

# Battery

# PHN Perc Notation Guide

hit      buzz roll      rim knock      stick shot      neighbor's drum      edge      rim      cowbell      ride cymbal      ride crash

Snare

rim shot      crushed buzz      dreads      double stop (hit w/both hands)      stick click      ping shot      hi-hat      cowbell tip      ride bell      gock shot

spock drum right (spock)      drum 1      drum 3      cowbell      crossover      muted tap      stick click

Tenors

spock drum left (spock)      drum 2      drum 4      rim shot/rims      skank (muted rim shot)      hand muffle

bass 1      bass 3      bass 5      bass 7      rim click/shot      unison hit      unison rim click

Bases

bass 2      bass 4      bass 6      muted hit      unison mute

Crash

crash      chick (hi-hat)      fusion (sizzle w/pullback)

crash choke      tap      sizzle

Cymbals

hit      crash

Ride

bell      crash choke

\*some notations in one legend may apply to multiple instruments and can be applied to any drum (e.g. shots, buzzes/crashes, clicks, rims, crossovers, neighbor's drums, etc.)  
 \*crash Cymbal parts may be split. The same notation will be used, just in the spaces.  
 \*whether an x denotes shots or rims/clicks will be notated in the music. Default: Tenors = shots, Bases = clicks  
 \*if a piece calls for two spocks and only one spock is available, play both parts on the single drum. If a piece calls for one spock and two spocks are available, play the part on the smaller drum.