

Opposites Attract - Percussion Score

16 17 18 19 20 21 22

Mal 1 *mf*

Mal 2 *mf* *f* *p*

Mal 3 *ff* *p* *f*

Mal 4 *p* *f*

Mal 5 *p* *f*

Synth 1 *mf*

Synth 2 *p* *mp*

B. Guit *f* Crash Cymbal

Aux 1

Aux 2

Aux 3 *mf*

Snares *mf* *p*

Tenors *mf* *p* *mf*

Basses *p* *mf* *mf*

Cym *mp*

Opposites Attract - Percussion Score

31 32 33 34 35 36 37

Mal 1

Mal 2

Mal 3

Mal 4

Mal 5

Synth 1

Synth 2

B. Guit

Aux 1

Aux 2

Aux 3

Snares

Tenors

Basses

Cym

mf

ff

f

p

Open hihat

China Cymbal

+Gong

1 Only

All Center

edge

All Center

r r l r l r l r

L r r L R r l ...

R L

r l ...

l r l ...

L r r L R r l ...

R L

R R l R L

L R L L

R R l R L

L R L L

Opposites Attract - Percussion Score

47 48 49 50 51 52 53 54 55

Mal 1 *mp*

Mal 2

Mal 3 *f*

Mal 4

Mal 5

Synth 1 *pp*

Synth 2 *mp* Strings

B. Guit *p*

Aux 1 *p* Triangle

Aux 2 *mp*

Aux 3 Sus. Cymbal *mf*

Snares

Tenors *mp* Soft Mallet

Basses *mp* Soft Mallet

Cym

Opposites Attract - Percussion Score

66 67 68 69 70 71 72 73 74

Mal 1 *mf*

Mal 2 *f*

Mal 3 *f*

Mal 4 *f*

Mal 5 *f*

Synth 1 *f*
*Double in piano only if no bass
pp

Synth 2 *mp*

B. Guit *p*

Aux 1 *p*

Aux 2 *mp*

Aux 3 *pp*

Snares *mf* *p* *mf* *mp* *p* *mf* *mp*

Tenors *mf* *p* *mf* *mp* *p* *mf* *mp*

Basses *p* *mf* *p* *mf* *p* *mf* *mp*

Cym *mp*

Opposites Attract - Percussion Score

Metal vs. Classical

83 84 85 86 87 88 89 $\text{♩} = 160$ 90 91

Mal 1 *p*

Mal 2 *p*

Mal 3

Mal 4 *p* nat. *mp*

Mal 5 *p* nat. *mp*

Synth 1 *p* *ppp* *ppp*

Synth 2

B. Guit *ppp* *mp*

Aux 1 *ppp*

Aux 2 *pp*

Aux 3 *ppp*

Snares *p* Regular Implement *p*

Tenors *pp* Regular Implement *p*

Basses rh... *p*

Cym

Opposites Attract - Percussion Score

99 100 $\text{♩} = 120$ **101** 102 103 104 105 106 107 108 109 $\text{♩} = 160$

Mal 1 *mf*

Mal 2 *mf*

Mal 3 *f* nat. *mf* *f*

Mal 4 *mf* nat.

Mal 5 *mf*

Synth 1

Synth 2

B. Guit

Aux 1

Aux 2

Aux 3 *f*

Snares *f*
l R r L l R

Tenors *f*
l R r L l R

Basses *f*
l R r L l R

Cym

117 118 119 120 121 122 123 124

Mal 1 *mf*

Mal 2 *mf*

Mal 3 *mf*

Mal 4 *mf*

Mal 5 *mf*

Synth 1 *ff*

Synth 2 *ff*

B. Guit *ff*

Aux 1 *f*

Aux 2 *f*

Aux 3 *f*

Snares *f* *ff* *f* *p* *f* *f*

Tenors *f* *ff* *f* *p* *f* *p* *f*

Basses *ff* *f*

Cym *ff* *f*

Opposites Attract - Percussion Score

135 **136** 137 138 Bells 139 140 141

Mal 1 *p* \rightarrow *f*

Mal 2 *p* \rightarrow *f*

Mal 3 *p* \rightarrow *f* *f* \rightarrow *p*

Mal 4 *ff* *p* \rightarrow *f* *f* \rightarrow *p* *ff*

Mal 5 *ff* *p* \rightarrow *f* *f* \rightarrow *p* *ff*

Synth 1 *p* \rightarrow *f*

Synth 2 *ff* Electronic Patch *f* \rightarrow *p* *ff*

B. Guit *ff* Open hihat *f* \rightarrow *p* *ff* Open hihat

Aux 1 *f* China Cymbal Triangle *f* China Cymbal

Aux 2 *f* Gong/BD *mf*

Aux 3 *f* All Center *halfway edge* *p* *f* Center

Snares *mf* *mf* \rightarrow *p* *mf*

Tenors *mf* *p* \rightarrow *mf*

Basses *mf* *p* \rightarrow *mf*

Cym

151 152 153 154 155 156 157 158

Mal 1
Mal 2
Mal 3
Mal 4
Mal 5
Synth 1
Synth 2
B. Guit
Aux 1
Aux 2
Aux 3
Snares
Tenors
Basses
Cym

pp
pp
pp
mp
f
p
f
f
f
f
f
f
f
f

Center
Crash
Choke
Impact Drums

R L R L R R L R R L ...
R L R L R R L R R L ...
R R L ...
R

Opposites Attract - Percussion Score

167 168 169 170 171 172 173 174

Mal 1 *mf* *mp* *p* *pp*

Mal 2 *p* *f*

Mal 3 *p* *f*

Mal 4 *p* *f*

Mal 5 *p* *f*

Synth 1

Synth 2

B. Guit

Aux 1

Aux 2 Temple Blocks *mf*

Aux 3

Snares

Tenors

Basses

Cym