

Fight Song

GOTD 21-22

TJK

♩ = 104

5

Intro 1 2 3 4 5 6 7 8 9 10

Snare
Intro
mp
ff

Quadz
Intro
mp
ff
L L R R L L L R R L L L R R L

Bass Drums
Intro
mp
ff

Cymbals
Intro
mp
ff
4

16

11 12 13 14 15 16 17 18 19

S. D.
4
L

T. D.
4
L L R R L R R L L L R R L L R L L L R R L L R L R L

B. D.
4

Cym.
4

24

20 21 22 23 24 25 26 27 28

S. D.
L

T. D.
R L R R L L R L R L R R L L R L R L L L R R L L L R R L L L R R L

B. D.

Cym.
4

34

29 30 31 32 33 34 35 36

S. D.

T. D.
4
L L R R L

B. D.
4

Cym.
4

39

37 38 39 40 41 42 43 44 45 46

S. D.
mp
ff

T. D.
mp
ff

B. D.
mp
ff

Cym.
mp
ff

mp
ff

Snare

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Intro 1 2 3 4 5 **5** 6 7 8

9 10 11 12 4 13 14 15

16 **16** 17 18 19 4 20 21 22 23

24

24 25 26 27 28 29 30 31 4

34

32 33 34 35 36 37 38

39 **39**

8

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Bass Drums
Intro

1 2 3 4 5 6 7 8

9 10 11 12 13 14 15

16 17 18 19 20 21 22 23

24 25 26 27 28 29 30 31 4

32 33 34 35 36 37 38

39

8

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Cymbals Intro

The image shows a musical score for cymbals in 4/4 time. The score is divided into six systems, each with a starting measure number in a box. The notation includes various rhythmic patterns represented by 'x' marks and slanted lines, along with dynamic markings like *mp* and *ff*. Measure numbers 1, 5, 8, 16, 24, 34, and 39 are indicated. A large '8' is written above the final system, which consists of a single measure with a thick black bar across the staff.

1

2

5

mp *ff*

8

4

4

2

16

16

4

24

24

4

4

4

34

34

mp *ff*

39

39

8