

GHOST MEAT

LEMIEUX

♩ = 88 - 144

Drum score for "Ghost Meat" by Matthew Lemieux. The score is in 4/4 time and consists of three systems of staves for Snare (S), Tom (T), Bass (B), and Cymbal (C). Each system contains musical notation with rhythmic patterns, dynamics, and articulation marks. The first system includes a tempo marking of 88-144 bpm. The second system starts at measure 5. The third system starts at measure 9. The score includes various drum techniques such as 9th notes, 6th notes, triplets, and specific cymbal effects like "Hi-Hat Chick", "Sizz/Suck", and "Crash".

GHOST MEAT - 2

The musical score consists of four staves labeled S, T, B, and C. The Soprano (S) and Tenor (T) parts feature complex rhythmic patterns with slurs and accents, including 9th and 6th notes. The Bass (B) part includes a triplet of eighth notes and a 6th note. The Cello (C) part features a triplet of eighth notes and a 6th note. The score is marked with a 13 at the beginning of the Soprano staff.