

Snare

Make Me Smile

James Pankow
arr. Tom Wallace
perc. Kenny Martin 2006

The score is written on a single staff in 4/4 time. It begins with a tempo marking of 152. The piece is characterized by complex rhythmic patterns, including sixteenth-note runs and triplets. Dynamics range from *ff* (fortissimo) to *p* (piano). The score includes various articulation marks such as accents (>) and slurs. Rehearsal marks are placed at measures 13, 19, and 27. The drum notation uses 'x' for rimshots and 'o' for open tones. The following table summarizes the drum notation patterns found throughout the score:

Measure(s)	Drum Notation Pattern
1-4	RLRLRRLRLRLRLRL RRLRLRLRLRLRLRLRL LLRLRLRLRL
5-8	RLRLRRLRLRLRLRL RRLRLRLRLRLRLRLRL LLRLRLRLRL RLLRRL
9-12	RLLRL R
14-17	RRLRLRLRL
18-19	RLRLLRLRLRL R
20-22	RRLRLRLRL
23-27	RLLRRL

Musical score for 'Make Me Smile' - page no. 2. The score consists of six systems of rhythmic notation on a single staff. Each system contains measures numbered 28 through 55. The notation includes rhythmic values (quarter, eighth, and sixteenth notes), rests, and various articulations such as accents (^) and slurs. Fingerings are indicated by numbers 1-5 above notes. Dynamic markings include *ff* (fortissimo) and *fff* (fortississimo). The score is divided into measures by vertical bar lines, with some measures containing repeat signs. The bottom of each system shows the corresponding rhythmic pattern in letters (R for right hand, L for left hand).

28 *R L R R L R* 29 *R R L R* 30 *R L R R L R* 31 *R L R R L R* *ff*

32 *R R L R L L R R L R R L R L R R L* 33 *R L R R L R L* 34 *R R L R L L R R R L L R R R L L R R* 35 *R R*

36 *R L R* 37 *R L R R L L R L R R L R L R R L R R L L R L L R L L R R L R R L* 38 *R L R R L L R L R R L R L R R L R R L L R L L R L L R R L R R L* 39 *R R L R R L L R L L L* 40 *R R L R L R L L R R L R R L L R L L R R L R* 41 *L R* 42 *L R L R L R L* 43 *R R L R R L L R L L L R L R L* *ff*

44 *R R L R R L L R L L L R L* 45 *R L R L L R L R L L* 46 *R L R L* 47 *R L R L L R L R L L L R L* 48 *R L R R L L R L R R L L*

49 *R L R R L R L L L* 50 *R L R R L L R L R R L R L L L R L* 51 *L R L R L R* 52 *L L R L* 53 *R L R* 54 *R L R* 55 *R L R* *fff*