

The musical score consists of eight systems of two staves each. The notation includes various musical elements such as notes, rests, and articulation marks. Dynamics are indicated by letters like *pp*, *p*, *f*, *mf*, *mp*, *sfz*, and *ff*. Fingering is shown with numbers 3, 4, 5, 7, 8, and 9. Some systems include slurs and accents. The second system ends with the instruction "al niente". A section marker "B" is placed at the beginning of the third system. The score is a complex piece of guitar music with a wide range of dynamic and technical requirements.

3 **C** Con moto ♩ = 84

f *p* *f* *p* *f* *sub.*

p *f* *pp* *f* *sub.* *p* *sub.* *f* *p* *sub.*

sf *p* *sim.* *sf* *p* *f*

D

pp *f* *mp* *sub.*

sfz *mp* *sub.* *f* *mp*

f *sub.* *mp* *f* *sub.* *mp*

f *mp* *sfz* *mp* *f* *mp* *sub.*

E

sfz *mp* *mf* *f* *>* *mf* *f* *>* *mf*

f *p* *sub.* *mf* *p* *sim.* *mf* *sfz* *mp*

f *mp sub.* *mf* *mp* *f* *mp*

f

accel. . . . **F** Poco Più mosso ♩ = 88 (swap LH sticks) (swap RH sticks)

p

f

p *sfz* *mp cresc poc a poc.*

G Più mosso ♩ = 92

ff *mp sub.* *ff sub.* *mp sub. < ff* *mp sub. < ff mp sub. <*

H As fast as Possible
Hard Sticks

fff *mp*

W/T.B
2 TT
B.D. Randomly over all drums and WB/TB

Soft Sticks

Hard Sticks

fff