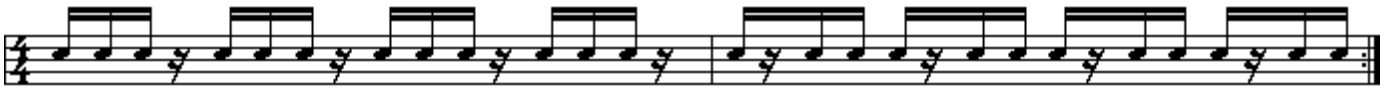
16th Rest Time!

X = Play on Rim
*Use alternating sticking.

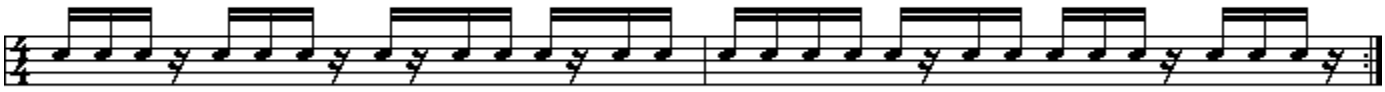
1 e & ah 2 e & ah 3 e & ah 4 e & ah

1



1 e & ah 2 e & ah 3 e & ah 4 e & ah

2



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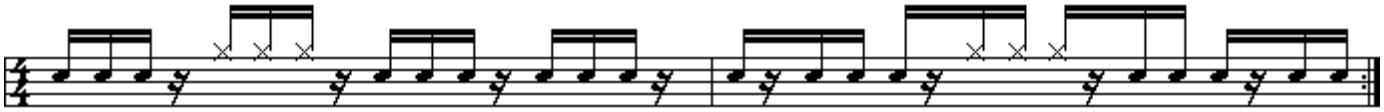

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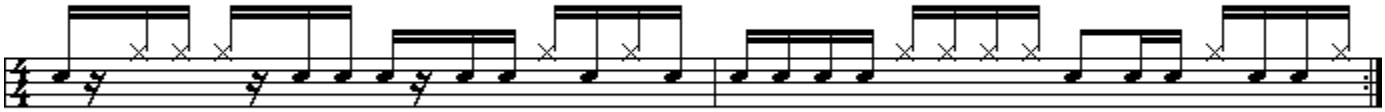

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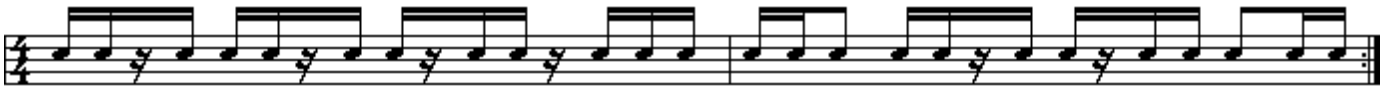
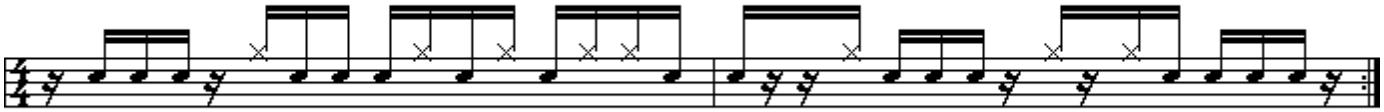


6



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