

Triple Threat

by Chris Brooks

♩ = 124

Snare (x = rim shot)

Player 1

Hi Hat

Player 2

2nd x only

f

Ride Bell

(x)

mf \longleftarrow *f*

Player 3

2nd x only

Ride Bell

(x)

mf \longleftarrow *f*

mf \longleftarrow *f*

Player 1

5 6 7 8

Player 2

ped. hat

Floor Tom w /RH

Player 3

ped. hat

Floor Tom w /RH

Player 1

9 10 11 12

Player 2

Player 3

Triple Threat

pg 4

B ♩ = 192

Player 1
4x's
38 39 40 41

Player 2
f
Tacet 1x Snare (x = rim shot)
3rd & 4th x only

Player 3
f

Player 1
42 43 44 45

Player 2

Player 3

Player 1
46 47 48 49

Player 2

Player 3

p ————— *ff*

Triple Threat

pg 7

Crash Cym Bell

74 (x) 75 (x) 76 (x) 77 (x)

Crash Cym Bell

Hi Hat Splash

pp

pp

pp

$\bullet = 128$ ($\bullet = \text{triplet}$)

F

78 79 80 81

f

turn snares off

turn snares off

82 (x) 83 (x) 84 (x) 85 (x)

ped. hat

f ped. hat

cont. pedaled hat

cont. pedaled hat