

Janet Jackson - Black Cat

♩ = 118,000137

The musical score is arranged in a vertical stack of staves. The top staff is for Trumpet, followed by Snare, Kick (Power Drums), and Hi-hat / Ride. Below these are four guitar parts: Lead Gtr 1 (Overdriven Gtr), Gtr Harmonics, Gtr Solo (Overdriven Gtr), and Rhythm Gtr (Distortion Gtr). The next two staves are for Elec Bass (finger) and Synth Bass 1. The Brass Section is indicated by a brace on the left. The final staff is for Chiff Lead. The key signature is three sharps (F#, C#, G#) and the time signature is 4/4. The tempo is marked as ♩ = 118,000137. The score shows three measures of music, with most instruments having rests. The Snare, Kick, and Hi-hat parts show rhythmic patterns in the first measure.

♩ = 118,000137

4

Snare

Kick (Power Drums)

Hi-hat / Ride

Toms / Crashes

Lead Gtr 1(Overdriven Gtr)

Gtr Harmonics

Detailed description: This block contains the musical notation for measures 4, 5, and 6. The Snare part features a consistent pattern of quarter notes with accents. The Kick (Power Drums) part plays quarter notes, each followed by a pair of eighth notes. The Hi-hat / Ride part consists of a steady eighth-note pattern. The Toms / Crashes part has a few eighth notes in measure 5. The Lead Gtr 1 (Overdriven Gtr) and Gtr Harmonics parts play a melodic line of eighth notes, starting in measure 5.



7

Snare

Kick (Power Drums)

Hi-hat / Ride

Lead Gtr 1(Overdriven Gtr)

Gtr Harmonics

Detailed description: This block contains the musical notation for measures 7, 8, and 9. The Snare part continues with quarter notes and accents. The Kick (Power Drums) part continues with quarter notes and eighth notes. The Hi-hat / Ride part continues with eighth notes. The Lead Gtr 1 (Overdriven Gtr) and Gtr Harmonics parts continue with the melodic eighth-note line.

10

Snare

Kick (Power Drums)

Hi-hat / Ride

Toms / Crashes

Lead Gtr 1(Overdriven Gtr)

Gtr Harmonics

The image shows a musical score for a drum set and guitar. The drum part consists of four staves: Snare, Kick (Power Drums), Hi-hat / Ride, and Toms / Crashes. The guitar part consists of two staves: Lead Gtr 1 (Overdriven Gtr) and Gtr Harmonics. The score is for measures 10, 11, and 12. The key signature is three sharps (F#, C#, G#) and the time signature is 4/4. The drum part features a consistent pattern of snare and kick drums, with hi-hats playing a steady eighth-note rhythm. The guitar part features a lead line with overdriven distortion and a harmonic line that mirrors the lead line.

13

Trumpet

Snare

Kick (Power Drums)

Hi-hat / Ride

Crash

Toms / Crashes

Lead Gtr 1(Overdriven Gtr)

Gtr Harmonics

Elec Bass (finger)

Synth Bass 1

Brass Section

Chiff Lead

15

Trumpet

Snare

Kick (Power Drums)

Hi-hat / Ride

Lead Gtr 1(Overdriven Gtr)

Gtr Harmonics

Elec Bass (finger)

Synth Bass 1

Brass Section

Chiff Lead

Detailed description: This is a multi-stem musical score for a band. The score is written in a key signature of three sharps (F#, C#, G#) and a common time signature. It consists of ten staves. The top staff is for Trumpet, followed by three percussion staves: Snare, Kick (Power Drums), and Hi-hat / Ride. Below these are four guitar-related staves: Lead Gtr 1 (Overdriven Gtr), Gtr Harmonics, Elec Bass (finger), and Synth Bass 1. The bottom two staves are for Brass Section and Chiff Lead. The music is divided into two measures by a vertical bar line. The notation includes various rhythmic values, accidentals, and articulation marks.

17

Trumpet

Snare

Kick (Power Drums)

Hi-hat / Ride

Lead Gtr 1(Overdriven Gtr)

Gtr Harmonics

Elec Bass (finger)

Synth Bass 1

Brass Section

Chiff Lead

The image shows a musical score for measures 17 and 18. The score is written for ten different instruments or parts. The key signature is three sharps (F#, C#, G#) and the time signature is 4/4. The parts are: Trumpet (melodic line with chords), Snare (quarter notes), Kick (Power Drums) (quarter notes), Hi-hat / Ride (quarter notes), Lead Gtr 1(Overdriven Gtr) (melodic line with bends), Gtr Harmonics (melodic line with bends), Elec Bass (finger) (quarter notes), Synth Bass 1 (quarter notes), Brass Section (melodic line with chords), and Chiff Lead (melodic line with rests). The score is divided into two measures, 17 and 18, with a double bar line between them.

19

Trumpet

Snare

Kick (Power Drums)

Hi-hat / Ride

Toms / Crashes

Lead Gtr 1(Overdriven Gtr)

Gtr Harmonics

Elec Bass (finger)

Synth Bass 1

Brass Section

Chiff Lead

Detailed description: This musical score page shows a 19-measure section. The music is in a key with four sharps (F#, C#, G#, D#) and a common time signature. The instruments and their parts are: Trumpet (melodic line with slurs and accents), Snare (quarter notes with accents), Kick (Power Drums) (quarter notes), Hi-hat / Ride (quarter notes with diamond symbols), Toms / Crashes (rests followed by a short melodic phrase), Lead Gtr 1 (Overdriven Gtr) (melodic line with slurs and accents), Gtr Harmonics (melodic line with slurs and accents), Elec Bass (finger) (bass line with slurs and accents), Synth Bass 1 (bass line with slurs and accents), Brass Section (melodic line with slurs and accents), and Chiff Lead (melodic line with slurs and accents).

21

Snare

Kick (Power Drums)

Hi-hat / Ride

Crash

Toms / Crashes

Lead Gtr 1(Overdriven Gtr)

Gtr Harmonics

Rhythm Gtr (Distortion Gtr)

Elec Bass (finger)

Synth Bass 1

Chiff Lead

24

Snare

Kick (Power Drums)

Hi-hat / Ride

Rhythm Gtr (Distortion Gtr)

Elec Bass (finger)

Synth Bass 1



27

Snare

Kick (Power Drums)

Hi-hat / Ride

Rhythm Gtr (Distortion Gtr)

Elec Bass (finger)

Synth Bass 1

30

Snare

Kick (Power Drums)

Hi-hat / Ride

Rhythm Gtr (Distortion Gtr)

Elec Bass (finger)

Synth Bass 1



33

Snare

Kick (Power Drums)

Hi-hat / Ride

Rhythm Gtr (Distortion Gtr)

Elec Bass (finger)

Synth Bass 1

36

Trumpet

Snare

Kick (Power Drums)

Hi-hat / Ride

Crash

Toms / Crashes

Rhythm Gtr (Distortion Gtr)

Elec Bass (finger)

Synth Bass 1

Brass Section

Detailed description: This is a multi-stem musical score for a rock band. The score is written in 4/4 time with a key signature of three sharps (F#, C#, G#). It begins at measure 36. The instruments and their parts are: Trumpet (melodic line with chords), Snare (backbeat), Kick (Power Drums) (quarter notes), Hi-hat / Ride (eighths), Crash (single crash at the start of the second measure), Toms / Crashes (tom pattern), Rhythm Gtr (Distortion Gtr) (chordal accompaniment), Elec Bass (finger) (walking bass line), Synth Bass 1 (walking bass line), and Brass Section (chordal accompaniment). The score is divided into two measures, with the second measure starting at measure 37.

38

Trumpet

Snare

Kick (Power Drums)

Hi-hat / Ride

Rhythm Gtr (Distortion Gtr)

Elec Bass (finger)

Synth Bass 1

Brass Section

40

The image shows a musical score for a band, starting at measure 40. The score is written for the following instruments:

- Trumpet:** Plays a series of chords in the first measure, followed by a rest, and then a rhythmic pattern of chords in the second measure.
- Snare:** Plays a simple rhythmic pattern consisting of eighth notes and quarter notes.
- Kick (Power Drums):** Plays a rhythmic pattern of quarter notes and eighth notes.
- Hi-hat / Ride:** Plays a steady eighth-note pattern.
- Rhythm Gtr (Distortion Gtr):** Plays a complex rhythmic pattern with many sixteenth notes and eighth notes.
- Elec Bass (finger):** Plays a steady eighth-note pattern.
- Synth Bass 1:** Plays a steady eighth-note pattern.
- Brass Section:** Plays a series of chords in the first measure, followed by a rest, and then a rhythmic pattern of chords in the second measure.

42

Trumpet

Snare

Kick (Power Drums)

Hi-hat / Ride

Rhythm Gtr (Distortion Gtr)

Elec Bass (finger)

Synth Bass 1

Brass Section

44

Trumpet

Snare

Kick (Power Drums)

Hi-hat / Ride

Crash

Toms / Crashes

Lead Gtr 1(Overdriven Gtr)

Gtr Harmonics

Rhythm Gtr (Distortion Gtr)

Elec Bass (finger)

Synth Bass 1

Brass Section

Chiff Lead

Detailed description: This is a multi-stem musical score for a rock band. The score is written in 4/4 time with a key signature of three sharps (F#, C#, G#). The instruments and their parts are: Trumpet (melodic line with eighth and quarter notes), Snare (backbeat on 2 and 4), Kick (Power Drums) (quarter notes on 1 and 3), Hi-hat / Ride (quarter notes on 1 and 3), Crash (single crash on 4), Toms / Crashes (tom pattern on 3 and 4), Lead Gtr 1(Overdriven Gtr) (melodic line with eighth and quarter notes), Gtr Harmonics (melodic line with eighth and quarter notes), Rhythm Gtr (Distortion Gtr) (silence), Elec Bass (finger) (bass line with eighth and quarter notes), Synth Bass 1 (bass line with eighth and quarter notes), Brass Section (melodic line with eighth and quarter notes), and Chiff Lead (melodic line with eighth and quarter notes).

46

Trumpet

Snare

Kick (Power Drums)

Hi-hat / Ride

Lead Gtr 1(Overdriven Gtr)

Gtr Harmonics

Elec Bass (finger)

Synth Bass 1

Brass Section

Chiff Lead

48

Trumpet

Snare

Kick (Power Drums)

Hi-hat / Ride

Lead Gtr 1(Overdriven Gtr)

Gtr Harmonics

Elec Bass (finger)

Synth Bass 1

Brass Section

Chiff Lead

50

Trumpet

Snare

Kick (Power Drums)

Hi-hat / Ride

Lead Gtr 1(Overdriven Gtr)

Gtr Harmonics

Elec Bass (finger)

Synth Bass 1

Brass Section

Chiff Lead

52

Trumpet

Snare

Kick (Power Drums)

Hi-hat / Ride

Crash

Toms / Crashes

Lead Gtr 1(Overdriven Gtr)

Gtr Harmonics

Rhythm Gtr (Distortion Gtr)

Elec Bass (finger)

Synth Bass 1

Brass Section

Chiff Lead

Detailed description: This is a multi-stem musical score for a rock band. The score is written in 4/4 time with a key signature of three sharps (F#, C#, G#). The instruments and their parts are: Trumpet (melodic line with eighth and sixteenth notes), Snare (backbeat), Kick (Power Drums) (quarter notes), Hi-hat / Ride (steady eighth-note pattern), Crash (single crash on the second measure), Toms / Crashes (single tom/crash on the second measure), Lead Gtr 1(Overdriven Gtr) (melodic line with eighth and sixteenth notes), Gtr Harmonics (melodic line with eighth and sixteenth notes), Rhythm Gtr (Distortion Gtr) (power chords on the second measure), Elec Bass (finger) (bass line with eighth and sixteenth notes), Synth Bass 1 (bass line with eighth and sixteenth notes), Brass Section (melodic line with eighth and sixteenth notes), and Chiff Lead (melodic line with eighth and sixteenth notes).

54

Snare

Kick (Power Drums)

Hi-hat / Ride

Rhythm Gtr (Distortion Gtr)

Elec Bass (finger)

Synth Bass 1



57

Snare

Kick (Power Drums)

Hi-hat / Ride

Rhythm Gtr (Distortion Gtr)

Elec Bass (finger)

Synth Bass 1

60

Snare

Kick (Power Drums)

Hi-hat / Ride

Rhythm Gtr (Distortion Gtr)

Elec Bass (finger)

Synth Bass 1



63

Snare

Kick (Power Drums)

Hi-hat / Ride

Rhythm Gtr (Distortion Gtr)

Elec Bass (finger)

Synth Bass 1

66

Snare

Kick (Power Drums)

Hi-hat / Ride

Toms / Crashes

Lead Gtr 1(Overdriven Gtr)

Rhythm Gtr (Distortion Gtr)

Elec Bass (finger)

Synth Bass 1

The image shows a musical score for a drum kit and guitar/bass instruments. The drum kit part consists of four staves: Snare, Kick (Power Drums), Hi-hat / Ride, and Toms / Crashes. The guitar and bass parts consist of four staves: Lead Gtr 1(Overdriven Gtr), Rhythm Gtr (Distortion Gtr), Elec Bass (finger), and Synth Bass 1. The score is in 4/4 time and features a key signature of three sharps (F#, C#, G#). The drum kit part starts at measure 66 and continues for three measures. The guitar and bass parts also start at measure 66 and continue for three measures. The Lead Gtr 1 part is mostly silent, with a few notes in the third measure. The Rhythm Gtr part features a distorted guitar sound with a repeating pattern of chords and single notes. The Elec Bass part features a fingered bass line with a repeating pattern of notes. The Synth Bass 1 part features a synthesized bass line with a repeating pattern of notes.

69

Trumpet

Snare

Kick (Power Drums)

Hi-hat / Ride

Crash

Toms / Crashes

Rhythm Gtr (Distortion Gtr)

Elec Bass (finger)

Synth Bass 1

Brass Section

Detailed description: This is a multi-stem musical score for a rock band. The score is written in 4/4 time with a key signature of three sharps (F#, C#, G#). The instruments and their parts are: Trumpet (melodic line with eighth notes and rests), Snare (backbeat on 2 and 4), Kick (Power Drums) (quarter notes on 1 and 3), Hi-hat / Ride (quarter notes on 1, 2, 3, 4), Crash (diamond symbol on 2), Toms / Crashes (circle symbol on 2), Rhythm Gtr (Distortion Gtr) (chordal accompaniment with eighth notes), Elec Bass (finger) (quarter notes on 1, 2, 3, 4), Synth Bass 1 (quarter notes on 1, 2, 3, 4), and Brass Section (chordal accompaniment with eighth notes). The score is divided into two measures, with measure 69 starting at the beginning of the first measure.

71

Trumpet

Snare

Kick (Power Drums)

Hi-hat / Ride

Rhythm Gtr (Distortion Gtr)

Elec Bass (finger)

Synth Bass 1

Brass Section

73

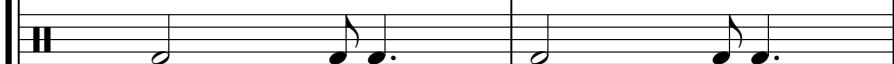
Trumpet



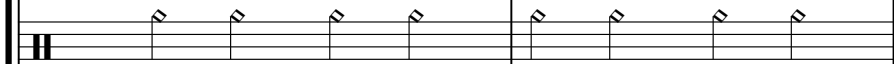
Snare



Kick (Power Drums)



Hi-hat / Ride



Rhythm Gtr (Distortion Gtr)



Elec Bass (finger)



Synth Bass 1



Brass Section



75

Trumpet

Snare

Kick (Power Drums)

Hi-hat / Ride

Toms / Crashes

Lead Gtr 1(Overdriven Gtr)

Gtr Harmonics

Rhythm Gtr (Distortion Gtr)

Elec Bass (finger)

Synth Bass 1

Brass Section

Chiff Lead

77

Trumpet

Snare

Kick (Power Drums)

Hi-hat / Ride

Crash

Toms / Crashes

Lead Gtr 1(Overdriven Gtr)

Gtr Harmonics

Elec Bass (finger)

Synth Bass 1

Brass Section

Chiff Lead

Detailed description: This is a multi-stem musical score for a rock or funk band. The score is written in 4/4 time and features a key signature of three sharps (F#, C#, G#). The instruments and their parts are: Trumpet (melodic line with chords), Snare (backbeat), Kick (Power Drums) (quarter notes), Hi-hat / Ride (quarter notes), Crash (single crash at the start of the first measure), Toms / Crashes (single tom at the start of the first measure), Lead Gtr 1(Overdriven Gtr) (melodic line with bends), Gtr Harmonics (melodic line with bends), Elec Bass (finger) (bass line), Synth Bass 1 (bass line), Brass Section (melodic line with chords), and Chiff Lead (melodic line). The score is divided into two measures, with a repeat sign at the end of the first measure.

79

Trumpet

Snare

Kick (Power Drums)

Hi-hat / Ride

Lead Gtr 1(Overdriven Gtr)

Gtr Harmonics

Elec Bass (finger)

Synth Bass 1

Brass Section

Chiff Lead

81

Trumpet

Snare

Kick (Power Drums)

Hi-hat / Ride

Lead Gtr 1(Overdriven Gtr)

Gtr Harmonics

Elec Bass (finger)

Synth Bass 1

Brass Section

Chiff Lead

Detailed description: This is a multi-stem musical score for a rock or funk band. It features ten staves. The top staff is for Trumpet, followed by three percussion staves (Snare, Kick, and Hi-hat/Ride). Below these are Lead Gtr 1 (Overdriven Gtr), Gtr Harmonics, Elec Bass (finger), Synth Bass 1, Brass Section, and Chiff Lead. The music is in a key with four sharps (F#, C#, G#, D#) and a 4/4 time signature. The score shows two measures of music. The Trumpet and Brass Section play similar melodic lines. The Lead Gtr and Gtr Harmonics play a more complex, overdriven line. The Elec Bass and Synth Bass provide a rhythmic foundation. The Chiff Lead has a few notes in the second measure.

83

Trumpet

Snare

Kick (Power Drums)

Hi-hat / Ride

Lead Gtr 1(Overdriven Gtr)

Gtr Harmonics

Elec Bass (finger)

Synth Bass 1

Brass Section

Chiff Lead

The image shows a musical score for page 83, starting at measure 83. The score is arranged in a vertical stack of staves. The instruments and their parts are: Trumpet (top staff, treble clef), Snare (second staff, percussion clef), Kick (Power Drums) (third staff, percussion clef), Hi-hat / Ride (fourth staff, percussion clef), Lead Gtr 1(Overdriven Gtr) (fifth staff, treble clef), Gtr Harmonics (sixth staff, treble clef), Elec Bass (finger) (seventh staff, bass clef), Synth Bass 1 (eighth staff, bass clef), Brass Section (ninth staff, treble clef), and Chiff Lead (bottom staff, treble clef). The key signature is three sharps (F#, C#, G#) and the time signature is 4/4. The score includes various musical notations such as notes, rests, and dynamic markings.

85

Snare

Kick (Power Drums)

Hi-hat / Ride

Crash

Toms / Crashes

Lead Gtr 1(Overdriven Gtr)

Gtr Harmonics

Gtr Solo (Overdriven Gtr)

Rhythm Gtr (Distortion Gtr)

Elec Bass (finger)

Synth Bass 1

Chiff Lead

87

Snare

Kick (Power Drums)

Hi-hat / Ride

Gtr Harmonics

Gtr Solo (Overdriven Gtr)

Rhythm Gtr (Distortion Gtr)

Elec Bass (finger)

Synth Bass 1

The musical score is arranged in a vertical stack of staves. The top three staves are for percussion: Snare, Kick (Power Drums), and Hi-hat / Ride. The next three staves are for guitar: Gtr Harmonics, Gtr Solo (Overdriven Gtr), and Rhythm Gtr (Distortion Gtr). The bottom two staves are for bass: Elec Bass (finger) and Synth Bass 1. The score covers measures 87, 88, and 89. The key signature is three sharps (F#, C#, G#). The Snare part has a consistent pattern of quarter notes with a snare drum symbol. The Kick part has a pattern of quarter notes with a kick drum symbol. The Hi-hat/Ride part has a consistent pattern of quarter notes with a hi-hat symbol. The Gtr Harmonics and Gtr Solo parts have a melodic line with a mix of eighth and quarter notes, including some slurs. The Rhythm Gtr part has a pattern of quarter notes with a distortion symbol. The Elec Bass part has a pattern of quarter notes with a finger symbol. The Synth Bass part has a pattern of quarter notes with a synth bass symbol.

89

Snare

Kick (Power Drums)

Hi-hat / Ride

Gtr Harmonics

Gtr Solo (Overdriven Gtr)

Rhythm Gtr (Distortion Gtr)

Elec Bass (finger)

Synth Bass 1

91

Snare

Kick (Power Drums)

Hi-hat / Ride

Gtr Harmonics

Gtr Solo (Overdriven Gtr)

Rhythm Gtr (Distortion Gtr)

Elec Bass (finger)

Synth Bass 1

Brass Section

The image shows a musical score for measures 91 and 92. The score is divided into several parts: Snare, Kick (Power Drums), Hi-hat / Ride, Gtr Harmonics, Gtr Solo (Overdriven Gtr), Rhythm Gtr (Distortion Gtr), Elec Bass (finger), Synth Bass 1, and Brass Section. The key signature is three sharps (F#, C#, G#) and the time signature is 4/4. The Snare part has a simple pattern of quarter notes. The Kick part has a pattern of quarter notes. The Hi-hat / Ride part has a pattern of eighth notes. The Gtr Harmonics and Gtr Solo parts have a melodic line with a slur over the second measure. The Rhythm Gtr part has a pattern of quarter notes. The Elec Bass part has a pattern of quarter notes. The Synth Bass 1 part has a pattern of quarter notes. The Brass Section part has a pattern of quarter notes.

93

Snare

Kick (Power Drums)

Hi-hat / Ride

Gtr Harmonics

Gtr Solo (Overdriven Gtr)

Rhythm Gtr (Distortion Gtr)

Elec Bass (finger)

Synth Bass 1

Detailed description: This musical score page, numbered 93, features eight staves. The top three staves are for percussion: Snare, Kick (Power Drums), and Hi-hat / Ride. The Snare staff shows a pattern of quarter notes. The Kick staff shows a pattern of quarter notes with a dotted quarter note. The Hi-hat/Ride staff shows a pattern of quarter notes. The next three staves are for guitar: Gtr Harmonics, Gtr Solo (Overdriven Gtr), and Rhythm Gtr (Distortion Gtr). The Gtr Harmonics and Gtr Solo staves show a complex melodic line with many sixteenth notes. The Rhythm Gtr staff shows a pattern of quarter notes with a dotted quarter note. The bottom two staves are for bass: Elec Bass (finger) and Synth Bass 1. The Elec Bass staff shows a pattern of quarter notes with a dotted quarter note. The Synth Bass 1 staff shows a pattern of quarter notes with a dotted quarter note.

94

Snare

Kick (Power Drums)

Hi-hat / Ride

Gtr Harmonics

Gtr Solo (Overdriven Gtr)

Rhythm Gtr (Distortion Gtr)

Elec Bass (finger)

Synth Bass 1

96

Snare

Kick (Power Drums)

Hi-hat / Ride

Gtr Harmonics

Gtr Solo (Overdriven Gtr)

Rhythm Gtr (Distortion Gtr)

Elec Bass (finger)

Synth Bass 1

Detailed description: This musical score page, numbered 37, shows measures 96 through 99. It features eight staves. The top three staves are for percussion: Snare, Kick (Power Drums), and Hi-hat / Ride. The next two staves are for guitar: Gtr Harmonics and Gtr Solo (Overdriven Gtr), both in treble clef with a key signature of three sharps (F#, C#, G#). The bottom three staves are for bass: Rhythm Gtr (Distortion Gtr) in treble clef, Elec Bass (finger) in bass clef, and Synth Bass 1 in bass clef. The guitar parts feature a melodic line with a triplet and a slur. The bass parts provide a rhythmic accompaniment with various note values and rests.

97

Snare

Kick (Power Drums)

Hi-hat / Ride

Gtr Harmonics

Gtr Solo (Overdriven Gtr)

Rhythm Gtr (Distortion Gtr)

Elec Bass (finger)

Synth Bass 1

The musical score for measures 97-100 is as follows:

- Snare:** Measure 97: two snare hits. Measure 98: snare hit on the first half of the measure. Measure 99: snare hit on the first half of the measure. Measure 100: snare hit on the first half of the measure.
- Kick (Power Drums):** Measure 97: kick hit on the first half of the measure. Measure 98: kick hit on the first half of the measure. Measure 99: kick hit on the first half of the measure. Measure 100: kick hit on the first half of the measure.
- Hi-hat / Ride:** Measure 97: hi-hat hit on the first half of the measure. Measure 98: hi-hat hit on the first half of the measure. Measure 99: hi-hat hit on the first half of the measure. Measure 100: hi-hat hit on the first half of the measure.
- Gtr Harmonics:** Measure 97: four measures of harmonics, each with a different fretting pattern.
- Gtr Solo (Overdriven Gtr):** Measure 97: four measures of overdriven guitar solo, each with a different fretting pattern.
- Rhythm Gtr (Distortion Gtr):** Measure 97: two measures of distortion guitar, each with a different fretting pattern. Measure 98: two measures of distortion guitar, each with a different fretting pattern. Measure 99: two measures of distortion guitar, each with a different fretting pattern. Measure 100: two measures of distortion guitar, each with a different fretting pattern.
- Elec Bass (finger):** Measure 97: two measures of electric bass, each with a different fretting pattern. Measure 98: two measures of electric bass, each with a different fretting pattern. Measure 99: two measures of electric bass, each with a different fretting pattern. Measure 100: two measures of electric bass, each with a different fretting pattern.
- Synth Bass 1:** Measure 97: two measures of synth bass, each with a different fretting pattern. Measure 98: two measures of synth bass, each with a different fretting pattern. Measure 99: two measures of synth bass, each with a different fretting pattern. Measure 100: two measures of synth bass, each with a different fretting pattern.

98

The musical score consists of eight staves. The top three staves are for percussion: Snare, Kick (Power Drums), and Hi-hat / Ride. The next three staves are for guitar: Gtr Harmonics, Gtr Solo (Overdriven Gtr), and Rhythm Gtr (Distortion Gtr). The bottom two staves are for bass: Elec Bass (finger) and Synth Bass 1. The score is in 4/4 time and features a key signature of three sharps (F#, C#, G#). The Snare part has a consistent backbeat. The Kick part has a pattern of quarter notes. The Hi-hat part has a steady eighth-note pattern. The Gtr Harmonics and Gtr Solo parts feature a melodic line of eighth notes. The Rhythm Gtr part has a distorted guitar sound with a pattern of quarter notes and rests. The Elec Bass part has a simple bass line with quarter notes and rests. The Synth Bass 1 part has a similar bass line to the Elec Bass part.

100

Trumpet

Snare

Kick (Power Drums)

Hi-hat / Ride

Crash

Toms / Crashes

Gtr Harmonics

Gtr Solo (Overdriven Gtr)

Rhythm Gtr (Distortion Gtr)

Elec Bass (finger)

Synth Bass 1

Brass Section

Chiff Lead

102

Trumpet

Musical notation for the trumpet part, featuring a treble clef, a key signature of three sharps (F#, C#, G#), and a 4/4 time signature. The staff contains two measures of music. The first measure consists of two eighth notes, each followed by a quarter rest, with a dynamic marking of *mf*. The second measure features a half note chord, a quarter rest, and a quarter note chord, with a dynamic marking of *f*.

Snare

Musical notation for the snare drum part, using a single-line staff with a double bar line at the beginning. It shows a pattern of eighth notes and quarter notes across two measures.

Kick (Power Drums)

Musical notation for the kick drum part, using a single-line staff with a double bar line at the beginning. It shows a pattern of quarter notes and eighth notes across two measures.

Hi-hat / Ride

Musical notation for the hi-hat or ride cymbal part, using a single-line staff with a double bar line at the beginning. It shows a pattern of eighth notes across two measures.

Rhythm Gtr (Distortion Gtr)

Musical notation for the rhythm guitar part, featuring a treble clef, a key signature of three sharps, and a 4/4 time signature. The staff contains two measures of music. The first measure consists of eighth notes and quarter notes with a dynamic marking of *mf*. The second measure features a sustained chord with a dynamic marking of *f*.

Elec Bass (finger)

Musical notation for the electric bass part, featuring a bass clef, a key signature of three sharps, and a 4/4 time signature. The staff contains two measures of music. The first measure consists of quarter notes and eighth notes with a dynamic marking of *mf*. The second measure features a steady eighth-note pattern with a dynamic marking of *f*.

Synth Bass 1

Musical notation for the synth bass part, featuring a bass clef, a key signature of three sharps, and a 4/4 time signature. The staff contains two measures of music. The first measure consists of quarter notes and eighth notes with a dynamic marking of *mf*. The second measure features a steady eighth-note pattern with a dynamic marking of *f*.

Brass Section

Musical notation for the brass section part, featuring a treble clef, a key signature of three sharps, and a 4/4 time signature. The staff contains two measures of music. The first measure consists of two eighth notes, each followed by a quarter rest, with a dynamic marking of *mf*. The second measure features a half note chord, a quarter rest, and a quarter note chord, with a dynamic marking of *f*.

104

Trumpet

Snare

Kick (Power Drums)

Hi-hat / Ride

Rhythm Gtr (Distortion Gtr)

Elec Bass (finger)

Synth Bass 1

Brass Section

Detailed description: This is a multi-stem musical score for a rock band. The score is in 4/4 time and features a key signature of three sharps (F#, C#, G#). The instruments and their parts are: Trumpet (top staff, treble clef), Snare (second staff, percussion clef), Kick (Power Drums) (third staff, percussion clef), Hi-hat / Ride (fourth staff, percussion clef), Rhythm Gtr (Distortion Gtr) (fifth staff, treble clef), Elec Bass (finger) (sixth staff, bass clef), Synth Bass 1 (seventh staff, bass clef), and Brass Section (bottom staff, treble clef). The score is divided into two measures. The first measure shows the Trumpet and Brass Section playing a sustained chord, while the Snare, Kick, and Hi-hat play a steady rhythm. The Rhythm Gtr plays a distorted power chord. The Elec Bass and Synth Bass 1 play a walking bass line. The second measure continues the same patterns, with the Trumpet and Brass Section playing a different chord.

106

Trumpet

Musical notation for the Trumpet part, starting at measure 106. The staff is in treble clef with a key signature of three sharps (F#, C#, G#). The notation consists of eighth notes and rests, with some notes beamed together.

Snare

Musical notation for the Snare drum part. The staff uses a single line with a double bar line at the beginning. It features a sequence of eighth notes and rests, representing the snare drum's rhythm.

Kick (Power Drums)

Musical notation for the Kick drum part. The staff uses a single line with a double bar line at the beginning. It features a sequence of eighth notes and rests, representing the kick drum's rhythm.

Hi-hat / Ride

Musical notation for the Hi-hat / Ride part. The staff uses a single line with a double bar line at the beginning. It features a sequence of eighth notes and rests, representing the hi-hat or ride cymbal's rhythm.

Rhythm Gtr (Distortion Gtr)

Musical notation for the Rhythm Guitar (Distortion Guitar) part. The staff is in treble clef with a key signature of three sharps. It features a sequence of eighth notes and rests, with some notes beamed together.

Elec Bass (finger)

Musical notation for the Electric Bass (finger) part. The staff is in bass clef with a key signature of three sharps. It features a sequence of eighth notes and rests.

Synth Bass 1

Musical notation for the Synth Bass 1 part. The staff is in bass clef with a key signature of three sharps. It features a sequence of eighth notes and rests.

Brass Section

Musical notation for the Brass Section part. The staff is in treble clef with a key signature of three sharps. It features a sequence of eighth notes and rests, with some notes beamed together.

108

Trumpet

Snare

Kick (Power Drums)

Hi-hat / Ride

Crash

Toms / Crashes

Lead Gtr 1(Overdriven Gtr)

Gtr Harmonics

Rhythm Gtr (Distortion Gtr)

Elec Bass (finger)

Synth Bass 1

Brass Section

Chiff Lead

111

Snare

Kick (Power Drums)

Hi-hat / Ride

The image shows three staves of drum notation. The top staff is labeled 'Snare' and contains a series of eighth notes with stems pointing up, indicating snare hits. The middle staff is labeled 'Kick (Power Drums)' and contains a series of eighth notes with stems pointing down, indicating kick drum hits. The bottom staff is labeled 'Hi-hat / Ride' and contains a series of eighth notes with stems pointing down and a diamond symbol above each note, indicating hi-hat or ride cymbal hits. The notation is organized into four measures by vertical bar lines. A double bar line is present at the beginning of each staff, and a brace on the left side groups the three staves together.

115

Trumpet

Snare

Kick (Power Drums)

Hi-hat / Ride

Crash

Toms / Crashes

Lead Gtr 1(Overdriven Gtr)

Gtr Harmonics

Elec Bass (finger)

Synth Bass 1

Brass Section

Chiff Lead

118

Trumpet

Snare

Kick (Power Drums)

Hi-hat / Ride

Lead Gtr 1(Overdriven Gtr)

Gtr Harmonics

Elec Bass (finger)

Synth Bass 1

Brass Section

Chiff Lead

Detailed description: This is a multi-stem musical score for a rock or funk track. It features ten staves. The top staff is for Trumpet, followed by three percussion staves (Snare, Kick, and Hi-hat/Ride). Below these are Lead Guitar 1 (Overdriven), Guitar Harmonics, Electric Bass (fingered), and Synth Bass 1. The bottom three staves are for Brass Section and Chiff Lead. The music is in a key with four sharps (F#, C#, G#, D#) and a 4/4 time signature. The score shows two measures of music for each instrument.

120

Trumpet

Snare

Kick (Power Drums)

Hi-hat / Ride

Lead Gtr 1(Overdriven Gtr)

Gtr Harmonics

Elec Bass (finger)

Synth Bass 1

Brass Section

Chiff Lead

The musical score for page 48, measures 120-121, is written in a key signature of three sharps (F#, C#, G#) and a 4/4 time signature. The score is divided into ten staves, each representing a different instrument or part. The top staff is for the Trumpet, which plays a melodic line with some rests. The Snare, Kick (Power Drums), and Hi-hat / Ride staves represent the drum kit, with the Snare and Kick playing a steady rhythm and the Hi-hat / Ride providing a consistent texture. The Lead Gtr 1 (Overdriven Gtr) and Gtr Harmonics staves show a distorted guitar playing a melodic line with some bends and vibrato. The Elec Bass (finger) and Synth Bass 1 staves show a bass line with a driving, rhythmic pattern. The Brass Section and Chiff Lead staves provide additional harmonic and melodic support.

122

Trumpet

Snare

Kick (Power Drums)

Hi-hat / Ride

Lead Gtr 1(Overdriven Gtr)

Gtr Harmonics

Elec Bass (finger)

Synth Bass 1

Brass Section

Chiff Lead

124

Trumpet

Snare

Kick (Power Drums)

Hi-hat / Ride

Crash

Toms / Crashes

Lead Gtr 1(Overdriven Gtr)

Gtr Harmonics

Rhythm Gtr (Distortion Gtr)

Elec Bass (finger)

Synth Bass 1

Brass Section

Chiff Lead

126

Trumpet

Musical notation for the Trumpet part, featuring a treble clef and a key signature of three sharps (F#, C#, G#). The staff contains three measures of music with various chordal and melodic figures.

Snare

Musical notation for the Snare drum part, using a standard drum notation system with a double bar line and vertical stems to indicate hits.

Kick (Power Drums)

Musical notation for the Kick drum part, using a standard drum notation system with a double bar line and vertical stems.

Hi-hat / Ride

Musical notation for the Hi-hat / Ride drum part, using a standard drum notation system with a double bar line and vertical stems.

Rhythm Gtr (Distortion Gtr)

Musical notation for the Rhythm Guitar part, featuring a treble clef and a key signature of three sharps. The staff shows a distorted guitar rhythm with power chords.

Elec Bass (finger)

Musical notation for the Electric Bass part, using a bass clef and a key signature of three sharps. The staff shows a bass line with eighth notes.

Synth Bass 1

Musical notation for the Synth Bass 1 part, using a bass clef and a key signature of three sharps. The staff shows a bass line with eighth notes.

Brass Section

Musical notation for the Brass Section part, featuring a treble clef and a key signature of three sharps. The staff contains three measures of music with various chordal and melodic figures.

129

Trumpet

Snare

Kick (Power Drums)

Hi-hat / Ride

Rhythm Gtr (Distortion Gtr)

Elec Bass (finger)

Synth Bass 1

Brass Section

131

Trumpet

Snare

Kick (Power Drums)

Hi-hat / Ride

Crash

Toms / Crashes

Lead Gtr 1(Overdriven Gtr)

Gtr Harmonics

Gtr Solo (Overdriven Gtr)

Rhythm Gtr (Distortion Gtr)

Elec Bass (finger)

Synth Bass 1

Brass Section

Chiff Lead

Detailed description: This is a multi-stem musical score for a band. The score is written in 4/4 time and features a key signature of three sharps (F#, C#, G#). The instruments and their parts are: Trumpet (melodic line with rests), Snare (backbeat), Kick (Power Drums) (quarter notes), Hi-hat / Ride (quarter notes), Crash (occasional accents), Toms / Crashes (melodic line with an asterisk), Lead Gtr 1(Overdriven Gtr) (rest), Gtr Harmonics (rest), Gtr Solo (Overdriven Gtr) (rest), Rhythm Gtr (Distortion Gtr) (chordal accompaniment), Elec Bass (finger) (melodic line), Synth Bass 1 (melodic line), Brass Section (melodic line), and Chiff Lead (rest). The score is divided into three measures, with a double bar line at the end of the third measure.

Trumpet

Janet Jackson - Black Cat

♩ = 118,000137

12

Musical staff for measures 1-12. The key signature has four sharps (F#, C#, G#, D#) and the time signature is 4/4. The staff contains a series of chords and melodic lines, with a double bar line at the end of measure 12.

16

Musical staff for measures 13-16. The staff continues the musical notation from the previous system, with a double bar line at the end of measure 16.

20

16

Musical staff for measures 17-20. The staff contains a series of chords and melodic lines, with a double bar line at the end of measure 20.

39

Musical staff for measures 21-39. The staff contains a series of chords and melodic lines, with a double bar line at the end of measure 39.

44

Musical staff for measures 40-44. The staff contains a series of chords and melodic lines, with a double bar line at the end of measure 44.

48

Musical staff for measures 45-48. The staff contains a series of chords and melodic lines, with a double bar line at the end of measure 48.

51

16

Musical staff for measures 49-51. The staff contains a series of chords and melodic lines, with a double bar line at the end of measure 51.

Trumpet

69

73

77

81

85

103

108

119

123

127

Trumpet

130

Musical notation for a trumpet part, measure 130. The notation is on a single staff with a treble clef and a key signature of three sharps (F#, C#, G#). The measure contains a series of chords and notes: a dotted quarter note chord (F#, C#, G#), a quarter rest, a dotted quarter note chord (F#, C#, G#), a quarter rest, a dotted quarter note chord (F#, C#, G#), a quarter rest, a quarter note chord (F#, C#, G#), a quarter note chord (F#, C#, G#), a quarter note chord (F#, C#, G#), and a quarter note chord (F#, C#, G#) with a slur over the last two notes. The measure ends with a double bar line.

Snare

Janet Jackson - Black Cat

♩ = 118,000137

7

13

19

25

31

37

43

49

55

The image displays ten staves of musical notation for a snare drum part. Each staff begins with a double bar line and a 4/4 time signature. The notation consists of a repeating rhythmic pattern of eighth notes. The notes are placed on the second and fourth lines of the staff, with an accent mark (a 'z' with a vertical line) above each note. The pattern is: eighth note on the second line, eighth rest, eighth note on the fourth line, eighth rest. This sequence repeats throughout the piece. The staves are numbered 7, 13, 19, 25, 31, 37, 43, 49, and 55, indicating the starting measure of each line. Above the first staff, the tempo is indicated as ♩ = 118,000137.

V.S.

Snare

121



127



Kick (Power Drums)

Janet Jackson - Black Cat

♩ = 118,000137



7



13



19



25



31



37



43



49



55



V.S.

61



67



73



79



85



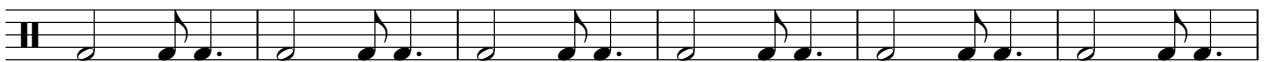
91



97



103



109



115

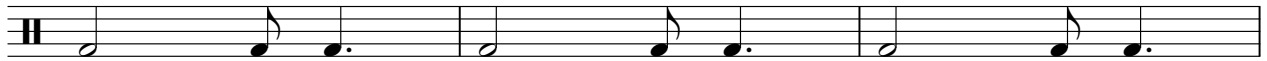


Kick (Power Drums)

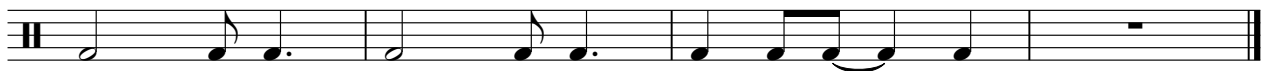
121



127



130



Hi-hat / Ride

Janet Jackson - Black Cat

♩ = 118,000137

4/4

7

13

19

25

31

37

43

49

55

V.S.

61



67



73



79



85



91



97



103



109



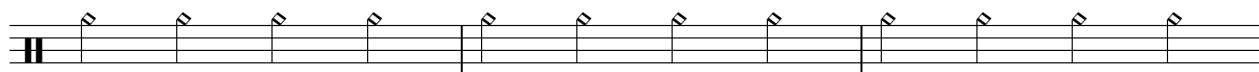
115



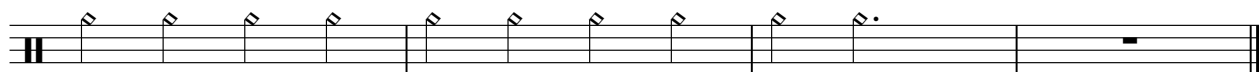
121



127



130



Crash

Janet Jackson - Black Cat

♩ = 118,000137

12 7 15

12 7 15

37 7 7 15

37 7 7 15

69 7 7 15

69 7 7 15

101 7 7

101 7 7

118 7 6

118 7 6

Toms / Crashes

Janet Jackson - Black Cat

♩ = 118,000137

3 6

14 6 14

37 6 7

54 14 6

77 7 14

102 7 6

118 6 6

Lead Gtr 1(Overdriven Gtr) Janet Jackson - Black Cat

♩ = 118,000137

4

9

14

18 23

44

48

52 13 2 8

76

80

83 23

2

Lead Gtr 1(Overdriven Gtr)

108



119



123



♩ = 118,000137

4

9

14

18

23

44

48

51

23

76

80

84

88

91

94

97

100

117

121

124

8

Gtr Solo (Overdriven Gtr)

Janet Jackson - Black Cat

♩ = 118,000137

84

87

90

93

95

98

101

32

Rhythm Gtr (Distortion Gtr)

Janet Jackson - Black Cat

♩ = 118,000137

20

V.S.

Janet Jackson - Black Cat

Elec Bass (finger)

♩ = 118,000137

12



16



19



23



28



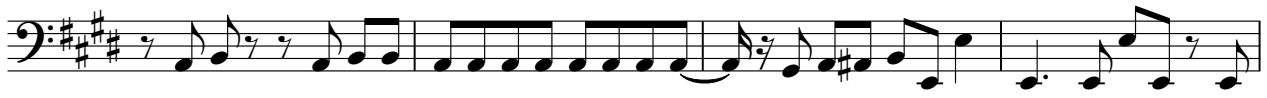
33



38



42



46



49



V.S.

53



58



63



68



72



76



80



83



87



92



Janet Jackson - Black Cat

Synth Bass 1

♩ = 118,000137
12



V.S.

Brass Section

Janet Jackson - Black Cat

♩ = 118,000137
12

16

20
16

39

44

48

51
16

Brass Section

121



125



129



Janet Jackson - Black Cat

Chiff Lead

♩ = 118,000137

12

17

22

47

52

77

82

100

117

122