

Suga 3

Kris Bergstrom, Kaz Mogi, Blaine O'Brien

Player 1
12/8
mf
Give cue after everyone enters
Enter randomly

Player 2
12/8
Repeat until player 1 gives cue
mf
Enter randomly

Player 3
12/8
Repeat until player 1 gives cue
mf

4 **4**

P 1.
2
2
2

P 2.
2
2
2

P 3.
2
2
2

2

12 **12**

P 1.

P 2.

P 3.

Musical score for measures 12-16. Measure 12 is marked with a box containing the number 12. The score consists of three staves: P 1., P 2., and P 3. Each staff begins with a double bar line and a common time signature 'C'. Measure 12 features a double bar line with a '2' above it, indicating a second ending. The notation includes various rhythmic values such as eighth and sixteenth notes, rests, and accents.

17

P 1.

P 2.

P 3.

Musical score for measures 17-19. Measure 17 is marked with the number 17. The score consists of three staves: P 1., P 2., and P 3. The notation includes various rhythmic values such as eighth and sixteenth notes, rests, and accents.

20 **20**

P 1.

P 2.

P 3.

Musical score for measures 20-23. Measure 20 is marked with a box containing the number 20. The score consists of three staves: P 1., P 2., and P 3. Each staff begins with a double bar line and a common time signature 'C'. Measure 20 features a double bar line with a '2' above it, indicating a second ending. The notation includes various rhythmic values such as eighth and sixteenth notes, rests, and accents.

25

P 1.

P 2.

P 3.

Musical score for measures 25-27. Part 1 (P 1.) has a melodic line with accents and a fermata at the end of measure 25. Part 2 (P 2.) has a rhythmic accompaniment with eighth notes. Part 3 (P 3.) has a rhythmic accompaniment with eighth notes and rests. A double bar line with a repeat sign and a '2' above it is at the start of measure 26.

29

P 1.

P 2.

P 3.

Musical score for measures 29-31. Part 1 (P 1.) has a melodic line with eighth notes. Part 2 (P 2.) has a rhythmic accompaniment with eighth notes. Part 3 (P 3.) has a rhythmic accompaniment with eighth notes and rests.

32

32

P 1.

P 2.

P 3.

Musical score for measures 32-34. Measure 32 is boxed. Part 1 (P 1.) has a melodic line with 'x' marks and fermatas. Part 2 (P 2.) has a rhythmic accompaniment with 'x' marks and fermatas. Part 3 (P 3.) has a rhythmic accompaniment with eighth notes and rests. A double bar line with a repeat sign and a '2' above it is at the start of measure 34.

4

36

Start near butt of stick. Gradually move toward tip.

P 1. *p cresc.*

P 2. *p cresc.*

P 3. *p cresc.*

41

P 1.

P 2.

P 3.

44 **44**

48 ♩.=♩

P 1. *f*

P 2. *f*

P 3. *f*

p cresc.

p cresc.

p cresc.

51

P 1. 4 8

P 2. 4 8

P 3. 4 8

ff

60 **60**

P 1. 4

P 2. 4

P 3. 4

f

67 75

P 1. *mf* *decresc.*

P 2. *mf* *decresc.*

P 3. *mf* *decresc.*

76 83

P 1. Switch to mallet

P 2. Solo

P 3. Switch to mallet

84

P 1.

P 2.

P 3.

90

When ready, Switch to bachi

P 1. *repeat 8x* *repeat 4x* *repeat as necessary*

P 2. *repeat as necessary*

P 3. *repeat 8x* *repeat 4x* *repeat as necessary*

95

When ready, Switch to bachi

95 Solo

P 1. *4* *8*

P 2. *7* *4* *8*

P 3.

103

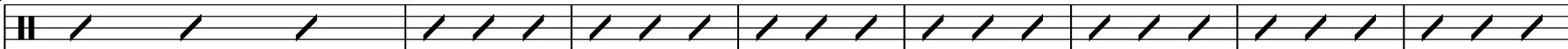
P 1. *4* *8*

P 2. *4* *8*

P 3.

8

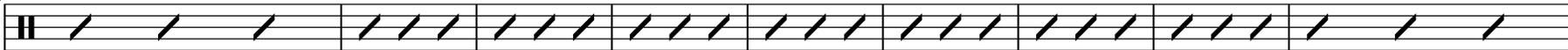
111

P 1. 

P 2. 

P 3. 

119

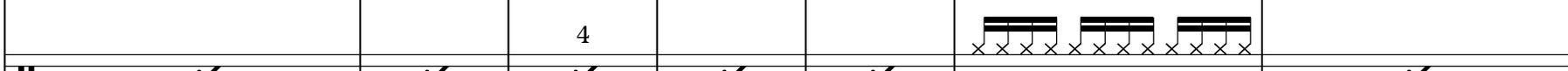
P 1. 

P 2. 

P 3. 

128

P 1. 

P 2. 

P 3. 

cresc.

135

P 1.

P 2.

P 3.

f Hit any drum combination

135

136

137

138

139

P 1.

P 2.

P 3.

139

140

141

142

143

P 1.

P 2.

P 3.

4

8

4

8

143

144

145

146

147

148

149

150

151

152

10

153

P 1. 4 8 4

P 2. 12 16 20

P 3. / / / / / / / / / / / / / / / /

163

P 1. 4

P 2. 4

P 3. / / / / / / / / / / / / / / / /

173

P 1. 8 4 8

P 2. 8 12 16

P 3. / / / / / / / / / / / / / / / /

182 186

P 1. *mp cresc.* *f*

P 2. *mp cresc.* *f*

P 3. *f*

188

P 1. *f*

P 2. *f*

P 3. *f*

R L R L R L R L

195 Turn off snares

P 1. *decresc.* *decresc.*

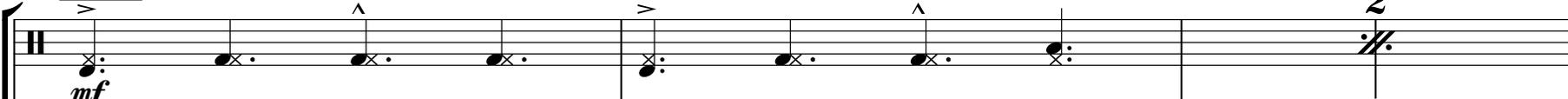
P 2. *decresc.* *decresc.*

P 3. *decresc.*

Turn off snares

12

199

P 1. *mf* 

P 2. *mf* 

P 3. *mf* 

203

P 1. 

P 2. 

P 3. 

207

P 1. 

P 2. 

P 3. 

211

P 1.

P 2.

P 3.

215

4 Light to dark tones

4 *decresc.* Light to dark tones

4 *decresc.* Light to dark tones

4 *decresc.*

P 1.

P 2.

P 3.

222 Hit random body parts.

Hit random body parts. *pp*

Hit random body parts. *pp*

Hit random body parts. *pp*

P 1.

P 2.

P 3.

pp

pp

pp

Notation Key

14

223

P 1.

Shime Tom Naname Chu Crash

Snare (default snares off)

sticks

P 2.

Shime Tom Okedo Chu Ride Bell1 Bell2 sticks ridebell

Snare (default snares off)

P 3.

Shime Tom Okedo Chu HiHat sticks

Snare (default snares off)

224 Sounds that can be played on any drum

P 1.

Mute Rim Press hit Rim shot Side stick

Sounds that can be played on any drum

P 2.

Mute Rim Press hit Rim shot Side stick

Sounds that can be played on any drum

P 3.

Mute Rim Press hit Rim shot Side stick

Suga 3

Player 1

Kris Bergstrom, Kaz Mogi, Blaine O'Brien

12/8

mf

Give cue after everyone enters

4

2

2

10

2

12

2

16

20

2

25

2

30

32

34

2

4

p *cresc.*

Start near butt of stick. Gradually move toward tip.

40

43

44

4

Musical staff 43-47. Measure 43 starts with a double bar line and a key signature of one flat. The staff contains rhythmic patterns with 'R' and 'L' markings below. Measure 44 has a dynamic marking *f*. Measures 45-47 contain rests with repeat signs. The time signature is 3/4.

48

48

4

8

Musical staff 48-56. Measure 48 has a dynamic marking *p cresc.*. Measures 49-54 contain rests with repeat signs. Measure 55 has a dynamic marking *ff*. Measure 56 ends with a key signature change to two flats and a time signature change to 3/4. The staff contains rhythmic patterns with 'R' and 'L' markings.

57

60

4

Musical staff 57-66. Measures 57-58 contain rests with repeat signs. Measures 59-60 have a dynamic marking *f*. Measures 61-66 contain rests with repeat signs. The staff contains rhythmic patterns with 'R' and 'L' markings.

67

67

Musical staff 67-74. Measures 67-74 contain rhythmic patterns with accents and slurs. Measures 72-74 have a dynamic marking *f* and a '2' marking above the staff.

75

75

Switch to mallet

Musical staff 75-82. Measures 75-82 contain rhythmic patterns with accents and slurs. Measures 79-82 have a dynamic marking *mf* and a '2' marking above the staff.

83

83

Musical staff 83-89. Measures 83-89 contain rhythmic patterns with accents and slurs. The staff has a dynamic marking *mf* and a 'mf decresc.' marking above.

90

When ready, Switch to bachi

Musical staff 90-94. Measures 90-94 contain rhythmic patterns with accents and slurs. The staff has a dynamic marking *mf* and a 'mf decresc.' marking above.

95

repeat 8x

repeat 4x

repeat as necessary

95

Solo

Musical staff 95-102. Measures 95-102 contain rhythmic patterns with slurs. The staff has a dynamic marking *mf* and a 'mf decresc.' marking above.

103

Musical staff 103-110. Measures 103-110 contain rhythmic patterns with slurs. The staff has a dynamic marking *mf* and a 'mf decresc.' marking above.

111

Musical staff 111-118. Measures 111-118 contain rhythmic patterns with slurs. The staff has a dynamic marking *mf* and a 'mf decresc.' marking above.

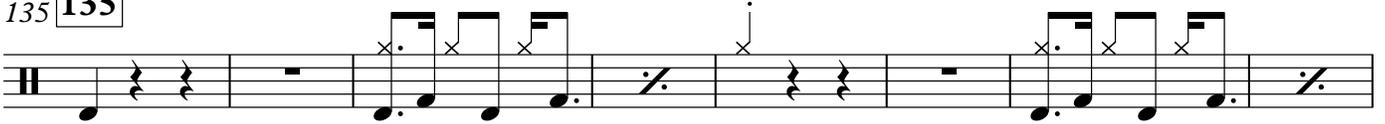
119



127



135 **135**



143

143



153



164

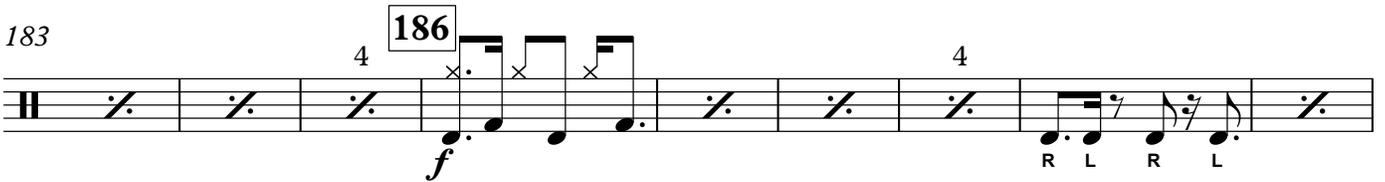


174

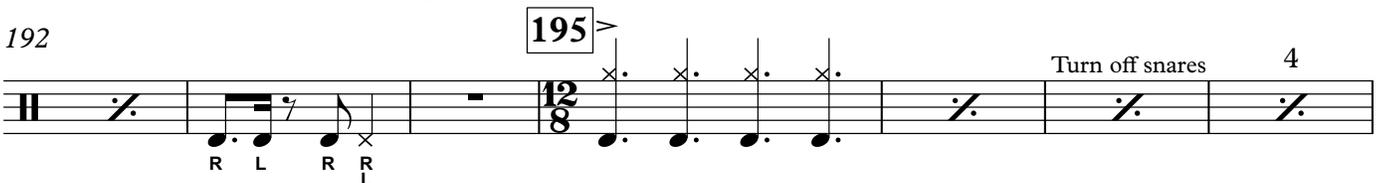


mp cresc.

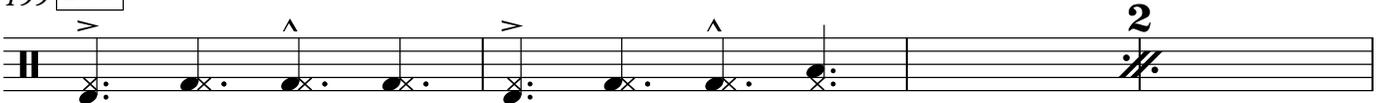
183



192



199 **199**



mf

4

Player 1

203

207 207

212

218

4 Light to dark tones Hit random body parts.

decresc. *pp*

Notation Key

223

Snare
(default snares off)

sticks

Shime Tom Naname Chu Crash

224

Sounds that can be played on any drum

Mute Rim Press hit Rim shot Side stick

Suga 3

Player 2

Kris Bergstrom, Kaz Mogi, Blaine O'Brien

Enter randomly

Repeat until player 1 gives cue

mf

4 4

10 12

19 20

31 32

34

Start near butt of stick. Gradually move toward tip.

p *cresc.*

Player 2

114 4 8 4

124 8 4

133 135

cresc. Make cymbal washier *f*

141 143 4

150 8 12 16

162 20 4

172 8 12 16

182 186 4

mp cresc. *f*

188 4

R L R L R L R L

195 195 4

195 *decresc.* *decresc.* Turn off snares

4

Player 2

199

mf

201

207

212

218

4 Light to dark tones Hit random body parts.

decresc. *pp*

Notation Key

223

Snare (default snares off)

Shime Tom Okedo Chu Ride Bell1 Bell2 sticks ridebell

224

Sounds that can be played on any drum

Mute Rim Press hit Rim shot Side stick

Suga 3

Player 3

Kris Bergstrom, Kaz Mogi, Blaine O'Brien

Enter randomly

Repeat until player 1 gives cue

mf

4 4

10 12

16

19 20

22

28

31 32

34

Start near butt of stick. Gradually move toward tip.

p *cresc.*

40

44 **44**

f

48 **48** *♩ = ♪*

p cresc.

57

60

67 **67**

75 **75**

Switch to mallet

mf decresc.

83 **83**

90

When ready, Switch to bachi

repeat 8x

repeat 4x

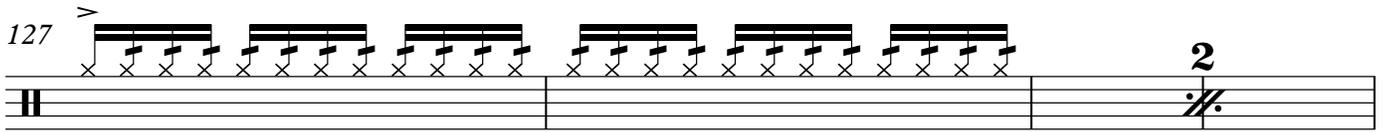
repeat as necessary

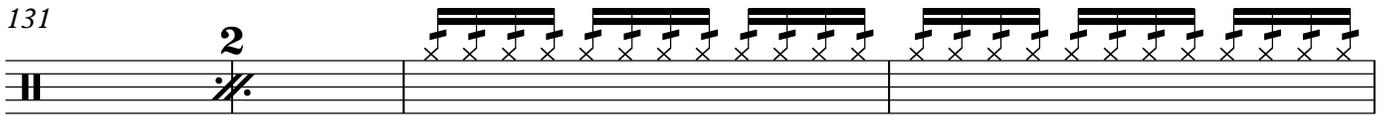
95 **95**

109

Player 3

119 

127 

131 

135 *cresc.*
Hit any drum combination
135 

139 

143 **143**


151 

159 

167 

175 

4

Player 3

183

186

191

195

198

199

201

207 207

211

216

4

Light to dark tones

220

Hit random body parts.

Notation Key

223 Snare (default snares off)

Shime Tom Okedo Chu HiHat sticks

224 Sounds that can be played on any drum

Mute Rim Press hit Rim shot Side stick