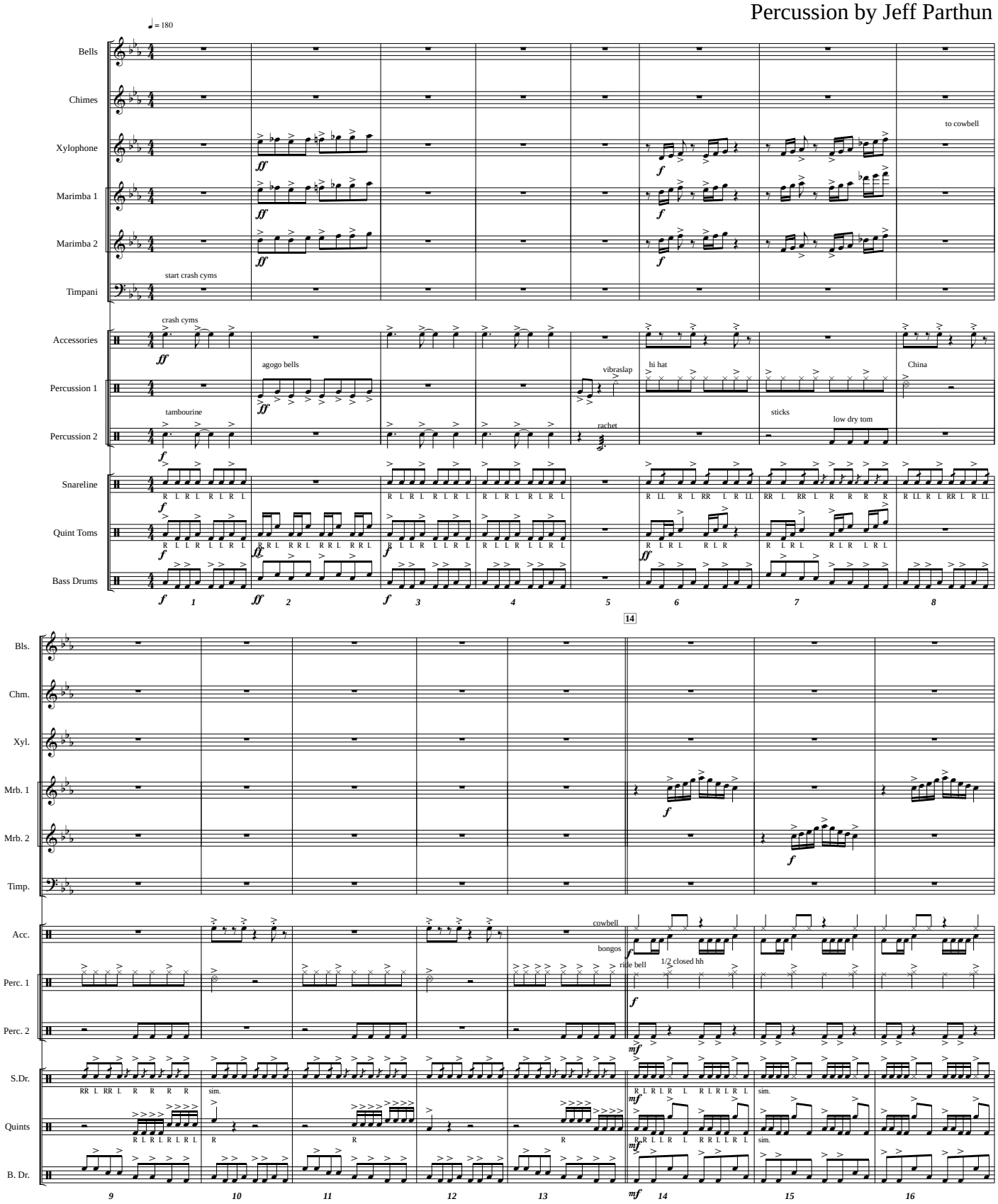
Score

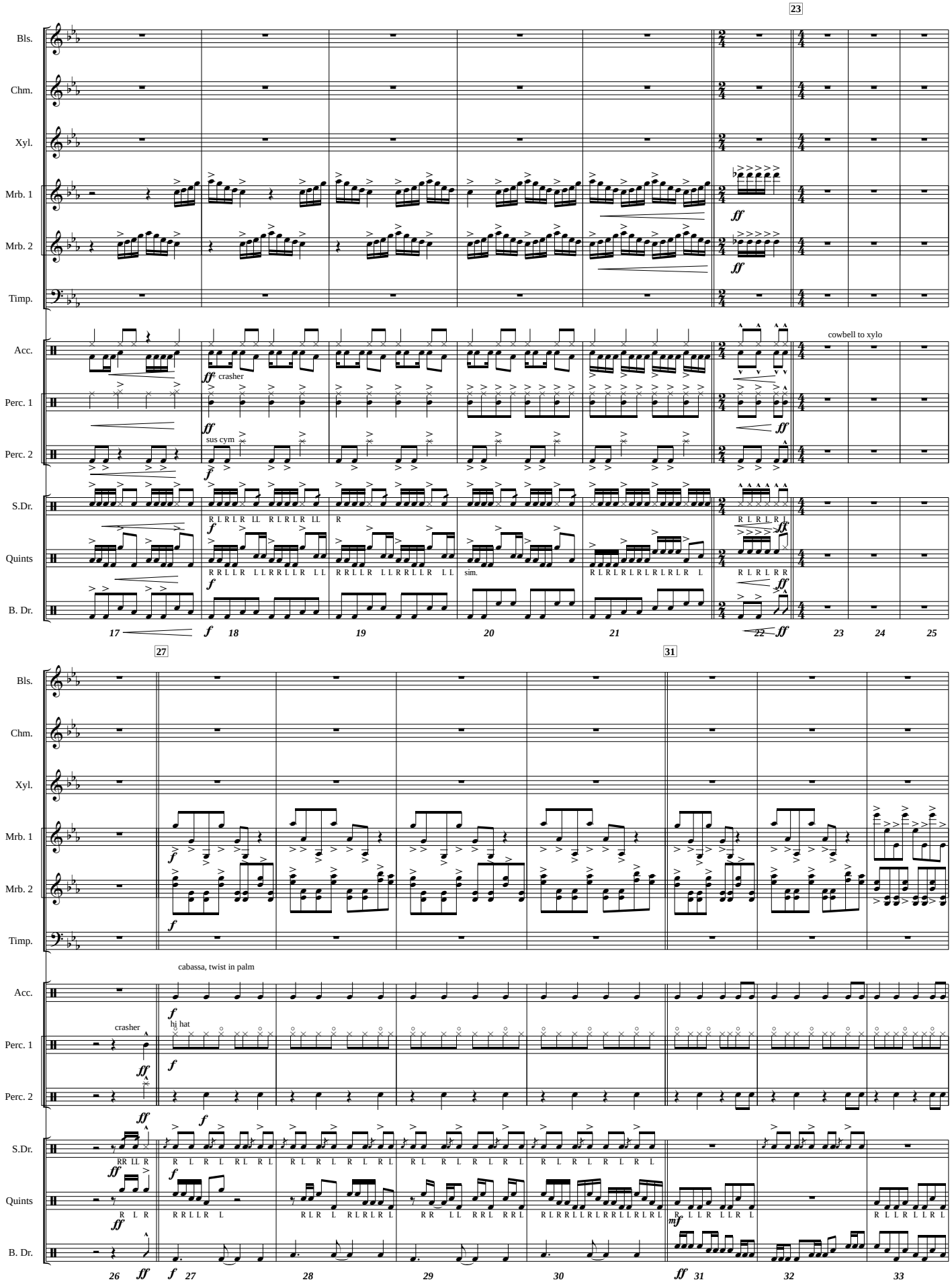
PERCUSSION

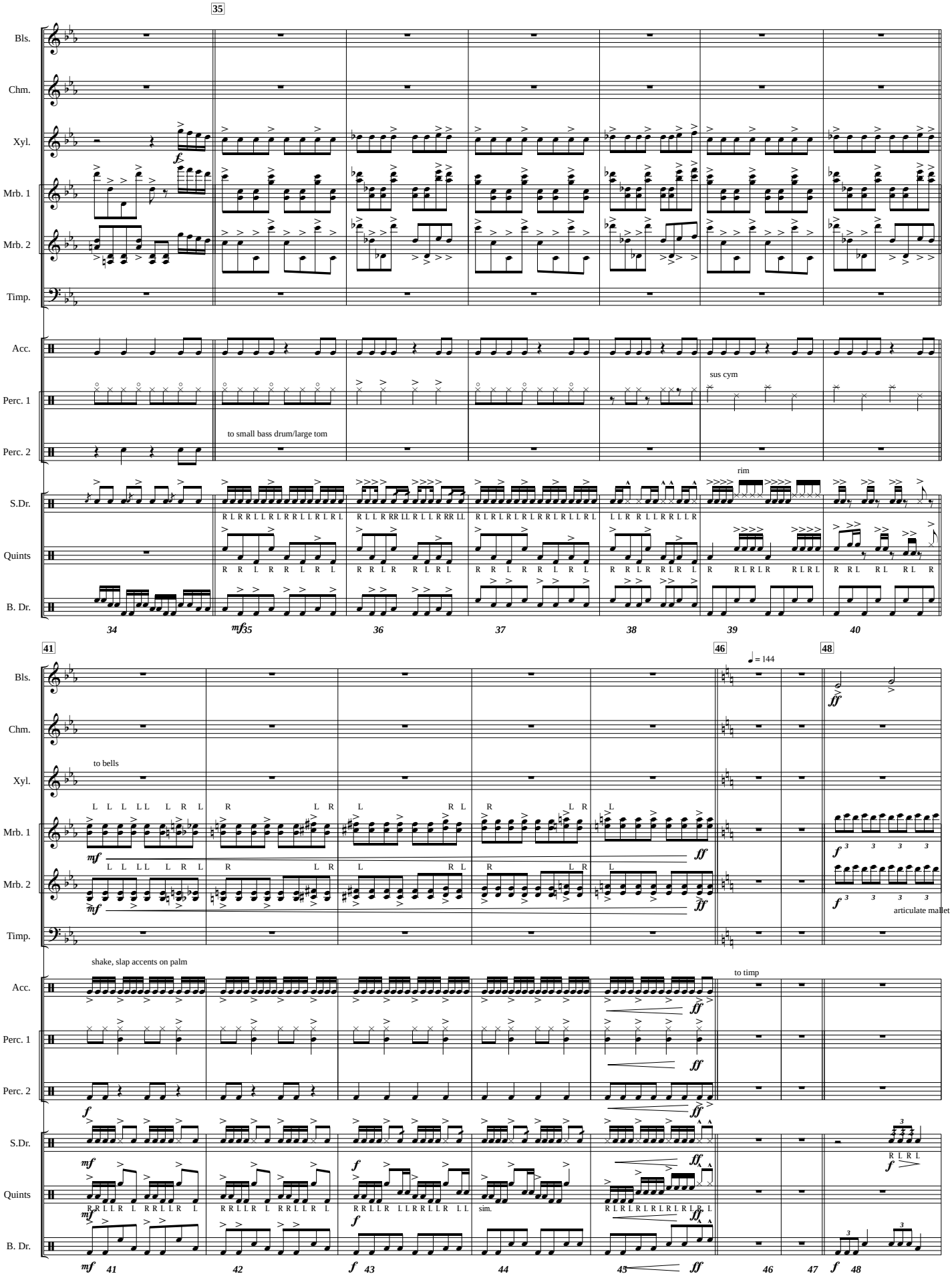
# The Matrix, Part 3

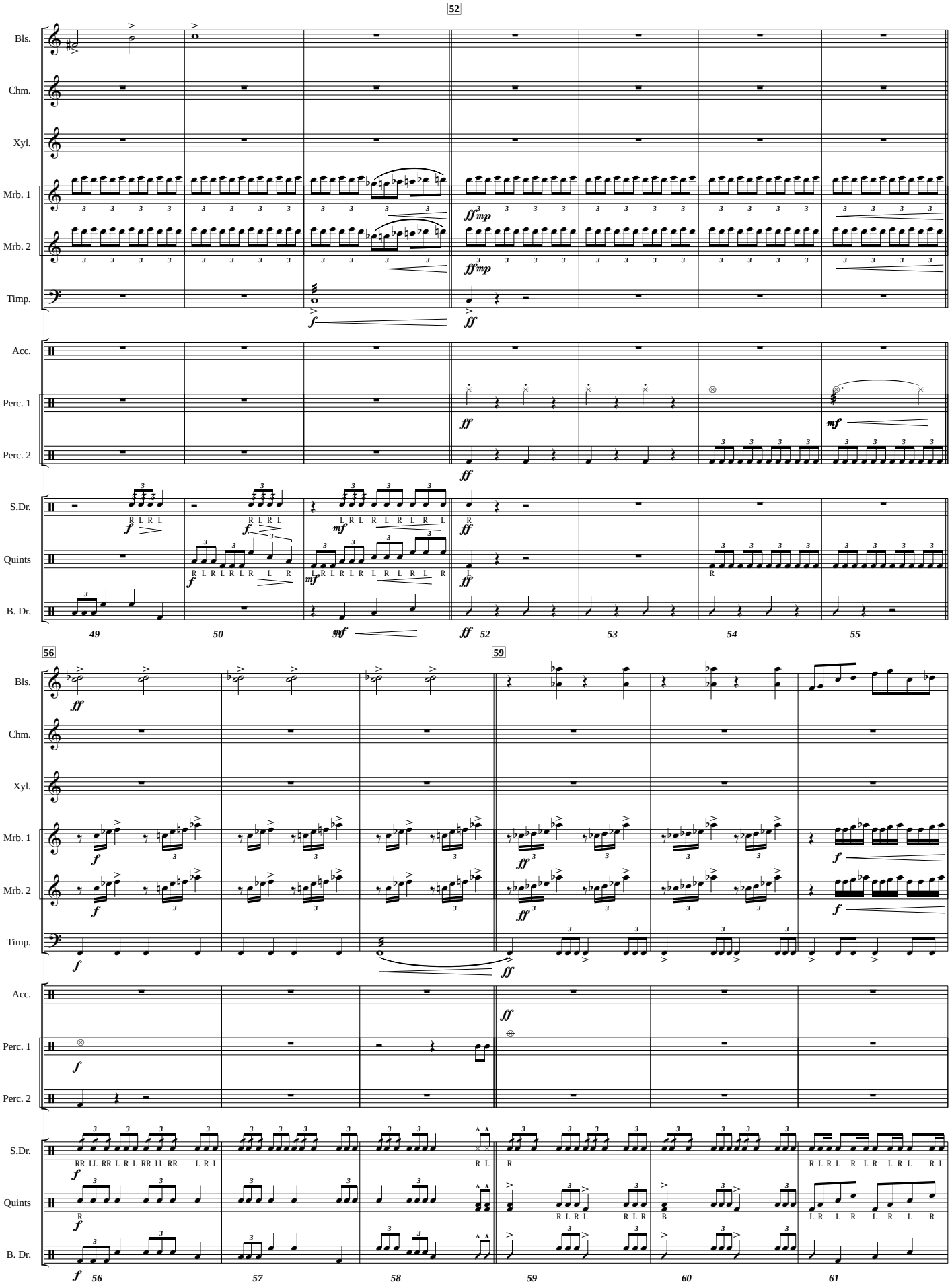
Don Davis

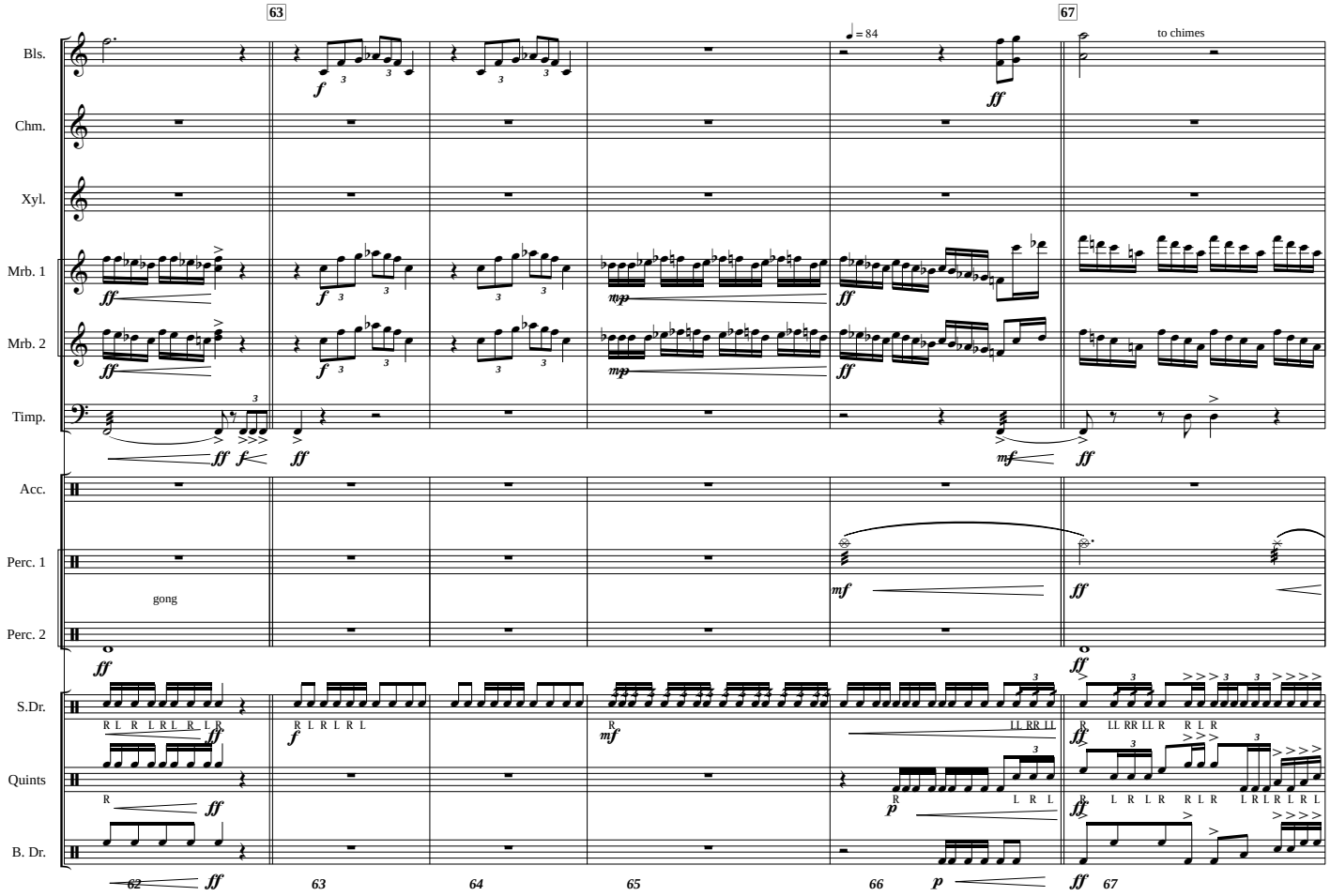
Jeffrey D. Waggoner
Percussion by Jeff Parthun

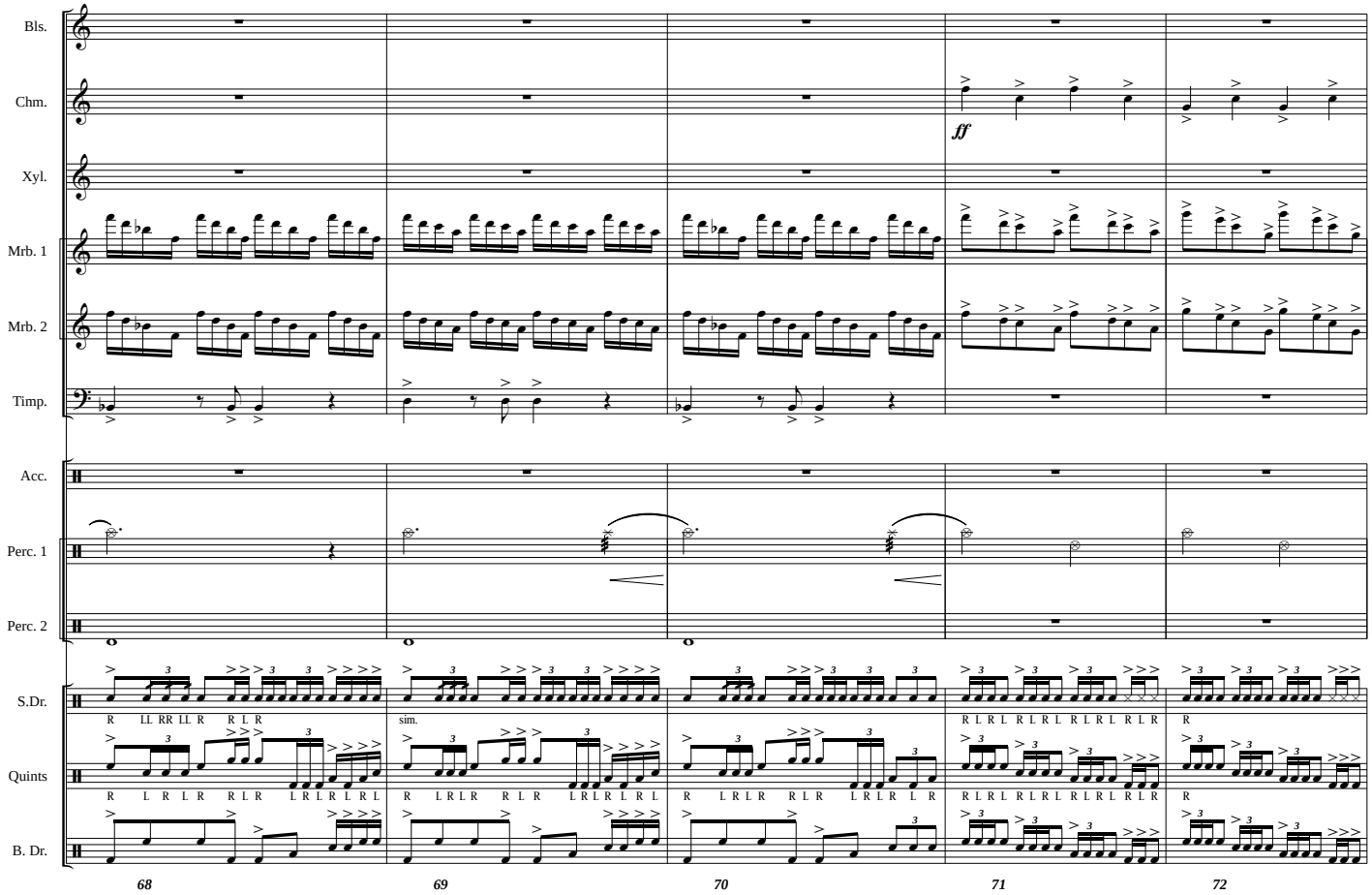


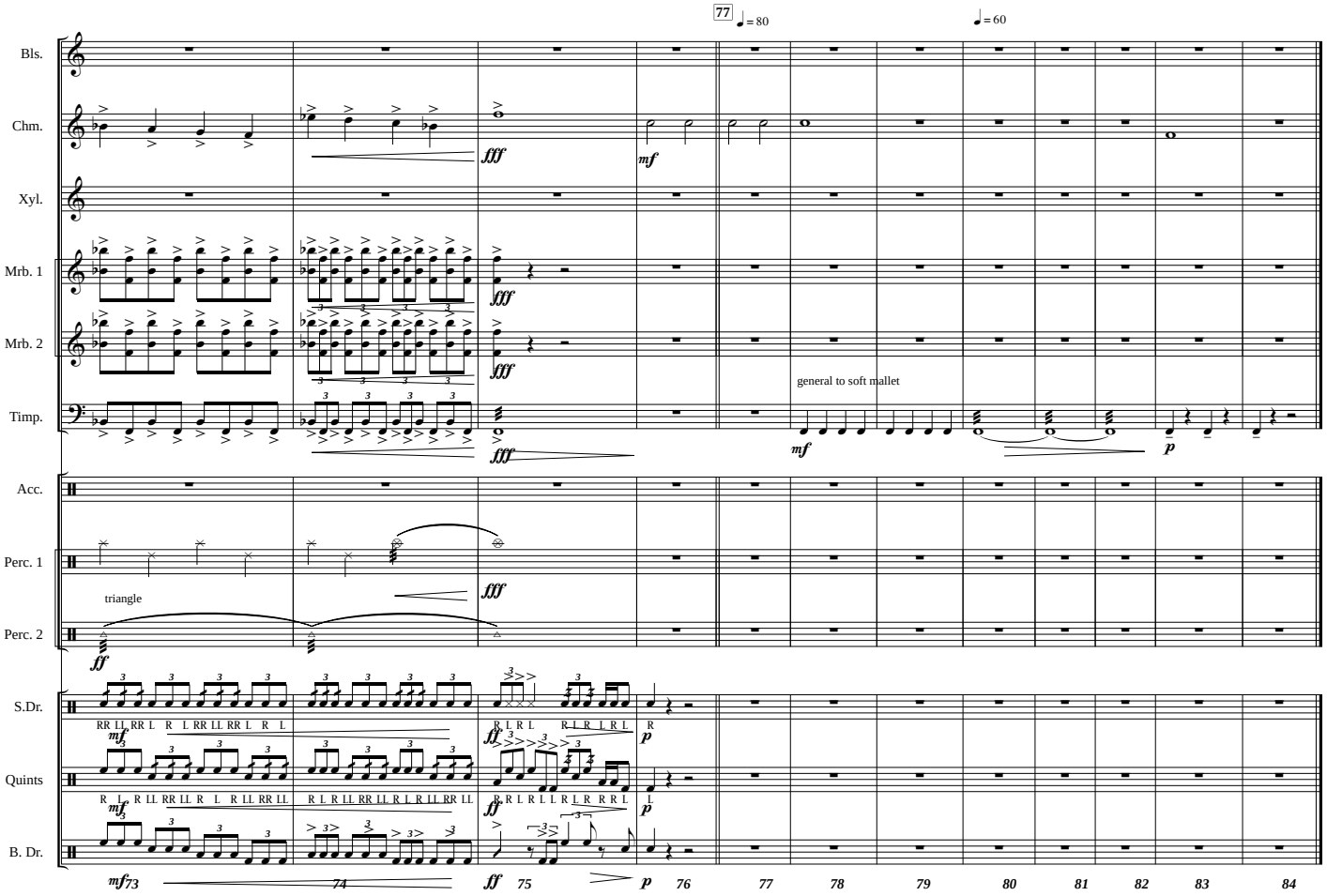

23
Bls.
Chm.
Xyl.
Mrb. 1
Mrb. 2
Timp.
Acc.
Perc. 1
Perc. 2
S.Dr.
Quints
B. Dr.
cowbell to xylo
crasher
sus cym
sim.
17 18 19 20 21 22 23 24 25
27
31
cabassa, twist in palm
hi hat
26 27 28 29 30 31 32 33


35
Bls.
Chm.
Xyl.
Mrb. 1
Mrb. 2
Timp.
Acc.
Perc. 1
Perc. 2
S.Dr.
Quints
B. Dr.
sus cym
to small bass drum/large tom
rim
34
35
36
37
38
39
40
41
46
48
= 144
to bells
articulate mallet
shake, slap accents on palm
to timp
sim.
42
43
44
45
47


52
Bls.
Chm.
Xyl.
Mrb. 1
Mrb. 2
Timp.
Acc.
Perc. 1
Perc. 2
S.Dr.
Quints
B. Dr.
49
50
52
53
54
55
56
59
57
58
60
61


63
67
♩ = 84
to chimes
Bls.
Chm.
Xyl.
Mrb. 1
Mrb. 2
Timp.
Acc.
Perc. 1
gong
Perc. 2
S.Dr.
Quints
B. Dr.
62
63
64
65
66
67


Bls.
Chm.
Xyl.
Mrb. 1
Mrb. 2
Timp.
Acc.
Perc. 1
Perc. 2
S.Dr.
sim.
Quints
B. Dr.
68
69
70
71
72


77
♩ = 80
♩ = 60
Bls.
Chm.
Xyl.
Mrb. 1
Mrb. 2
Timp.
Acc.
Perc. 1
Perc. 2
S.Dr.
Quints
B. Dr.
fff
mf
general to soft mallet
p
triangle
ff
73
74
75
76
77
78
79
80
81
82
83
84