

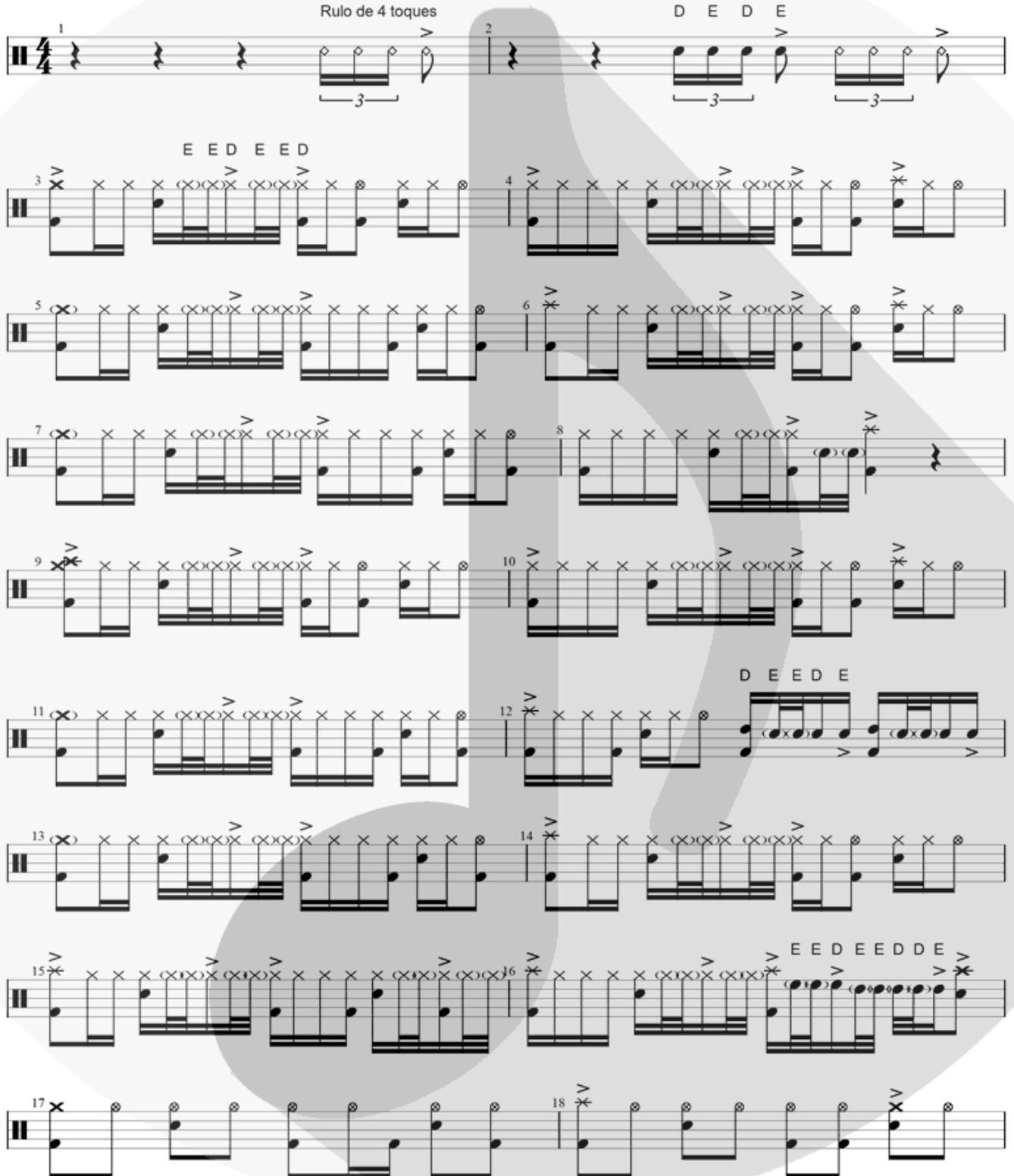
Zóio de Lula

Charlie Brown Jr.

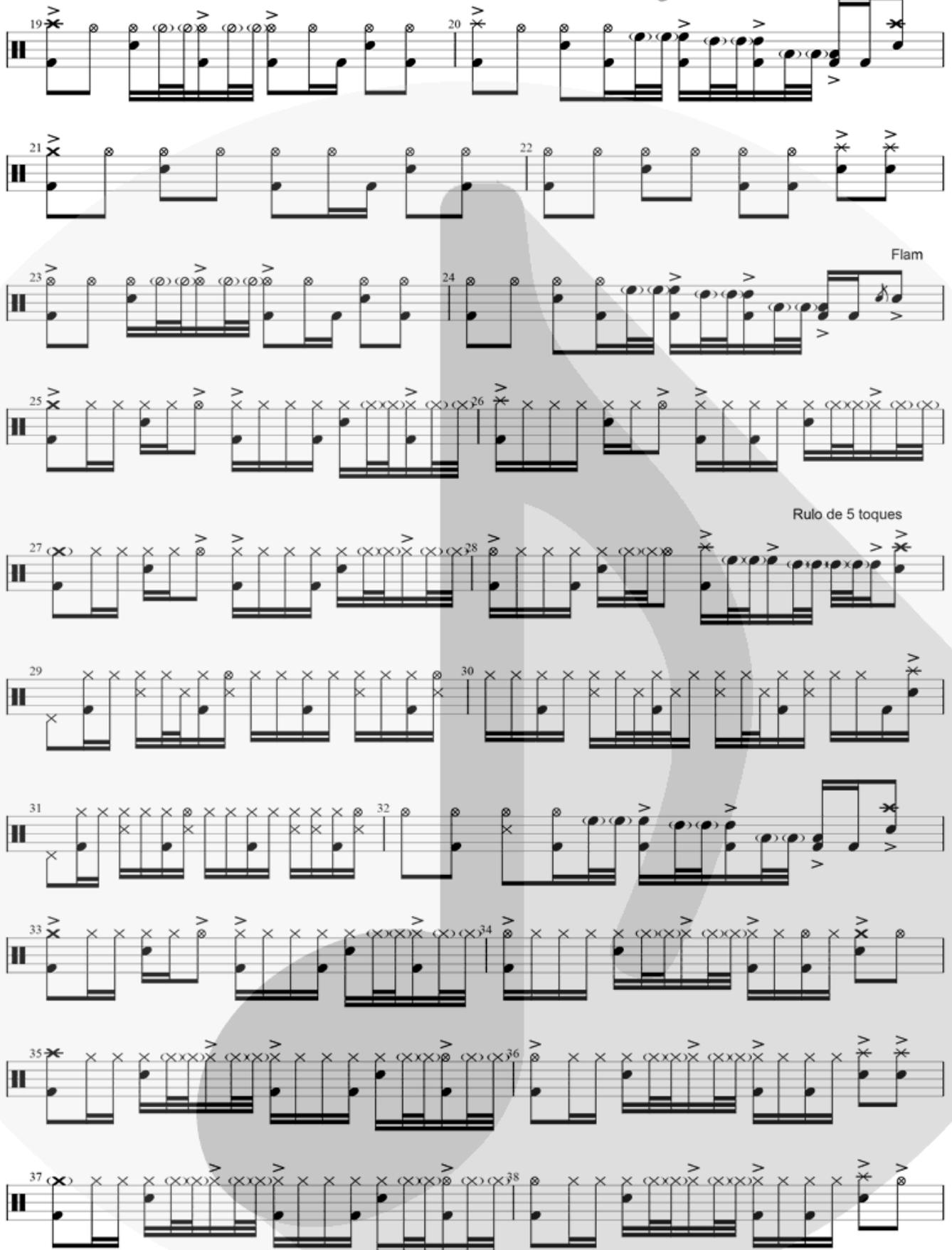
Preço Curto... Prazo Longo...

Bateria / Drums

$\text{♩} = 76$

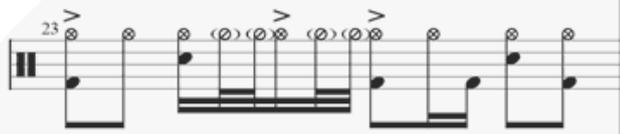


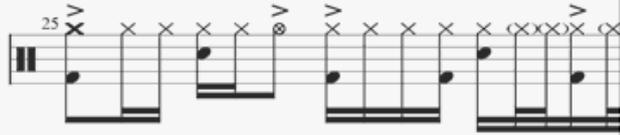
The drum score is written on a grand staff with a 4/4 time signature. It consists of 18 numbered measures. Measure 1 is marked with a '1' and contains a 'Rulo de 4 toques' (roll of 4 strokes) indicated by a bracket under a triplet of eighth notes. Measure 2 is marked with a '2' and contains a triplet of eighth notes with the notation 'D E D E' above it. Measures 3 through 11 feature a complex rhythmic pattern with 'x' marks for snare and tom hits and 'o' marks for cymbal hits, with the notation 'E E D E E D' above measures 3-4. Measure 12 is marked with a '12' and contains a triplet of eighth notes with the notation 'D E E D E' above it. Measure 15 is marked with a '15' and contains a triplet of eighth notes with the notation 'E E D E E D D E' above it. Measure 18 is marked with a '18' and contains a triplet of eighth notes. The score includes various drum notation symbols such as 'x' for snare, 'o' for cymbal, and 'v' for accents.



19 *  20 * 

21 *  22 * 

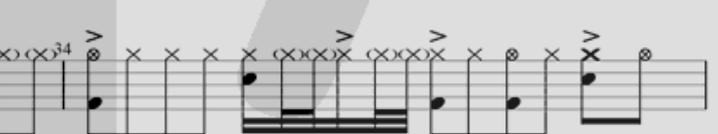
23 *  24 *  Flam

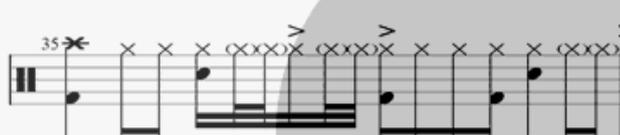
25 *  26 * 

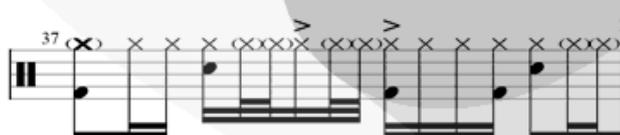
27 *  28 *  Rulo de 5 toques

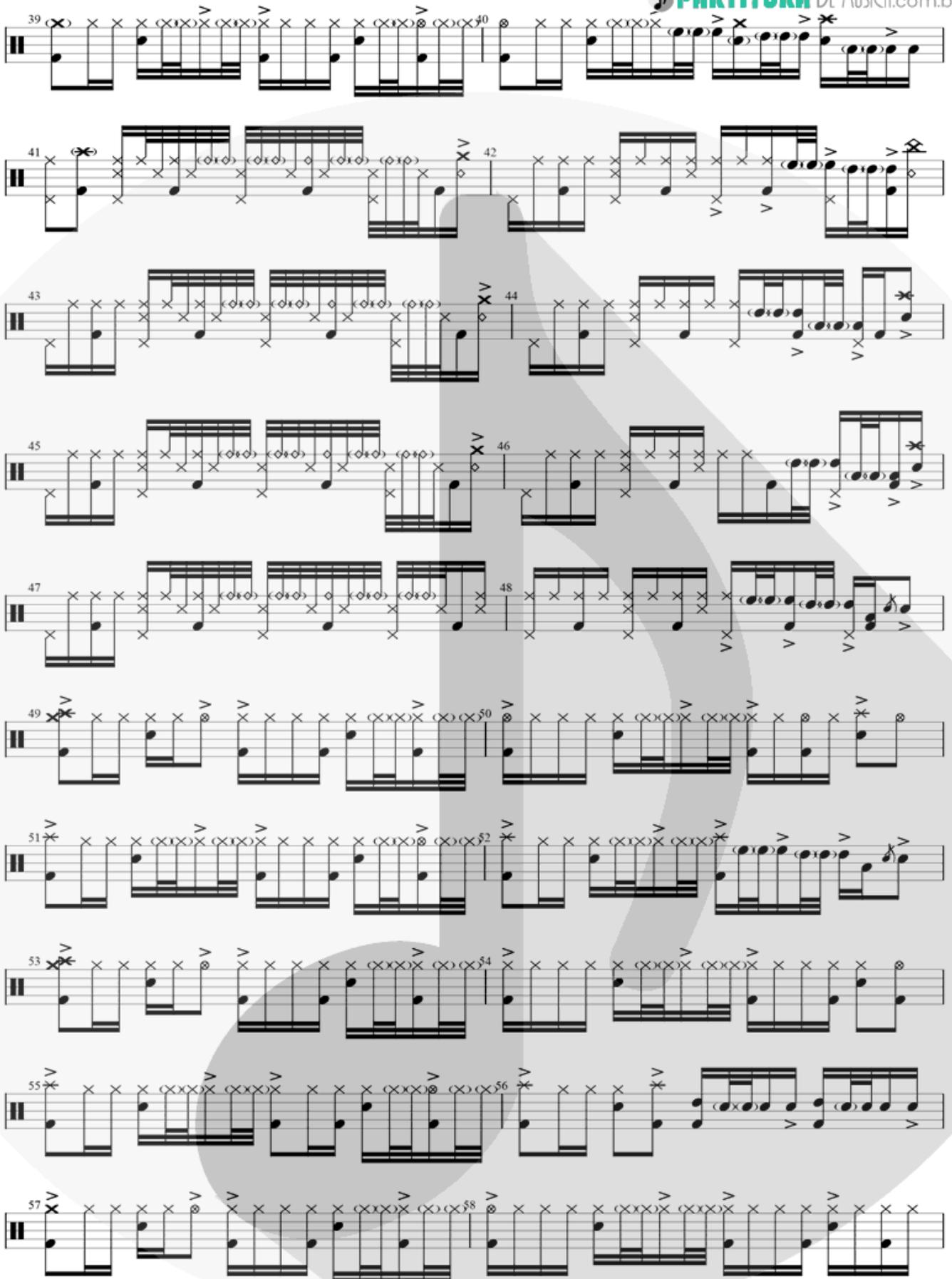
29 *  30 * 

31 *  32 * 

33 *  34 * 

35 *  36 * 

37 *  38 * 



This image displays a musical score for guitar, consisting of ten staves of music. The score is written in a standard musical notation with a treble clef and a key signature of one flat (B-flat). The measures are numbered from 39 to 58. The notation includes various rhythmic values such as eighth and sixteenth notes, as well as rests. There are also specific guitar techniques indicated by 'x' marks above notes, which typically represent natural harmonics or muted notes. The score is presented in a clean, black-and-white format, suitable for printing and use as a reference for guitarists.

59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79

♩ = 76 *rall* ----- ♩ = 70 *rall* ----- ♩ = 60 *rall* ----- ♩ = 50