

Brandon Johnson (ASCAP)

Copyright © 2022 By The BMJ Music Publishing Co., LLC. and Brandon Johnson Drums  
All Rights Reserved. International Copyright Secured.

2

7

Sheet music for measures 7-9. The score includes parts for S. (Soprano), Q. (Quadrant), B. 5, B. 4, B. 3, B. U. (Bass), F/T (Flute/Tenor), and C. (Cello). Measure 7 is marked with a box containing the number 7. Measure 8 is marked with a box containing the number 8. The music features various rhythmic patterns, including eighth and sixteenth notes, and rests. A crash choke is indicated in measure 8 for the C. part.

≡

10

Sheet music for measures 10-12. The score includes parts for S. (Soprano), Q. (Quadrant), B. 5, B. 4, B. 3, B. U. (Bass), F/T (Flute/Tenor), and C. (Cello). Measure 10 is marked with a box containing the number 10. The music features various rhythmic patterns, including eighth and sixteenth notes, and rests. Dynamics such as *p* (piano), *f* (forte), and *ff* (fortissimo) are indicated. The F/T part includes the instruction "stick click, flavor drum, or rim" and the C. part includes "sizz. suck" and "press (hi-hat)".

## 13

The musical score is written for piano and guitar. The piano part (S.) is in treble clef, and the guitar part (Q.) is in treble clef. The score is divided into three measures, with measure numbers 12, 13, and 14 indicated at the top. The piano part features dynamic markings of *f* (forte), *p* (piano), and *ff* (fortissimo). The guitar part includes a crash cymbal (C.) and a snare drum (S.). The guitar part also features dynamic markings of *f*, *p*, and *ff*. The score includes various musical notations such as eighth notes, sixteenth notes, and triplets. The piano part has a melodic line with some rests, while the guitar part has a more rhythmic, strummed pattern. The crash cymbal part is a simple, rhythmic accompaniment.

S.   
 Q.   
 B. 5   
 B. 4   
 B. 3   
 B. U.   
 F/T   
 C.

16 17   
 mp mf   
 R L R R L R L R L R L L R R L L

JUICED Score

4

18

19

20

21

stick on stick (ping shot)

S.

Q.

B. 5

B. 4

B. 3

B. U.

F/T

C.

RLRRLRLRLRL L B

*mp mf*

*f mp f mf*

*p*

*p*

*p*

*p*

*p*

*p*

*p*

22

23

24

S.

Q.

B. 5

B. 4

B. 3

B. U.

F/T

C.

*p*

*ff*

*ff*

*ff*

*ff*

*ff*

*ff*

*p*

*f*

sizz. (suck on count 3)

(crash)

25 26 5

S. *p*

Q. *p*

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

B. 5

B. 4

B. 3

B. U.

F/T

C.



28 30 31

S.

Q. *ff* skank

B. 5 *ff*

B. 4 *p* *mf* *ff*

B. 3 *p* *mf* *ff*

B. U. *p* *mf* *ff*

F/T *p* *ff* rim shot on main or flavor rim clicks

C. *p* sizz. *ff* press/hi-hat