

# ADVENTURE OF A LIFETIME

♩ = 110

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Drum Set

Pick up 1/2 count **Play 6x** **Play 3x** (Edrum Claps)

5 **Play 3x**

9 **Play 5x**

13 (muffled/synthesized bass)

17 **Play 3x**

21 **Play 3x**

25 2:00

29 <sup>+</sup> (muffled/synthesized bass)

33 <sup>+</sup> Play 3x (Edrums Claps)

37 <sup>+</sup> > Play 11x

41 (muffled/synthesized bass) <sup>+</sup> Play 3x *mp*

45 <sup>+</sup> 3:21 <sup>+</sup> Play 3x

49 <sup>+</sup> <sup>+</sup> <sup>+</sup> Play 4x

53 <sup>+</sup> <sup>+</sup> <sup>+</sup> Play 3x

57 <sup>+</sup> (whooh hoooo ...) (whooh hoooo ...) (whooh hoooo ...) (whooh hoooo ...)

\* Crashes are only played the first time on a repeat of phrase. An electronic drum could be used for claps(there's also an agogo bell and muted marimba part as well). For the Muffled/Synthesized Bass, one hand could be used to muffle the Bass(for acoustic sets).The 2nd page has a softer sounding crash on count 3 and 4 of every other groove measure that repeats(optional, it's not noticeable).