

BATERIA SCORE

* 1 2

SURDO 1 — - B II: m - B - :|| m = mute B = bass tone

SURDO 2 II: B - m - :||

1 2 1 2

SURDO 3 II: m - B-B- | m - BB-B |
 | m - B-B- | m B mB-B :||

CAIXA- Reto II: RlrL RlrL :|| R/L = accent r/l = no accent

1 2 1 2

CAIXA- Partido II: RrR RR | RR RR :|| (R = rim)

m m

REPINIQUE II: RrrL RrrL :|| (m = mute with LH)

TAMBORIM II: RttR RttR :|| (t = twist/turn drum)

CARRETEIRO

1 2 1 2*

TAMBORIM | RttR R-R- | R - - | (Teleco-Teco
 | R R R-R- | R-R- RR-R | entrance call)

TAMBORIM II: -R-R -RR- | R-R- RR-R :||

Teleco-Teco

BATERIA SCORE

Pg2

AGO-GO
CABULA

1 2 1 2
II: -H-H H-L- | L-HH -L-L :||

AGO-GO
PARTIDO ALTO

1 2 1 2
I — L-L- | L-H- -L-L I (entrance call)

1 2 1 2
II: -H- L-L- | L-H- -L-L :||