

# BlueBucks

Bluecoats Percussion

4 16 16/4

The musical score is divided into three systems. The first system (measures 1-6) features Snare, Tenors, and Bass parts. The Snare part starts with a 3/4 time signature and includes dynamics like *p* and *f*. The Tenors part includes dynamics like *p* and *f*. The Bass part includes dynamics like *p* and *f*. The second system (measures 7-11) continues the Snare, Tenors, and Bass parts. The Snare part includes dynamics like *f* and *p*. The Tenors part includes dynamics like *f* and *p*. The Bass part includes dynamics like *f* and *p*. The third system (measures 12-16) features Snare, Tenors, and Bass parts. The Snare part includes a 'Shell Guard' section and dynamics like *f* and *p*. The Tenors part includes dynamics like *f* and *p*. The Bass part includes dynamics like *f* and *p*. The score includes various rhythmic notations such as eighth notes, sixteenth notes, and rests, as well as dynamic markings like *p* (piano) and *f* (forte).

Sn. 17 L ... R ... L ... R ... L ... R ... L ... R ... L ... R ...  
 Tn. Shell Guard  
 Bs. 17 R ... L ... R ... L ... R ... L ... R ...  
 Sn. 23 L ... R ... L ... R ... L ... R ... L ... R ...  
 Tn. 20 R L R L R R ... 16/4  
 Bs. 23 L .. R L R L R L R L R SIM ... 24  
 Sn. 29 L ... R R L L R L R L ... R ... L ... R ... L ... R ...  
 Tn. L ... R ... L ... R ... L ... R ... L ... R L R R L R L R  
 Bs. 29