

# BLUE BOSSA

By KENNY DORHAM

Arranged by MARK TAYLOR

## DRUMS

**(SAMBA)**

**(ENS.)** 1 2 3 4

**(FILL)** 5 6 7 8

**(9)** 9 10 11 SIM. 12 13 14

**(17)** 15 16 17 18 19 20

**(25)** 21 22 23 24 25 26

**(33)** 27 28 29 30 31 32

**(41)** 33 34 35 36 37 38

**(41)** 39 40 41 42 43 44

**To CODA**

The drum notation is written on a single staff with a 4/4 time signature. It includes various rhythmic patterns, rests, and dynamic markings. The notation is divided into measures, with measure numbers 1 through 44 indicated below the staff. Key features include:
 

- Measures 1-4:** Labeled '(SAMBA)' and '(ENS.)'. Measure 1 has a '1' below it, and measure 4 has a '4' below it.
- Measures 5-8:** Labeled '(FILL)'. Measure 5 has a '5' below it, and measure 8 has an '8' below it.
- Measures 9-14:** Measure 9 is circled and labeled '(9)'. Measure 11 has 'SIM.' below it. Measure 14 has a '4' above it.
- Measures 15-20:** Measure 17 is circled and labeled '(17)'. Measure 20 has a '4' above it.
- Measures 21-26:** Measure 25 is circled and labeled '(25)'. Measure 26 has a '26' below it.
- Measures 27-32:** Measure 32 has an '8' above it.
- Measures 33-38:** Measure 33 is circled and labeled '(33)'. Measure 38 has a '38' below it.
- Measures 39-44:** Measure 41 is circled and labeled '(41)'. Measure 44 has a '4' above it.

# DRUMS

45 46 47 48 49 50

(49)

51 52 53 54 55 56

(FILL) (FILL) (FILL)

4

(57) OPEN FOR SOLOS

57 58 59 60 61 62

4

63 64 65 66 67 68

(65)

8 4

69 70 71 72 73 74

(73) ON CUE

8

75 76 77 78 79 80

(81)

81 82 83 84 85 86

4

87 88 89 90 91 92

(89) SAXES

4

93 94 95 96 97 98

(97)

8

99 100 101 102 103 104

4

**DRUMS**

105 106 107 108 109 110

111 112 113 114 115 116

117 118 119 120 121

122 123 124 125 126

127 128 129 130 131

132 133 134 135 136

**D.S. AL CODA**

**⊕ CODA** 137 138 139 140 141 142

**TIME SOLO!**

**(143) (OPEN VAMP) ADD HNS.** 143 144 145 146

**(147) BONES** 147 148

**(151) SAXES** 149 150 151 152 153 154

**(155) PLAY SX'S TRPTS** 155 156 157 158 159 160 161