

Worth the Wait

Composed and Arranged by
Ian Grom and John Mapes
box-six.com

Mvt 4

♩ = 210

A

9 10 11 9 20 21 22 8

B

C

30 6 36 6 42 4 46 ^{1/2 time 8} 47 ^{regular time for 8} 48 ³ ³ ³

49 3 3 50 ^{1/2 time 8} 51 ^{march accents} 52 ⁵ ⁵

53 5 3 3 54 hold 55

56 57 58

D

59 ^(L hand over R) 60 ^{step-off} 61 ^{L hand backstick} 62 ^{R hand spin} ^(L hand over R)

63 ^{L hand backstick} ^{R hand spin} 64 65 66 67

E

68 2 70 12 82 4 86 2

down on 1

Snare Drums

Worth the Wait, Mvt 4

2

F

88 $\overset{\vee}{\text{3}}$ 89 90> 91> 92>

f *ff* *f*

93> 94> $\overset{\vee}{\text{3}}$ $\overset{\vee}{\text{3}}$ 95 $\overset{\vee}{\text{3}}$ $\overset{\vee}{\text{3}}$ 96 $\overset{\wedge}{\vee}$ 97

mf *mp* *p* *mp* *mf* *f*

98 **4** 102 $\overset{\vee}{\text{3}}$ $\overset{\vee}{\text{3}}$ 103> $\overset{\vee}{\text{3}}$ $\overset{\vee}{\text{3}}$ 104> 105>

p *mp* *mf* *f*

G

106 \wedge rims 107 108 109 110 111 112 113

p

114< 115 116 117> 118> 119

mp *mf*

H

120 121> 122 $\overset{\wedge}{\vee}$ 123 \wedge

f *ff* *f* *ff* *f*

124 stutter step 125 \wedge 126 \wedge 127 stutter step

ff *f* *ff* *f* *ff*

128 \wedge 129 130 131

mp

(single player pick-up)

132 133 134 135 136 \wedge

f *ff* *r*

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A

9 10 11 9 20 21 22 8 30 6

B

36 37 38 39

f *mp* *f*

40 41 42

43 44 45

f *ff*

C

D

46 54 59 60 62 63

mp *mf* *f*

R hand spin

64 65 66 67

ff

E

68 70 82 86

down on 1

Tenor Drums

Worth the Wait, Mvt 4

2

F

88 *f* 89 *f* 90 *ff* 91 *f* 92 *f*

93 *f* 94 *f* 95 *f* 96 *mf* 97 *mp* *p* *mp* *mf* *f*

98 *p* 102 *mp* 103 *mf* 104 *f* 105 *f*

G

106 *r* 107 *mp* 114 *mp* 115 *mp* 116 *mp* 117 *mp*

118 *mf* 119 *mf* 120 *f* 121 *f*

H

122 *ff* 123 *f* 124 *ff* 125 *f* 126 *ff* 127 *f*

127 *ff* 128 *mp* 129 *mp* 130 *mp* 131 *mp*

132 *f* 134 *f* 135 *f* 136 *ff*

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A

9 10 11 9 20 21 22 8

B

C

30 6 36 6 42 4 46 6 52 5 53 5 3 3

D

54 5 59 60 61 62 63

64 65 66 67

E

68 2 70 12 82 4 86 2 88 89

down on 1

f

F

90 91 92 93 94 95

ff

f

96 97 98 99 100 6

mf

mp

p

f

101 6 102 3 103 3 104 3 105

p

mp

mf

f

V.S.

5 Bass Drums

Worth the Wait, Mvt 4
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G take drums off 106> 107 7 let accented hand float 114> 115 116> 117 118> 119

r r l l r r l r l r l l r r l r r l l r r l r

H 120> 121 122 123 124 stutter step 125 126

l r l l r r l r r l r l r l r l r l r

127 stutter step 128 visual floating hands, we will obviously mess with this live... 129 130

l r l r l mp

131 132 2 134 135 136

f

Cymbals

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♩ = 210

9 10 11 9 20 21

A 22 8 30 6 36 6 42 4 46 8

D 54 5 59 60 4 64 65 66 67 choke

f

E 68 2 70 12 82 4 86 4 90 91 92 93

down on 1 *ff*

94 95 96 97 choke 98 4

mf mp mf

102 sizzle 103 104 light crash 105 106 107 7

p mp mf ff

Cymbals

Worth the Wait, Mvt 4
2

114 115 116 117 118 119 120 121

p *mp* *mf*

H 122 123 124 125 126 127

choke choke stutter step on count 2 choke choke stutter step on count 2

f

128 129 130 131 132

f *mp* *mf* **2**

134 135 136

choke

f *ff*

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♩ = 210

straight line

9 10 R L R L 11 R L R 12 R L R L 13 R L R 14 R L R L R L R L

R hand floats, drum to drum moment

15 R L R L R L 16 R L L R L L 17 R L L R L L 18 full ensemble hype build yell 19

reshape to the circle for 4

20 21 R L R L 22 R L R L 23 R L 24 R L R L 25 R L 26 R L R L R L R

A 22-25 1/2 time jumps! (3,4,1 jump to side of drum)

27 L R L R L 28 29 30 R L R L R L R L 31 R L R L R L R L

r... facing in tossing across the circle, one pair for every 3 counts

toss to your neighbor, play 2, toss catch

32 R L R L L L 33 R L R L L L 34 quick R hand tosses with light L hand quarters, one pair for every count 35

B 36 36-41, reshape 37 5 42 R R L L R 43 R L L R R L 44 R 45 3 3 (rim)

C 46 8 54 5 59 **D** 60 3

step off with the 14" tom drums

Surdos

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2

R hand spin

63 *f* 64 *ff* 65 66 67

R hand spin

E **F**

68 **2** 70 **12** 82 **4** 86 **4** 90 91 92

93 94 95 96 97

98 **4** 102 *p* 103 *mp* 104 *mf* 105 *f*

G

106 *p* 107 108 109 110 *mp* 111 112 113

114 *mf* 115 116 117 118 *f* 119 120 121

H

122 *ff* 123 124 125 126 127 128 *p*

129 130 131 132 **2** 134 big split arm part 135 136 *ff*