	4	×		
Roll (AS)	<b>*</b>	2	2	×		
Snares OFF						
Hit	<b>~</b>	10	8	×		
Flam	<b>~</b>	6	6	×		
Tremolo (open)	<b>~</b>	1	5	×		
Tremolo (closed)	<b>~</b>	1	4	×		
Roll (AS)	<b>*</b>	2	2	×		
Rims & Sticks						
Rim	<b>~</b>	8	6	×		
Side hit	<b>V</b>	8	6	×		
Sticks	<b>V</b>	8	7	×		

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## **DRUMS**

LINEAGE PERCUSSION

	~	RRs	Dynamics	~	RRs	Dynamics
<b>Gran Cassa 1</b>		5	<i>5</i> )			<i>- - - - - - - - - -</i>
Lit (ring)			7	1		_
Hit (ring) Hit (damp)	×	6 7	7 8	¥	4 4	7 8
Tremolo	<b>V</b>	2	6	V	2	6
Roll (AS) (ring)	Y	2	2	<b>V</b>	2	2
Roll (AS) (damp)	<b>.</b> Y	2	2	4	2	2
Effects	<b>*</b>	n/a	n/a	×		
Gran Cassa 2						
Hard mallet						
Hit (ring)	<b>*</b>	6	7	×		
Hit (damp)	***	6	9	×		
Tremolo	×.	2 2	7	×		
Roll (AS) (ring) Roll (AS) (damp)	Ž	2	2 2	×		
Non (AS) (damp)		2	2	^		
Wooden mallet						
Hit (ring)	<b>*</b>	6	7	×		
Hit (damp)	***	6	9	×		
Tremolo Roll (AS) (ring)	× .	1 2	5 2	×		
Roll (AS) (Img)	· V	2	2	×		
Non (AS) (damp)			2	^		
Other						
Rim hit	4	6	5	×		
Rim flam	4	6	8	×		
Effects	*	n/a	n/a	×		
Bongo 1						
Drumstick						
Hit	<b>*</b>	9	5	<b>*</b>	4	5
Flam	<b>*</b>	9	5 5 2 2 5	<b>Y</b>	4	5 5 2 2 5
Tremolo	×.	1	2	Y	1	2
Roll (AS) Short tremolo	Ž	2 9	2	×.	2 4	2
Short tremolo		9	5		4	Э
Hand						
Hit (open)	×.	9	4	Y.	4	4
Hit (closed)	· S	9	4	Y.	4	4
Flam Slap	Ž	9 9	4 4	×.	4 4	4 4 4 4
Slap		9	4		- 4	4

## **DRUMS (continued)**

LINEAGE PERCUSSION

LINEAGE PERCUSSION CORE

Bongo 2	~	RRs	Dynamics	~	RRs	Dynamics
Drumstick						
Hit	<b>×</b>	9	5	×	4	5
Flam Tremolo	Ž	9 1	5 2	Ž	4 1	5 2
Roll (AS)	Ž.	2	2	, i	2	2
Short tremolo	¥.	9	5	<b>*</b>	4	5
Hand						
Hit (open)	<b>~</b>	9	4	<b>~</b>	4	4
Hit (closed)	<b>Y</b> .	9	4	<b>Y</b> .	4 4	4 4 4 4
Flam	<b>Y</b> ,	9	4	<b>Y</b> ,	4	4
Slap	<b>Y</b>	9	4	~	4	4
Conga 1						
Hit (down)	<b>~</b>	10	1	<b>~</b>	4	1
Hit (open)	<b>~</b>	10	4	<b>~</b>	4	4
Hit (closed)	<b>Y</b> .	10	3	<b>Y</b> .	4	3
Slap (open)	<b>Y</b>	10	5	<b>Y</b>	4	5
Slap (closed)	<b>×</b>	10	3	×.	4	3
Flam 1 Flam 2	, in the second second	10 10	4 4	, v	4 4	4
Tremolo	Ž.	2	4	, in the second	2	4 4
Roll (AS)	<b>~</b>	2	1		2	1
Short tremolo	<b>~</b>	10	3	<b>~</b>	4	3
Conga 2						
Hit (down)	<b>~</b>	10	3	<b>~</b>	4	3
Hit (open)	<b>~</b>	10	4	<b>✓</b>	4	4
Hit (closed)	<b>~</b>	10	3	<b>~</b>	4	3
Flam	<b>Y</b>	10	4	<b>*</b>	4	4
Tremolo	<b>Y</b> ,	2	4	<b>Y</b> ,	2 2	4
Roll (AS)	<b>Y</b>	2	1	×,	2	1
Short tremolo	<b>~</b>	10	4	<b>Y</b>	4	4

## **DRUMS** (continued)

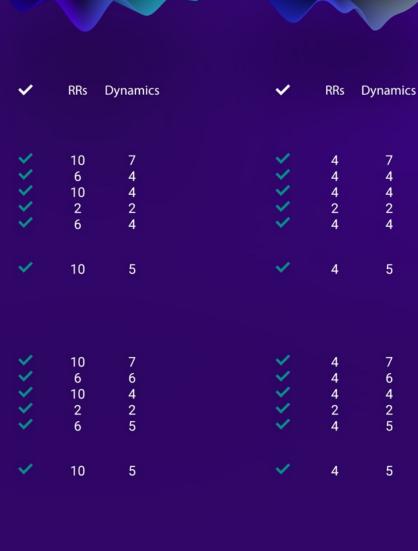


LINEAGE PERCUSSION CORE

Timbale 1	~	RRs	Dynamics	~	RRs	Dynamics
Hit (open) Hit (closed)	×,	6 6	6 7	×,	4 4	6 7
Flam (open)	4	6	7	<b>V</b>	4	7
Flam (closed)	<b>~</b>	6	7	<b>~</b>	4	7
Tremolo (open)	<b>~</b>	2	3	<b>~</b>	2	3
Tremolo (closed)	<b>~</b>	2	3	<b>~</b>	2	3
Roll (AS) (open)	<b>*</b>	2	2	<b>~</b>	2	2
Roll (AS) (closed)	<b>~</b>	2	2	<b>~</b>	2	2
Short tremolo	<b>~</b>	10	3	<b>~</b>	4	3
Rim hit	<b>Y</b>	8	4	<b>~</b>	4	4
Rim flam	<b>Y</b>	6	4	<b>~</b>	4	4
Side hit	<b>~</b>	6	4	<b>~</b>	4	4
Timbale 2						
Hit (open)	<b>~</b>	6	6	<b>~</b>	4	6
Hit (closed)	<b>~</b>	6	7	<b>✓</b>	4	7
Flam (open)	<b>*</b>	6	8	<b>✓</b>	4	8
Flam (closed)	<b>~</b>	6	7	<b>~</b>	4	7
Tremolo (open)	<b>~</b>	2	3	<b>~</b>	2	3
Tremolo (closed)	<b>~</b>	2	3	<b>~</b>	2	3
Roll (AS) (open)	<b>Y</b>	2	2	<b>~</b>	2	2
Roll (AS) (closed)	<b>Y</b> .	2	2	<b>~</b>	2	2
Short tremolo	<b>Y</b> .	10	3	<b>~</b>	4	3
Rim hit	<b>Y</b> .	8	5	<b>Y</b> .	4	5
Rim flam	<b>~</b>	6	4	<b>Y</b> ,	4	4
Side hit	<b>~</b>	6	5	<b>*</b>	4	5

## **TOMS**

LINEAGE PERCUSSION



		Ŭ				
Soft mallet						
Hit	<b>~</b>	10	5	<b>~</b>	4	5
Tomtom 2						
Drumstick						
Hit	<b>✓</b>	10	7	<b>~</b>	4	7
Flam	**	6	6	<b>~</b>	4	6
Rim	<b>~</b>	10	4	<b>~</b>	4 4 2 4	6 4 2 5
Roll (AS)	<b>~</b>	2	2	<b>~</b>	2	2
Short tremolo	<b>~</b>	6	5	<b>~</b>	4	5
Soft mallet						
Hit	<b>~</b>	10	5	<b>~</b>	4	5
Tomtom 3						
Drumstick						
Hit	<b>~</b>	10	7	<b>~</b>	4	7
Flam		6	6	- V		6
Rim	**	10	4	- V	4 4 2	4
Roll (AS)	<b>V</b>	2	2	<b>V</b>	2	2
Short tremolo	<b>V</b>	6	5	<b>V</b>	4	4 2 5
Coft weallet						
Soft mallet	<b>~</b>	10	-	<b>~</b>		_
Hit	•	10	5	•	4	5
Tomtom 4						
Drumstick						
Hit	<b>~</b>	10	8	×		
Flam	×	6	7	×		
Rim	×	10	4 2	×		
Roll (AS)	×,	2	2	×		
Short tremolo	<b>~</b>	6	6	×		
Soft mallet						
Hit	<b>~</b>	10	8	×		

**Tomtom 1** 

**Drumstick** 

Roll (AS) Short tremolo

Hit

Flam

Rim

## **TOMS (continued)**



LINEAGE PERCUSSION CORE

	~	RRs	Dynamics	~	RRs	Dynamics
Rototom 1						
Hit	<b>~</b>	10	4	<b>~</b>	4	4
Flam	<b>~</b>	10	4	×	4	4
Rim	<b>~</b>	10	4	<b>✓</b>	4	4
Short tremolo	~	10	4	<b>~</b>	4	4
Rototom 2						
Hit	<b>~</b>	10	4	<b>~</b>	4	4
Flam	<b>~</b>	10	3	<b>*</b> * * * * * * * * * * * * * * * * * *	4	3
Rim	<b>~</b>	10	4	<b>~</b>	4	4
Short tremolo	<b>~</b>	10	4	<b>~</b>	4	4
Rototom 3						
Hit	<b>~</b>	10	4	×		
Flam	<b>~</b>	10	4	×		
Rim	<b>~</b>	10	4	×		
Short tremolo	<b>~</b>	10	4	×		
Rototom 4						
Hit	<b>~</b>	10	4	×		
Side hit	<b>~</b>	10	6	×		
Flam	<b>~</b>	10	4	×		
Rim	<b>*</b>	10	4	×		
Short tremolo	<b>*</b>	10	5	×		

# **WOODBLOCKS**

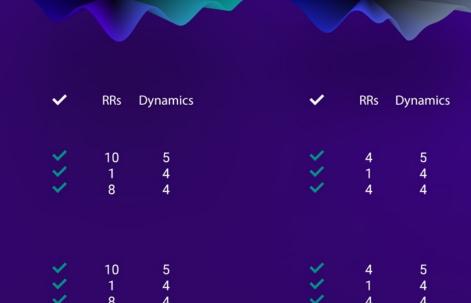


LINEAGE PERCUSSION CORE

Woodblock 1	<b>~</b>	RRs	Dynamics	~	RRs	Dynamics
Hard mallet Hit Tremolo Roll (AS)	***	6 1 2	4 3 1	***	4 1 2	4 3 1
Soft mallet Hit Tremolo Roll (AS)	***	6 1 2	4 4 1	***	4 1 2	4 4 1
Woodblock 2						
Hard mallet Hit Tremolo Roll (AS)	**	6 1 2	4 3 1	<b>&gt;&gt;&gt;</b>	4 1 2	4 3 1
Soft mallet Hit Tremolo Roll (AS)	**	6 1 2	4 4 1	<b>&gt;&gt;&gt;</b>	4 1 2	4 4 1
Woodblock 3						
Hard mallet Hit Tremolo Roll (AS)	**	6 1 2	4 3 1	>>>	4 1 2	4 3 1
Soft mallet Hit Tremolo Roll (AS)	***	6 1 2	4 4 1	<b>&gt;&gt;&gt;</b>	4 1 2	4 4 1

#### **WOODBLOCKS** (continued)

LINEAGE PERCUSSION



LINEAGE PERCUSSION CORE

## Templeblock 3

Templeblock 2

Templeblock 1

Hit

Hit

Tremolo Short tremolo

Tremolo

Short tremolo

Hit	<b>✓</b>	10	5	<b>~</b>	4	5
Tremolo	<b>✓</b>	1	4	<b>✓</b>	1	4
Short tremolo	<b>Y</b>	8	4	~	4	4

## **Templeblock 4**

Hit	<b>✓</b>	10	5	<b>✓</b>	4	5
Tremolo	<b>✓</b>	1	4	<b>✓</b>	1	4
Short tremolo	<b>~</b>	8	4	<b>~</b>	4	4

## **Templeblock 5**

Hit	<b>✓</b>	10	5	<b>✓</b>	4	5
Tremolo	<b>✓</b>	1	4	<b>✓</b>	1	4
Short tremolo	<b>~</b>	8	4	<b>~</b>	4	4

# **METALS**

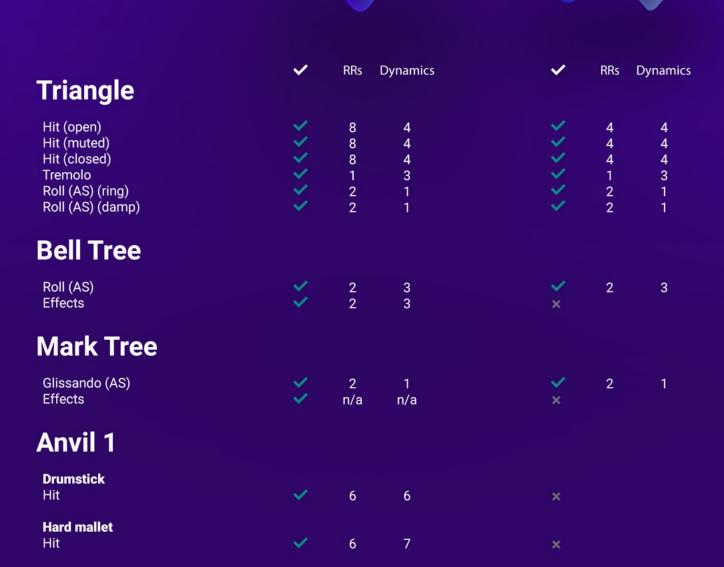
LINEAGE PERCUSSION

Cowbell 1	~	RRs	Dynamics	~	RRs	Dynamics
<b>Drumstick</b> Hit (open) Hit (closed)	×	6 6	5 5	*	4 4	5 5
Soft mallet Hit (open) Hit (closed)	<b>*</b>	6 6	5 5	*	4 4	5 5
Cowbell 2						
<b>Drumstick</b> Hit (open) Hit (closed)	×	6 6	5 5	× ×		
Soft mallet Hit (open) Hit (closed)	×	6 6	5 5	× ×		
Cowbell 3						
<b>Drumstick</b> Hit (open) Hit (closed)	×	6 6	5 5	× ×		
Soft mallet Hit (open) Hit (closed)	×	6 6	5 5	× ×		
Cowbell 4						
<b>Drumstick</b> Hit (open) Hit (closed)	×	6 6	5 5	× ×		
Soft mallet Hit (open) Hit (closed)	×,	6 6	5 5	× ×		

#### **METALS** (continued)

LINEAGE PERCUSSION

LINEAGE PERCUSSION CORE



**Anvil 2** 

**Drumstick** 

**Hard mallet** 

Hit

Hit

18 PROJECT**SAM** 

6

6

5

6

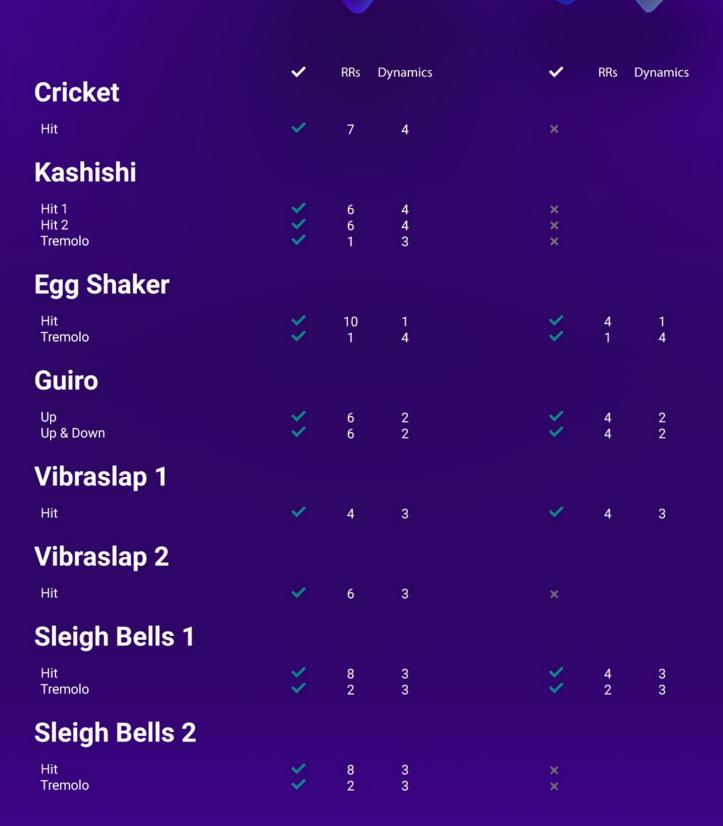
# **VARIOUS**

LINEAGE PERCUSSION

Tambourine	~	RRs	Dynamics	~	RRs	Dynamics
Hit Tremolo Roll (AS)	***	8 1 2	6 3 1	**	4 1 2	6 3 1
Beatring						
Hit Tremolo w/ accent Tremolo Roll (AS)	>>>>	8 1 1 2	5 3 3 1	***	4 1 1 2	5 3 3 1
Whip						
Hit	<b>~</b>	8	5	×		
Claves						
Hit	~	6	5	~	4	5
Castanets						
Hit 1 Hit 2 Tremolo 1 Tremolo 2 Tremolo 3 Short tremolo Roll 1 (AS) Roll 2 (AS) Roll 3 (AS)	>>>>>>>>	6 1 1 1 6 2 2 2	4 4 3 3 3 4 2 2 2	× × × × × ×		
Cabassa						
Hit Tick Short tremolo	**	6 6 6	4 4 3	**	4 4 4	4 4 3

#### **VARIOUS** (continued)

LINEAGE PERCUSSION



#### **VARIOUS** (continued)

LINEAGE PERCUSSION

LINEAGE PERCUSSION CORE



2

Ensemble