

# Bugz!

Composed by John Meehan (ASCAP)  
Percussion by Scott Johnson & Rudy Arzaga

The Anthill

♩ = 162

Mallet 1

Mallet 2 Vibes *mf*

Mallet 3 Vibes *mf* Cabasa

Mallet 4 *mf*

Mallet 5 Marimba *mf*

Mallet 6 Marimba *mf*

Mallet 7 Tambourine

Timpani *mp* *mp* *mp*

Synthesizer 1 *mf* *mf*

Synthesizer 2 *mp* *mf*

Drumset *p* Ride Add Wind Chimes

Auxiliary 1 Djembe *f* *p*

Auxiliary 2 BD Tam Tam *p*

Auxiliary 3

Snare Drums

Tenor Drums

Bass Drums (5)

Cymbals

23 24 25 26 27 28 29 30 31

Mal 1 China *p* *f* Bells *ff* Vibes

Mal 2 *mf* *f* Sus Cym

Mal 3 *mf* *f* Vibes

Mal 4 China *p* Bells *ff* Vibes

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

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

Mal 7 Marimba *mf* Sus Cym *p* *ff* Marimba *mf*

Temp.

Synth 1 *mf* *mf* *mf* *mf* *mf* *mf* *mf* *mf*

Synth 2

Dr. Set *ff*

Aux 1 Splash *f*

Aux 2 *f*

Aux 3

Snares *ff* *p* *ff* *p* *ff* *p* *ff* *p*

Tenors *ff* *p* *ff* *p* *ff* *p* *ff* *p*

Basses (5) *ff* *p* *ff* *p* *ff* *p* *ff* *p*

Cym. *ff* crash





83 84 85 86 87 88 89 90 91 92

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Mal 6

Mal 7

Timp.

Synth 1

Synth 2

Dr.Set

Aux 1

Aux 2

Aux 3

Snares

Tenors

Basses (5)

Cym.

Cabasa

Djembe

BD

crash

*mp p mp p*

*f*

*ff*

86

86

101

102

103

104

105

106

107

108

109

110

111

112

113

114

♩ = 64

Mal 1 Xylo *f mf*

Mal 2 China *p* Vibes *f*

Mal 3 Vibes *f* Sus Cym *mf p*

Mal 4 China *p* Vibes *f mp*

Mal 5 Marimba *f mf*

Mal 6 Marimba *f mf*

Mal 7 Marimba *f mf*

Temp.

Synth 1 opt. bug sample

Synth 2

Dr. Set *f p*

Aux 1 Brake Drum *mf* Sus Cym *p* Crash Cym *f* Tam Tam

Aux 2 *mp mf f ff*

Aux 3

Snares *mp ff*

Tenors *mp ff*

Basses (5) *mp ff*

Cym. *p*

126 127 128 129 130 131 132 133 134

Mal 1  
Mal 2  
Mal 3  
Mal 4  
Mal 5  
Mal 6  
Mal 7  
Timp.  
Synth 1  
Synth 2  
Dr. Set  
Aux 1  
Aux 2  
Aux 3  
Snares  
Tenors  
Basses (5)  
Cym.

*p*  
*p*  
*p*  
*mp*  
*mp*  
*mp*  
*f*  
*f*  
*mp*  
*mf*  
*mf*  
*f*  
*f*  
*p*  
*p*  
*ff*  
*add-on*  
*add-on*  
*everyone in*  
*mp*  
*mf*  
*mf*  
*mp*  
*f*  
*mf*  
*mp*  
*f*  
*f*  
*mf*  
*mp*  
*f*  
*f*  
*mf*  
*mf*  
*p*  
*mf*

140 141 142 143 144 145 146 147 148 149 150

Mal 1 Zil *mf* *fff* Crotales

Mal 2 *f* Sus Cym *p* *f*

Mal 3 *f* Sus Cym *p* *f*

Mal 4 *f* Sus Cym *p* *f*

Mal 5 *f* Sus Cym *p* *f* Marimba *p* *f*

Mal 6 *f* Splash China *f* Sus Cym *p* *f* Marimba *mf* *mf*

Mal 7 *f* *p* *f* *p* *f*

Temp. *mp* *mp* *f* *ff* *p* *mf*

Synth 1 *f* *p* *mf*

Synth 2 *f* *mf*

Dr. Set *ff* *mp* *mp*  $\text{♩} = 164$  146

Aux 1 *f* BD

Aux 2 Wind Chimes *mf* Splash

Aux 3

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

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

Basses (5) *mp* *ff* *mp* *f*

Cym. crash *mp* *ff* *mp* *f* *mp* *f* *crash-choke*



163 164 165 166 167 168 169 170 171 172 173 174  $\text{♩} = 112$  175  $\text{♩} = 112$

Mal 1 *f* *mp*

Mal 2 *mp*

Mal 3 *mp*

Mal 4 *mp*

Mal 5 *mp* *mp* *f* *mp*

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

Mal 7 *mp* *mp* *f* *mp*

Temp.

Synth 1

Synth 2 *mp*

Dr. Set

Aux 1 *f* Splash

Aux 2 BD and Tam Tam

Aux 3

Snares *fp* *f* *ff* *fff*

Tenors *mp* *f* *ff* *fff*

Basses (5) *mp* *f* *ff* *fff*

Cym. sizzle crash choke crash *ff* crash choke *fff* crash

Sus Cym *p* *f*

Sus Cym *p* *f*

Sus Cym *p* *f*

Sus Cym *p* *f*

Sus Cym *p* *f*

Sus Cym *p* *f*

*mf p*

*f*

*f*

*fff* crash

*fff* crash

*fff* crash

183 184 185 186 187 188 189 190

Mal 1

Mal 2 Vibes

Mal 3 Vibes

Mal 4

Mal 5 Marimba *mf p mf p*

Mal 6 *mf p mf p*

Mal 7

Temp.

Synth 1 *mf p mf p*

Synth 2

Dr. Set *mf mp*

Aux 1 Chimes *p*

Aux 2 Triangle Diff Triangle

Aux 3

Snares

Tenors

Basses (5)

Cym.

201 202 203 204 Crotales 205 206 207 Zil+Crotales 208 209 210 Crotales 211

Mal 1

Mal 2 *mf* *f*

Mal 3 *mf* *f*

Mal 4 *mf* *f* China Splash

Mal 5 *ff* *ff*

Mal 6 *ff* *ff*

Mal 7 *ff* *ff*

Timp. *ff* *mf*

Synth 1 *mf* *f* *ff* *mp*

Synth 2 *mf*

Dr.Set *fff* *mp* Wind Chimes

Aux 1 BD Tam *mf*

Aux 2 *fff*

Aux 3

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

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

Basses (5) *mp* *f* *mp* *f* *mp* *f* *p*

Cym. *f* *mf* *mp* *hat* *p* *mf* *p*

crash choke



