

Blues Traveler - Run-Around

♩ = 150,000000
Harmonica Solo

This system contains the first three measures of the piece. It features a Harmonica Solo staff at the top, which is mostly empty. Below it are six drum parts: High Hat/Cymbals (constant eighth-note pattern), Snare/Rim Knock (alternating eighth notes), Bass Drum (quarter notes), Toms/Tambourine (empty), and Congas (empty). The Guitar part starts with a chord and a melodic line. The Bass part provides a steady quarter-note accompaniment.



This system contains measures 4 through 6. The Harmonica Solo staff begins with a melodic line starting on measure 4. The drum parts continue with their established patterns. The Guitar part has a more active melodic line with some bends. The Bass part continues with its quarter-note accompaniment.

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7

Harmonica Solo

Drums - High Hat/Cymbals

Drums - Snare/Rim Knock

Drums - Bass Drum

Guitar

Bass



10

Harmonica Solo

Drums - High Hat/Cymbals

Drums - Snare/Rim Knock

Drums - Bass Drum

Drums - Toms/Tambourine

Guitar

Bass

13

Drums - High Hat/Cymbals

Drums - Snare/Rim Knock

Drums - Bass Drum

Drums - Congas

Guitar

Bass



16

Drums - High Hat/Cymbals

Drums - Snare/Rim Knock

Drums - Bass Drum

Drums - Congas

Guitar

Bass



19

Drums - High Hat/Cymbals

Drums - Snare/Rim Knock

Drums - Bass Drum

Drums - Congas

Guitar

Bass

22

Drums - High Hat/Cymbals
Drums - Snare/Rim Knock
Drums - Bass Drum
Drums - Congas
Guitar
Bass

This musical score covers measures 22, 23, and 24. It features six staves: Drums - High Hat/Cymbals, Drums - Snare/Rim Knock, Drums - Bass Drum, Drums - Congas, Guitar, and Bass. The key signature has one sharp (F#) and the time signature is 4/4. The drum parts include a consistent high hat pattern, snare and rim knock accents, and a steady bass drum line. The guitar part features a complex rhythmic pattern with chords and single notes, while the bass line provides a simple, steady accompaniment.



25

Drums - High Hat/Cymbals
Drums - Snare/Rim Knock
Drums - Bass Drum
Drums - Congas
Guitar
Bass

This musical score covers measures 25, 26, and 27. It features the same six staves as the previous section. The key signature and time signature remain 4/4 with one sharp. The drum parts continue with the established patterns. The guitar part shows a continuation of its complex rhythmic and harmonic structure, and the bass line remains steady.

28

Musical score for measures 28-30. The score includes parts for Drums - High Hat/Cymbals, Drums - Snare/Rim Knock, Drums - Bass Drum, Drums - Toms/Tambourine, Drums - Congas, Guitar, and Bass. The notation shows a steady drum pattern with a consistent bass line and guitar accompaniment.



31

Musical score for measures 31-33. The score includes parts for Drums - High Hat/Cymbals, Drums - Snare/Rim Knock, Drums - Bass Drum, Drums - Congas, Guitar, and Bass. The notation shows a steady drum pattern with a consistent bass line and guitar accompaniment.

34

Drums - High Hat/Cymbals

Drums - Snare/Rim Knock

Drums - Bass Drum

Drums - Congas

Guitar

Bass

37

Drums - High Hat/Cymbals

Drums - Snare/Rim Knock

Drums - Bass Drum

Drums - Congas

Guitar

Bass

40

Drums - High Hat/Cymbals

Drums - Snare/Rim Knock

Drums - Bass Drum

Drums - Congas

Guitar

Bass

43

Musical score for measures 43-45, featuring five staves: Drums - High Hat/Cymbals, Drums - Snare/Rim Knock, Drums - Bass Drum, Drums - Toms/Tambourine, and a combined Guitar/Bass staff. The score is in 4/4 time with a key signature of one sharp (F#). The drum parts include a consistent high hat pattern, snare hits on the 2nd and 4th beats, and a bass drum pattern. The guitar part features a complex rhythmic pattern with many beamed notes and rests, while the bass part provides a steady accompaniment.



46

Musical score for measures 46-48, continuing the arrangement from the previous page. It features the same five staves: Drums - High Hat/Cymbals, Drums - Snare/Rim Knock, Drums - Bass Drum, Drums - Toms/Tambourine, and a combined Guitar/Bass staff. The drum parts maintain their patterns, and the guitar and bass parts continue their respective melodic and rhythmic lines.

49

Musical score for measures 49-51. The score includes parts for Drums (High Hat/Cymbals, Snare/Rim Knock, Bass Drum, Toms/Tambourine, Congas), Guitar, and Bass. The key signature is one sharp (F#) and the time signature is 4/4. The drum parts feature a consistent pattern of eighth notes on the high hat and bass drum, with snare and tom accents. The guitar part consists of chords and melodic lines, while the bass part provides a steady eighth-note accompaniment.



52

Musical score for measures 52-54. The score includes parts for Drums (High Hat/Cymbals, Snare/Rim Knock, Bass Drum, Congas), Guitar, and Bass. The key signature is one sharp (F#) and the time signature is 4/4. The drum parts continue with the established patterns. The guitar part features more complex chordal textures and melodic runs. The bass part maintains the eighth-note accompaniment.

55

Drums - High Hat/Cymbals

Drums - Snare/Rim Knock

Drums - Bass Drum

Drums - Congas

Guitar

Bass



58

Drums - High Hat/Cymbals

Drums - Snare/Rim Knock

Drums - Bass Drum

Drums - Congas

Guitar

Bass



61

Drums - High Hat/Cymbals

Drums - Snare/Rim Knock

Drums - Bass Drum

Drums - Congas

Guitar

Bass

64

Drums - High Hat/Cymbals
Drums - Snare/Rim Knock
Drums - Bass Drum
Drums - Congas
Guitar
Bass

Detailed description: This musical score covers measures 64, 65, and 66. The High Hat/Cymbals part features a steady eighth-note pattern. The Snare/Rim Knock part has a pattern of quarter notes with rests. The Bass Drum part plays a consistent eighth-note rhythm. The Congas part has a more complex pattern with eighth and sixteenth notes. The Guitar part is in treble clef with a key signature of one sharp (F#) and features a mix of chords and melodic lines. The Bass part is in bass clef with a key signature of one sharp (F#) and plays a simple eighth-note bass line.



67

Drums - High Hat/Cymbals
Drums - Snare/Rim Knock
Drums - Bass Drum
Drums - Toms/Tambourine
Drums - Congas
Guitar
Bass

Detailed description: This musical score covers measures 67, 68, and 69. The High Hat/Cymbals part has a pattern of quarter notes with rests, followed by a final eighth-note pattern. The Snare/Rim Knock part has a pattern of quarter notes with rests. The Bass Drum part continues with an eighth-note rhythm. The Toms/Tambourine part has a pattern of quarter notes with rests. The Congas part has a pattern of quarter notes with rests. The Guitar part is in treble clef with a key signature of one sharp (F#) and features a mix of chords and melodic lines. The Bass part is in bass clef with a key signature of one sharp (F#) and plays a simple eighth-note bass line.

70

Drums - High Hat/Cymbals

Drums - Snare/Rim Knock

Drums - Bass Drum

Drums - Congas

Guitar

Bass



73

Drums - High Hat/Cymbals

Drums - Snare/Rim Knock

Drums - Bass Drum

Drums - Congas

Guitar

Bass



76

Drums - High Hat/Cymbals

Drums - Snare/Rim Knock

Drums - Bass Drum

Drums - Congas

Guitar

Bass

79

Drums - High Hat/Cymbals
Drums - Snare/Rim Knock
Drums - Bass Drum
Drums - Toms/Tambourine
Drums - Congas
Guitar
Bass

This musical score covers measures 79, 80, and 81. It features six staves: five for drums and one for guitar/bass. The drum parts include High Hat/Cymbals (marked with 'x'), Snare/Rim Knock, Bass Drum, Toms/Tambourine, and Congas. The guitar part is written in treble clef with a key signature of one sharp (F#), and the bass part is in bass clef with a key signature of two sharps (D# and F#). The music is in 4/4 time and consists of three measures.



82

Drums - High Hat/Cymbals
Drums - Snare/Rim Knock
Drums - Bass Drum
Drums - Toms/Tambourine
Guitar
Bass

This musical score covers measures 82, 83, and 84. It features six staves: five for drums and one for guitar/bass. The drum parts include High Hat/Cymbals, Snare/Rim Knock, Bass Drum, and Toms/Tambourine. The guitar part is in treble clef with a key signature of one sharp (F#), and the bass part is in bass clef with a key signature of two sharps (D# and F#). The music is in 4/4 time and consists of three measures.

85

Drums - High Hat/Cymbals

Drums - Snare/Rim Knock

Drums - Bass Drum

Drums - Toms/Tambourine

Guitar

Bass



88

Harmonica Solo

Drums - High Hat/Cymbals

Drums - Snare/Rim Knock

Drums - Bass Drum

Drums - Toms/Tambourine

Guitar

Bass



91

Harmonica Solo

Drums - High Hat/Cymbals

Drums - Snare/Rim Knock

Drums - Bass Drum

Guitar

Bass

94

Harmonica Solo

Drums - High Hat/Cymbals

Drums - Snare/Rim Knock

Drums - Bass Drum

Guitar

Bass



96

Harmonica Solo

Drums - High Hat/Cymbals

Drums - Snare/Rim Knock

Drums - Bass Drum

Guitar

Bass



98

Harmonica Solo

Drums - High Hat/Cymbals

Drums - Snare/Rim Knock

Drums - Bass Drum

Guitar

Bass

100

Harmonica Solo

Drums - High Hat/Cymbals

Drums - Snare/Rim Knock

Drums - Bass Drum

Drums - Toms/Tambourine

Guitar

Bass

103

Drums - High Hat/Cymbals

Drums - Snare/Rim Knock

Drums - Bass Drum

Drums - Toms/Tambourine

Guitar

Bass

106

Drums - High Hat/Cymbals

Drums - Snare/Rim Knock

Drums - Bass Drum

Drums - Toms/Tambourine

Guitar

Bass

109

Drums - High Hat/Cymbals
Drums - Snare/Rim Knock
Drums - Bass Drum
Drums - Congas
Guitar
Bass

This system contains measures 109, 110, and 111. The High Hat/Cymbals part features a steady eighth-note pattern. The Snare/Rim part has a consistent backbeat. The Bass Drum plays a simple eighth-note pattern. The Congas provide a rhythmic accompaniment with eighth and sixteenth notes. The Guitar part consists of a series of chords and melodic lines in the treble clef. The Bass part provides a steady eighth-note accompaniment in the bass clef.



112

Drums - High Hat/Cymbals
Drums - Snare/Rim Knock
Drums - Bass Drum
Drums - Congas
Guitar
Bass

This system contains measures 112, 113, and 114. The drum parts continue with their established patterns. The Guitar part features a melodic line with some grace notes and a change in chord structure. The Bass part maintains its eighth-note accompaniment.



115

Drums - High Hat/Cymbals
Drums - Snare/Rim Knock
Drums - Bass Drum
Drums - Congas
Guitar
Bass

This system contains measures 115, 116, and 117. The drum parts remain consistent. The Guitar part continues with its melodic and harmonic development. The Bass part provides a steady accompaniment.

118

Drums - High Hat/Cymbals
Drums - Snare/Rim Knock
Drums - Bass Drum
Drums - Congas
Guitar
Bass

This musical system covers measures 118, 119, and 120. The High Hat/Cymbals part features a steady eighth-note pattern with occasional accents. The Snare/Rim Knock part has a consistent backbeat. The Bass Drum part plays a steady eighth-note line. The Congas part has a rhythmic pattern of eighth notes. The Guitar part features a complex, multi-voiced texture with many notes beamed together. The Bass part plays a simple eighth-note line.



121

Drums - High Hat/Cymbals
Drums - Snare/Rim Knock
Drums - Bass Drum
Guitar
Bass

This musical system covers measures 121, 122, and 123. The High Hat/Cymbals part continues with a steady eighth-note pattern. The Snare/Rim Knock part maintains the backbeat. The Bass Drum part continues with its eighth-note line. The Guitar part has a similar complex texture to the previous system. The Bass part continues with its eighth-note line.



124

Drums - High Hat/Cymbals
Drums - Snare/Rim Knock
Drums - Bass Drum
Guitar
Bass

This musical system covers measures 124, 125, and 126. The High Hat/Cymbals part continues with a steady eighth-note pattern. The Snare/Rim Knock part maintains the backbeat. The Bass Drum part continues with its eighth-note line. The Guitar part has a similar complex texture to the previous systems. The Bass part continues with its eighth-note line.

127

Drums - High Hat/Cymbals

Drums - Snare/Rim Knock

Drums - Bass Drum

Guitar

Bass



130

Drums - High Hat/Cymbals

Drums - Snare/Rim Knock

Drums - Bass Drum

Drums - Toms/Tambourine

Guitar

Bass



133

Drums - High Hat/Cymbals

Drums - Snare/Rim Knock

Drums - Bass Drum

Drums - Toms/Tambourine

Guitar

Bass

136

Musical score for measures 136-138. The score includes staves for Drums - High Hat/Cymbals, Drums - Snare/Rim Knock, Drums - Bass Drum, Drums - Toms/Tambourine, Guitar, and Bass. The guitar part features a complex rhythmic pattern with many beamed notes and rests.



139

Musical score for measures 139-141. The score includes staves for Drums - High Hat/Cymbals, Drums - Snare/Rim Knock, Drums - Bass Drum, Drums - Toms/Tambourine, Guitar, and Bass. The guitar part continues with a complex rhythmic pattern.



142

Musical score for measures 142-144. The score includes staves for Drums - High Hat/Cymbals, Drums - Snare/Rim Knock, Drums - Bass Drum, Drums - Toms/Tambourine, Guitar, and Bass. The guitar part continues with a complex rhythmic pattern.

145

Drums - High Hat/Cymbals

Drums - Snare/Rim Knock

Drums - Bass Drum

Drums - Toms/Tambourine

Guitar

Bass



148

Harmonica Solo

Drums - High Hat/Cymbals

Drums - Snare/Rim Knock

Drums - Bass Drum

Drums - Toms/Tambourine

Guitar

Bass

151

Harmonica Solo

Drums - High Hat/Cymbals

Drums - Snare/Rim Knock

Drums - Bass Drum

Drums - Toms/Tambourine

Guitar

Bass



154

Harmonica Solo

Drums - High Hat/Cymbals

Drums - Snare/Rim Knock

Drums - Bass Drum

Drums - Toms/Tambourine

Guitar

Bass

157

Harmonica Solo

Drums - High Hat/Cymbals

Drums - Snare/Rim Knock

Drums - Bass Drum

Drums - Toms/Tambourine

Guitar

Bass



159

Harmonica Solo

Drums - High Hat/Cymbals

Drums - Snare/Rim Knock

Drums - Bass Drum

Drums - Toms/Tambourine

Guitar

Bass

162

Harmonica Solo

Drums - High Hat/Cymbals

Drums - Snare/Rim Knock

Drums - Bass Drum

Drums - Toms/Tambourine

Guitar

Bass



165

Harmonica Solo

Drums - High Hat/Cymbals

Drums - Snare/Rim Knock

Drums - Bass Drum

Drums - Toms/Tambourine

Guitar

Bass

168

Harmonica Solo

Drums - High Hat/Cymbals

Drums - Snare/Rim Knock

Drums - Bass Drum

Drums - Toms/Tambourine

Guitar

Bass



170

Harmonica Solo

Drums - High Hat/Cymbals

Drums - Snare/Rim Knock

Drums - Bass Drum

Drums - Toms/Tambourine

Guitar

Bass

Blues Traveler - Run-Around

Harmonica Solo

♩ = 150,000000
Harmonica Solo

4

8

11

76

3

89

92

94

6

3

96

98

3

3

6

100

46

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Blues Traveler - Run-Around

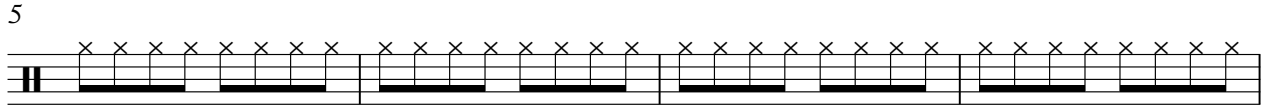
Drums - High Hat/Cymbals

♩ = 150,000000
Drums - High Hat/Cymbals

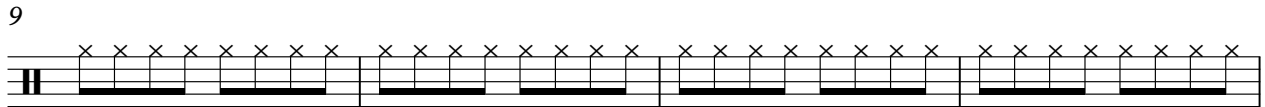
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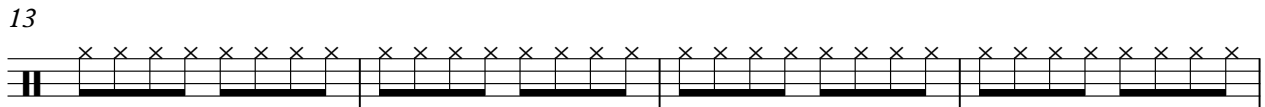
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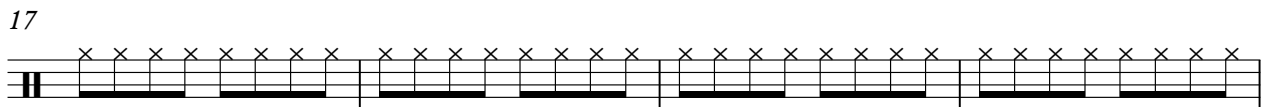
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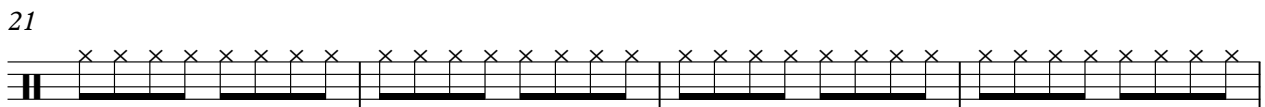
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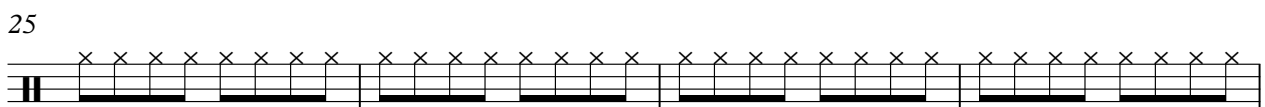
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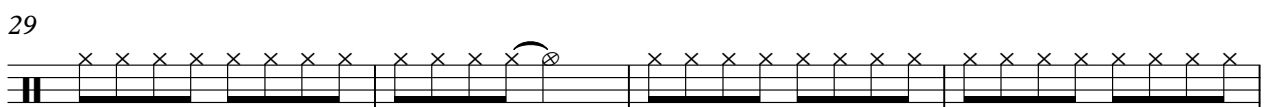
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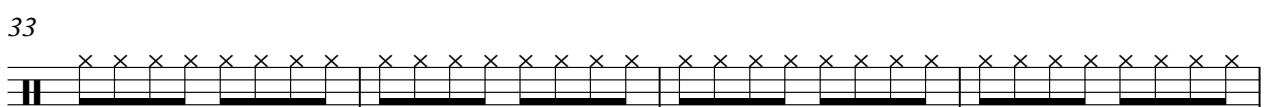
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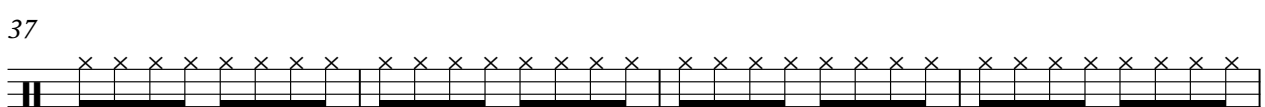
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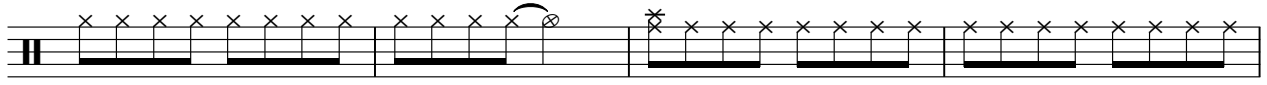
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2

Drums - High Hat/Cymbals

41



45



49



53



57



61



65



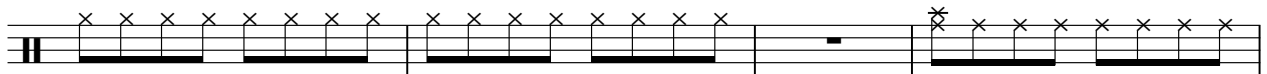
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74



78



82



86



90



94



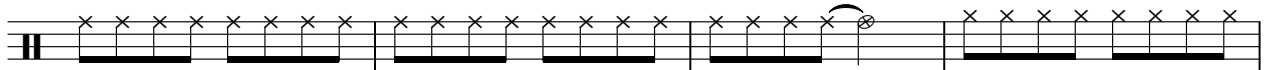
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102



106



110



114



118



V.S.

122



126



131



135



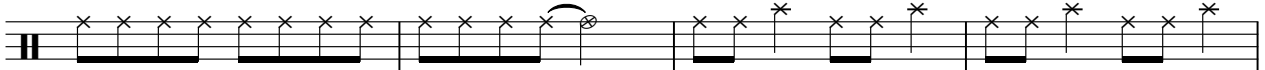
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143



147



151



155



159



163

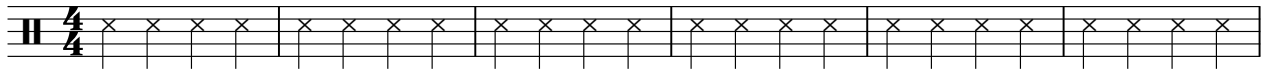


168



Drums - Snare/Rim Knock Blues Traveler - Run-Around

♩ = 150,000000
Drums - Snare/Rim Knock



7



13



19



25



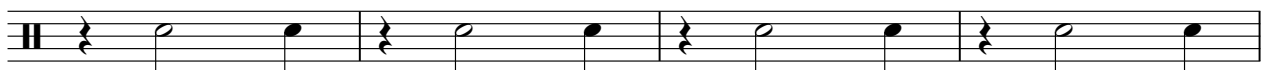
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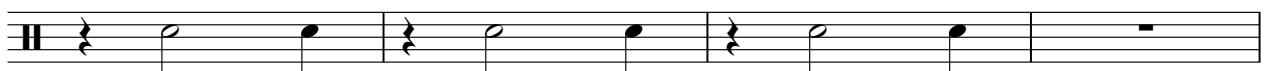
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43



47



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51



57



63



69



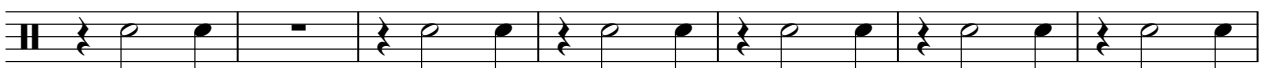
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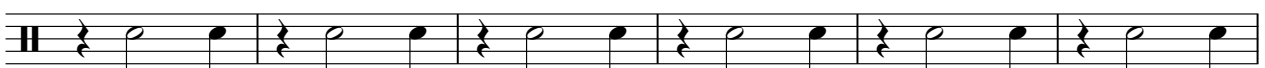
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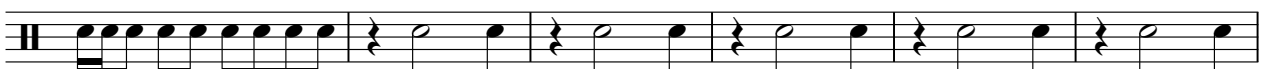
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94



100



106



112



118



124



130



136



142



148



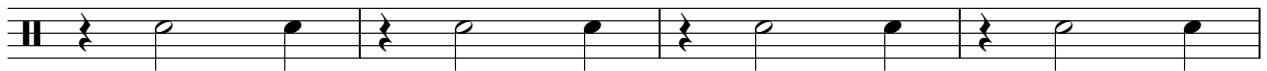
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160



166

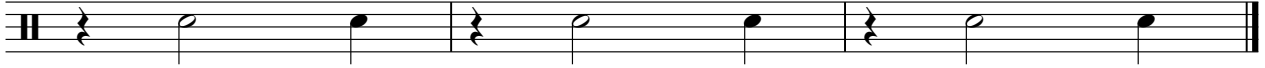


V.S.

4

Drums - Snare/Rim Knock

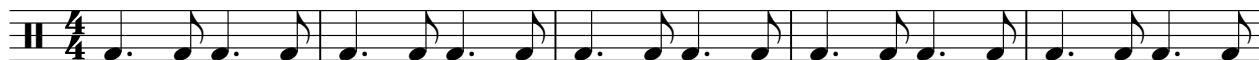
170



Drums - Bass Drum

Blues Traveler - Run-Around

♩ = 150,000000
Drums - Bass Drum



6



11



16



21



26



31



36



41



46



51



56



61



66



71



76



81



86



91



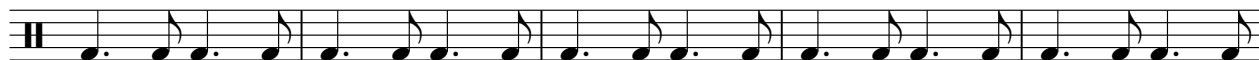
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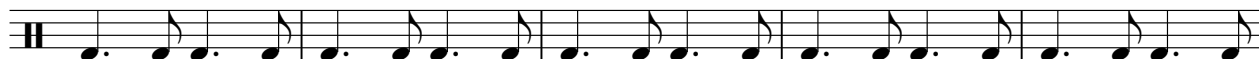
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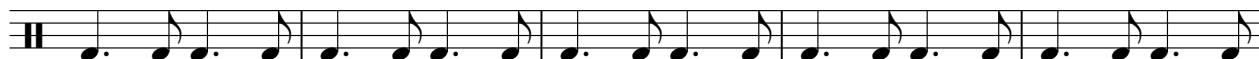
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111



116



121



126



131



136



141



146



V.S.

151



156



161



166



170



Drums - Toms/Tambourine

Blues Traveler - Run-Around

♩ = 150,000000

Drums - Toms/Tambourine

11 17

31 12

46

50 17 11

80

84

88 12

103

107 22

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131



135



139



143



147



151



155



159



163



167



170



Drums - Congas

Blues Traveler - Run-Around

♩ = 150,000000
Drums - Congas

12



16



20



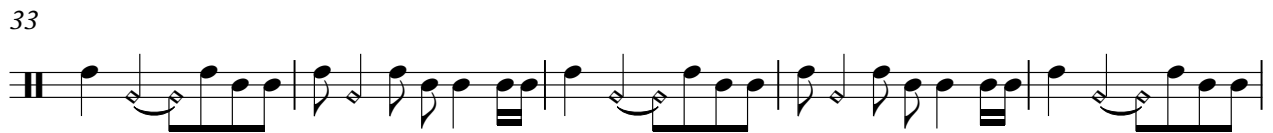
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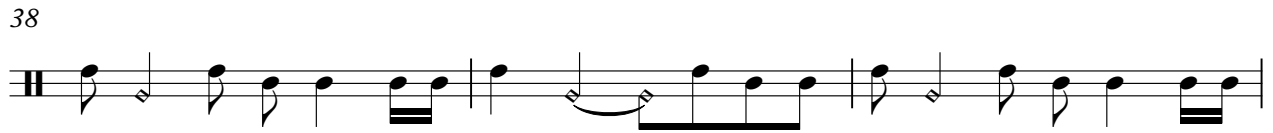
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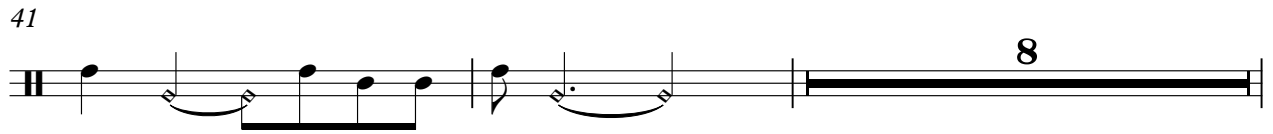
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38

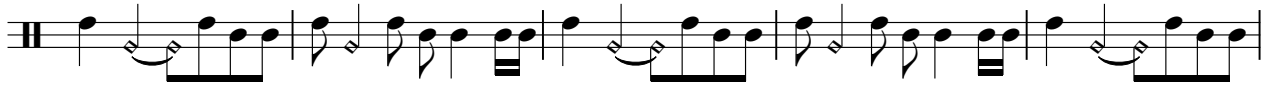


41



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51



56



60



64



70



74



78



110



114



117



Blues Traveler - Run-Around

Guitar

♩ = 150,000000

Guitar

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V.S.

Guitar

40

44

48

52

56

60

64

68

72

75

Guitar

79

83

87

91

95

99

103

107

111

115

V.S.

Guitar

119

123

127

131

135

139

143

147

151

155

159

Guitar

5

163

167

170

Blues Traveler - Run-Around

Bass

♩ = 150,000000
Bass



6



11



16



21



26



31



36



41



46



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V.S.

151



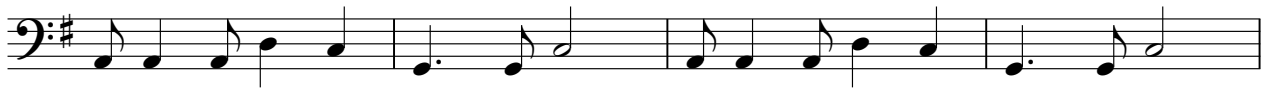
156



161



166



170

