

Spin City

by Julie Davila

♩ = 120 - 126

Player 1

(o = muffle)

f

Player 2

(o = muffle)

f

3

4

5

6

fp

cresc.

6

7

8

R R R R L L R

R L

R R R R R R L R R L

R R L R L L L

R

R L R R L L R L R R L L R L

R R R R R R L R R L

R R L L R R L L

9

10

11

R R R R R R R L R R L L

R R L L R L R R L R L R

R L L R L L R L L R L L R

R R R R R R R L R R L L

R R L L R L R R L R R L R

R L L R L L R L L R

12

13

R L L R L L RR LL R R L L R R L L R R L L

R L L R L L R L L R L L R L L R

R L L R L L RR LL R R L L R R L L R R L L

R L L R L L R L L R L L R L L

14

15

flip left

catch

R R R R R L R R L R L R L

L L L L R R L L R R L L

flip left

catch

R R R L R R R L

R L R L R

L L L L L R R L L R R L

* For adaption to quads,
play the high "spock" drum
part on the high quad drum.