

Drum Set

One Day Like This

Guy Garvey/Elbow
Arranged by Paul O'Brien

Moderato $\text{♩} = 82$

2

click sticks together

6

10 **A** *mf*

17

23

28 **B** *mf*

34

40

46 **C** *f* on bell of cym.

50

56

62

68 **D**

72

76 **E**

80

84 **F**

88

92 **G**

96

100 **H**

Musical notation for measure 100, featuring a drum set part. The notation includes various rhythmic patterns and rests, with a repeat sign (double slash) indicating a section to be repeated.

104

Musical notation for measure 104, featuring a drum set part. The notation includes various rhythmic patterns and rests, with a repeat sign (double slash) indicating a section to be repeated.

108 **I**

Musical notation for measure 108, featuring a drum set part. The notation includes various rhythmic patterns and rests, with a repeat sign (double slash) indicating a section to be repeated.

112

Musical notation for measure 112, featuring a drum set part. The notation includes various rhythmic patterns and rests, with a repeat sign (double slash) indicating a section to be repeated.

116 **J**

Musical notation for measure 116, featuring a drum set part. The notation includes various rhythmic patterns and rests, with a repeat sign (double slash) indicating a section to be repeated.

rit. a tempo ♩=82

121

Musical notation for measure 121, featuring a drum set part. The notation includes various rhythmic patterns and rests, with a repeat sign (double slash) indicating a section to be repeated. The notation also includes a dynamic marking of *ff* (fortissimo) and a fermata over a note.

Percussion

One Day Like This

Guy Garvey/Ebrow
Arranged by Paul O'Brien

Moderato $\text{♩} = 82$

10 **A** 15 *susp. cym soft sticks*
mp \curvearrowright *f*

28 **B** 7 6 2
mp \curvearrowright *f* *mp* \curvearrowright *f*

47 **C** 14 3
mp \curvearrowright *f* *mp* \curvearrowright *f*

68 **D** 8 **E** 8 **F** 8

92 **G** 7 **H**
mp \curvearrowright *f*
Bass Drum

102

108 **I**
f

115 **J**
f rit. . . . // . . . a tempo $\text{♩} = 82$

120 *ff*