

# Drum Chart Symbols

H/H (High Hat)  
or  
R/CYM. (Ride Cymbal)      ⊗ = Crash Cymbal      ⊕ = half open H/ H splash      ◆ = Bell of R/CYM.

5 = Mounted Tom      = Snare Drum      = Floor Tom      = Bass Drum

0.35 = track time

9 "Play 3" means play the previous bar 3 more times      Tacit 4 = rest for 4 bars

**PLAY 3**      **TACIT 4**

"Play 3 similar" means play the previous bar almost the same.  
Does not have to be exactly the same.  
eg: the crash cymbal may be left out of bars 2, 3, and 4.

13 **Play 3 Similar**

17 = 120 equals how many beats per minute (Tempo)      Fill = play fill at bar # 8      Fill

**PLAY 7**

21 3 Flams      2 Drags      Two 3 stroke Ruffs      Repeat the previous bar

25 Two bars with a 2 on top = play previous 2 bars again

**2**

Cym. swell up      CYM. swell down

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