

20 21 22 23 24 25 26 27 28

Mal 1 *ffp* *f* *ff* *f*

Mal 2 *ffp* *f* *ff* *mp*

Mal 3 *ffp* *f* *ff* *mp*

Mal 4 *ffp* *f* *ff* *mp*

Mal 5 *ffp* *f* *ff* *mp*

Mal 6 *ffp* *f* *ff* *mp*

Aux 1 large cowbell *ff* brake drum *ff* sandpaper blocks *f p < f p < f p < f p <*

Aux 2 *ff* two jam blocks *ff mp ppp ff* wind chimes

Aux 3 *ff* large floor tom and sus cym *ff* two jam blocks *ff f mf p*

Aux 4 *ff* gong & bass drum *ff*

Snares *f* *p* *f* RH Dread/Brush

Tenors *f* *p* *f* *mp*

Basses *f* *p* *f p* *mf* *p*

Cym *ff* *ff*

How To Survive A Zombie Apocalypse - Percussion Score

57 58 59 60 61 62 63 64 65 66 67

Mal 1 *mf* *f*

Mal 2

Mal 3

Mal 4

Mal 5

Mal 6

Aux 1 sandpaper blocks *mf*

Aux 2 triangle *mf*

Aux 3

Aux 4

Snares RH Dread/Brush *p*

Tenors

Basses

Cym

How To Survive A Zombie Apocalypse - Percussion Score

♩ = 176 ♩ = 180 INTENSE!

80 81 82 83 84 85 86 87 88 89 90

Mal 1 *p* *ff* *mp* *mf* *ff*

Mal 2 *f* *mp* *mf* *ff*

Mal 3 *mp* *mf* *ff*

Mal 4 *mp* *mf* *ff*

Mal 5 *ff* *mp* *mf* *ff*

Mal 6 *f* *mp* *mp* *f* *mp* *f* *ff*

Aux 1 *p* *mp* *f* *mp* *f* zil bell two brake drums *ff*

Aux 2 *f* *f* *ff* vibraslap

Aux 3 *ff* bass drum

Aux 4 *ff*

Snares *Rim* *mp* *Rim* *mp* *pp* *f*

Tenors *mp* *pp* *f*

Basses *f*

Cym *ff*

How To Survive A Zombie Apocalypse - Percussion Score

Starting Over

99 100 101 102 103 **Calmly** ♩ = 120 104 105 106 **107** 108

Mal 1 *p* *f* *ff* *fff* Chimes *mf*

Mal 2 *p* *f* *ff* *fff* *mf* *mf*

Mal 3 *p* *f* *ff* *fff* *mf* *mp*

Mal 4 *p* *f* *ff* *fff* *mf* *mp*

Mal 5 *p* *f* *ff* *fff* *mf* *mf*

Mal 6 *p* *f* *ff* *fff* *mf* *mf*

Aux 1 Chinaboy choke *ff* *mp* splash choke *ff* crash

Aux 2 splash choke *ff* splash choke *ff* crash triangle triangle

Aux 3 wood block floor tom *f* *ff* *ff* ocean drum *mp* *mf* *mp* *mf*

Aux 4 bamboo wind chimes *mf*

Snares *f* *mp* *ff* *mp* *mf* *ff*

Tenors *mf* < *f* *ff* *fff*

Basses *mf* < *f* *ff* *fff*

Cym *ff* *fff*

118 119 120 121 122 123 124 125

Mal 1 *mf* *mf* *mf* *mf* *mf* *mf* *mf*

Mal 2 *mf* *mf* *f*

Mal 3 *mf* *f*

Mal 4 *mf* *f*

Mal 5 *mf* *mf* *mf* *mf* *mf* *fp*

Mal 6 *mf* *mf* *mf* *mf* *mf* *f*

Aux 1 triangle mounted finger cymbal *mf* 6

Aux 2 *mf* ocean drum

Aux 3 bamboo wind chimes *mf* gong w/thin normal stick *mf* *p* *mf*

Aux 4 *mf* Edge *p* *mf* *p*

Snares *p* *mf* *p* *p* *mf* *p*

Tenors *mf* *p* *mf* *p* *mf* *p*

Basses *mp* *mp* *mp* *mp* *mp* *mp*

Cym sizzle *mp* sizzle *mf* *mf*

How To Survive A Zombie Apocalypse - Percussion Score

174 175 176 177 178 179 180 181 182

Mal 1 *f* *f* *mf* *mp* *f* *ff* *mf*

Xylo *ff* *f* *mf* *mp*

Mal 3 *ff* *f* *mf* *mp*

Mal 4 *ff* *f* *mf* *mp* *f* *mf* *mp*

Mal 5 *ff* *f* *mf* *mp*

Mal 6 *f* *mf* *mp*

Aux 1 Chinaboy wind chimes *f* *f*

Aux 2

Aux 3 *f* *mf* *claves*

Aux 4 *f* *mf* *temple blocks*

Snares *mp* *p* *mp* *p* *mp* *p* *mf* *Edge*

Tenors *pp* *mp* *p* *R L R R L*

Basses *crash* *mf* *p* *sizzle*

Cym *ff* *mf*

+=Stickshot

192 193 194 195 196 197 198 199 200

Mal 1 *mf* *f* *ff* *ff*

Xylo *mf* *f* *ff* *ff*

Mal 3 *mf* *f* *ff* *ff*

Mal 4 *mf* *f* *ff* *ff*

Mal 5 *mf* *f* *ff* *ff*

Mal 6 *mf* *f* *ff* *ff*

Aux 1 Chinaboy choke splash chokes Chinaboy choke

Aux 2 tambourine large floor tom vibraslap

Aux 3 *pp* *mf* *ff* *f* *f*

Aux 4 *p* *f* *f* *f*

Snares *p* *f* *f* *f*

Tenors *mp* *f* *f* *f*

Basses *mf* *f* *f* *f*

Cym crash choke crash choke crash choke

f *ff* *f* *ff*

210 211 212 213 214 215 216 217

Mal 1 *mf* *f* *ff*

Xylo *ff*

Mal 3 *ff*

Mal 4 *ff*

Mal 5 *ff*

Mal 6 *ff*

Aux 1 *ff* Chinaboy

Aux 2 sleigh bells *mp* *mf* *f* splash cym *mf* *f*

Aux 3 *mp* *mf* *f*

Aux 4 *ff* bass drum & gong

Snares *mf* *f* *ff*

Tenors *mf* *f* *ff*

Basses *p* *f* *ff*

Cym *ff*

