Drumline Group

Snare Drum
Quad Toms
Bass Drums

Cue 10

Thomas Cabaniss
Link Up: The Orchestra Rocks

Drumline Group

Cue 10

Thomas Cabaniss

CUE 10: “Drumlines”

With a groove (\( \textit{j} = 144 \))

Snare Drum

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<thead>
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<th>( \text{PPP} )</th>
<th>( \text{mf} )</th>
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Quad Toms

| \( \text{PPP} \) | \( \text{mf} \) |

Bass Drums

Optional: Drumline Group can enter from outside theater or auditorium, marching or dancing in...

5

8
Note: Drummers should shout their group name or some other expression of surprise or enthusiasm.
Orch. enters on beat 4

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During this interlude, drummers can position themselves for the upcoming cadenza and interactive refrain.

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A little slower ($q = 126$)

Cadenza

Interactive refrain

[kids echo] etc.
*Challenge Game: The Drumline percussionists will shout: “Yo! Challenge - We go, then you go!”
The drummers will play a rhythm and audience members should try their best to imitate.
All snare drum rhythms should be clapped and all bass drum rhythms should be stomped.
Eventually the rhythms may get too fast and complicated to imitate, but that will be half the fun! (TC)
A tempo ($\frac{3}{4} = 144$)
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