

Cascada - What hurts the most

♩ = 130,000137

Nylon Snaar Gitaar

Slow Strings

♩ = 130,000137

Viool

Alto

Snaren

Cello

Ruurd

4

The musical score consists of the following parts:

- Alt Snare:** A single note on the first staff of the drum set.
- Crash:** A single note on the second staff of the drum set.
- Cl. Hi-Hat:** A series of 'x' marks on the third staff of the drum set, indicating a steady eighth-note pattern.
- Open Hi-Hat:** A single note on the fourth staff of the drum set.
- snare drum 2:** A single note on the fifth staff of the drum set.
- kick drum 1:** A rhythmic pattern on the sixth staff of the drum set.
- kick drum 2:** A rhythmic pattern on the seventh staff of the drum set.
- Nylon Snaar Gitaar:** A melodic line on the eighth staff, featuring chords and eighth notes.
- Slow Strings:** A sustained chord on the ninth staff.
- Viool:** A melodic line on the tenth staff.
- Alto:** A melodic line on the eleventh staff.
- Snaren:** A sustained chord on the twelfth staff.
- Cello:** A melodic line on the thirteenth staff.

8

Alt Snare

Crash

Cl. Hi-Hat

Open Hi-Hat

snare drum 2

kick drum 1

kick drum 2

Nylon Snaar Gitaar

Slow Strings

Viool

Alto

Snaren

Cello

Detailed description: This musical score is for a drum set and string ensemble. It consists of 12 staves. The drum set parts include: Alt Snare (quarter notes), Crash (a single crash symbol), Cl. Hi-Hat (x marks), Open Hi-Hat (quarter notes with a 'z' symbol), snare drum 2 (quarter notes), kick drum 1 (quarter notes), and kick drum 2 (quarter notes). The string ensemble parts include: Nylon Snaar Gitaar (chords), Slow Strings (chords), Viool (eighth notes), Alto (eighth notes), Snaren (chords), and Cello (quarter notes). The score is in 4/4 time and the key signature has three sharps (F#, C#, G#). A rehearsal mark '8' is placed at the beginning of the first staff.

12

Alt Snare

Cl. Hi-Hat

Open Hi-Hat

snare drum 2

kick drum 1

kick drum 2

Nylon Snaar Gitaar

Slow Strings

Snaren

Detailed description: This is a musical score for a percussion ensemble and guitar. The score is divided into two systems. The first system contains six staves for percussion: Alt Snare, Cl. Hi-Hat, Open Hi-Hat, snare drum 2, kick drum 1, and kick drum 2. The second system contains three staves: Nylon Snaar Gitaar, Slow Strings, and Snaren. The Alt Snare part features a simple rhythmic pattern of quarter notes. The Cl. Hi-Hat part consists of a steady eighth-note pattern. The Open Hi-Hat part has a sparse pattern with occasional eighth notes. The snare drum 2 part plays a consistent quarter-note pattern. Both kick drum parts play a similar eighth-note pattern. The Nylon Snaar Gitaar part is written in treble clef with a key signature of two sharps (F# and C#), featuring a melodic line with chords. The Slow Strings and Snaren parts are written in bass clef with the same key signature, providing harmonic support with sustained chords and a final fermata.

16

Alt Snare

Power Snare

Crash

Cl. Hi-Hat

Open Hi-Hat

snare drum 2

kick drum 1

kick drum 2

Kick 1

Rhythm Guitar

Nylon Snaar Gitaar

Fingered Bas

Slow Strings

Snaren

The score is written in 4/4 time with a key signature of two sharps (F# and C#). The drum parts feature a consistent pattern of snare and kick drums, with hi-hats and open hi-hats providing texture. The guitar parts include a nylon string guitar with a complex rhythmic accompaniment and a fingered bass line. The string parts consist of slow strings and snare drums playing sustained chords.

20

Alt Snare

Power Snare

Cl. Hi-Hat

Open Hi-Hat

snare drum 2

kick drum 1

kick drum 2

Kick 1

Rhythm Guitar

Nylon Snaar Gitaar

Fingered Bas

Slow Strings

Snaren

5 5 5 0 0 2 2 2 0 0 5 5 5
? ? ? ? ? ? ? ? ?

24

Alt Snare

Power Snare

Crash

ride cymbal 1

Cl. Hi-Hat

Open Hi-Hat

snare drum 2

low tom 1

kick drum 1

kick drum 2

Kick 1

high tom 1

mid tom 1

Elec. guitar

Overdrive Gitaar

Rhythm Guitar

Nylon Snaar Gitaar

Fingered Bas

Slow Strings

Snaren

27

Alt Snare
Power Snare
ride cymbal 1
Cl. Hi-Hat
Open Hi-Hat
snare drum 2
kick drum 1
kick drum 2
Kick 1
Elec. guitar
Overdrive Gitaar
Rhythm Guitar
Nylon Snaar Gitaar
Fingered Bas
Slow Strings
Snaren

Detailed description: This musical score page, numbered 8 and starting at measure 27, features a variety of instruments. The percussion section includes Alt Snare, Power Snare, ride cymbal 1, Cl. Hi-Hat, Open Hi-Hat, snare drum 2, kick drum 1, kick drum 2, and Kick 1. The guitar section includes Elec. guitar, Overdrive Gitaar, Rhythm Guitar, and Nylon Snaar Gitaar. The bass section includes Fingered Bas, Slow Strings, and Snaren. The score is written in a key signature of three sharps (F#, C#, G#) and a 2/4 time signature. The percussion parts use standard notation with stems and flags for snare and kick drums, and 'x' marks for cymbals and hi-hats. The guitar parts use standard notation with a treble clef, and the bass part uses a bass clef. The Slow Strings and Snaren parts use a double bass clef and are marked with a '3' indicating a triplet. The Rhythm Guitar part is marked with 'A' and 'B' and includes fret numbers (5, 0) below the staff.

30

Alt Snare

Power Snare

ride cymbal 1

Cl. Hi-Hat

Open Hi-Hat

snare drum 2

kick drum 1

kick drum 2

Kick 1

Elec. guitar

Overdrive Gitaar

Rhythm Guitar

Nylon Snaar Gitaar

Fingered Bas

Slow Strings

Snaren

33

Alt Snare

Power Snare

Crash

ride cymbal 1

Cl. Hi-Hat

Open Hi-Hat

snare drum 2

kick drum 1

kick drum 2

Kick 1

Elec. guitar

Overdrive Gitaar

Rhythm Guitar

Nylon Snaar Gitaar

Fingered Bas

Slow Strings

Snaren

36

Alt Snare

Power Snare

ride cymbal 1

Cl. Hi-Hat

Open Hi-Hat

snare drum 2

kick drum 1

kick drum 2

Kick 1

Elec. guitar

Overdrive Gitaar

Rhythm Guitar

Nylon Snaar Gitaar

Fingered Bas

Slow Strings

Snaren

39

The musical score is organized into two main sections. The top section, starting at measure 39, contains ten drum parts: Alt Snare, Power Snare, Crash, ride cymbal 1, Cl. Hi-Hat, Open Hi-Hat, snare drum 2, kick drum 1, kick drum 2, and Kick 1. The bottom section contains seven parts: Elec. guitar, Overdrive Gitaar, Rhythm Guitar (with TAB notation), Nylon Snaar Gitaar, Fingered Bas, Slow Strings, and a string quartet consisting of Violin, Alto, Snaren (Timpani), and Cello. The score is written in 4/4 time with a key signature of three sharps (F#, C#, G#).

42

Alt Snare

Crash

Cl. Hi-Hat

Open Hi-Hat

snare drum 2

kick drum 1

kick drum 2

Nylon Snaar Gitaar

Slow Strings

Viool

Alto

Snaren

Cello

Detailed description: This musical score page, numbered 13, covers measures 42 through 45. It features a variety of instruments. The percussion section includes Alt Snare, Crash, Cl. Hi-Hat, Open Hi-Hat, snare drum 2, kick drum 1, and kick drum 2. The string section includes Nylon Snaar Gitaar, Slow Strings, Viool, Alto, Snaren, and Cello. The score is written in a key signature of three sharps (F#, C#, G#) and a common time signature. The percussion parts are primarily rhythmic, with the Cl. Hi-Hat playing a steady eighth-note pattern. The guitar and string parts feature complex chordal textures and melodic lines. The Alto and Cello parts have long, sustained notes in the first two measures, followed by more active passages in the third and fourth measures.

46

Alt Snare

Cl. Hi-Hat

Open Hi-Hat

snare drum 2

kick drum 1

kick drum 2

Nylon Snaar Gitaar

Slow Strings

Snaren

Detailed description: This musical score page, numbered 14, covers measures 46 through 49. It features seven staves. The top six staves are for percussion: Alt Snare (quarter notes), Cl. Hi-Hat (x marks), Open Hi-Hat (quarter notes with accents), snare drum 2 (half notes), kick drum 1 (quarter notes), and kick drum 2 (quarter notes). The seventh staff is for Nylon Snaar Gitaar (treble clef, G major key signature, eighth-note patterns). The eighth staff is for Slow Strings (treble clef, G major key signature, sustained chords). The ninth staff is for Snaren (bass clef, G major key signature, sustained chords). The key signature is G major (one sharp) and the time signature is 4/4.

50

Alt Snare

Power Snare

Crash

Cl. Hi-Hat

Open Hi-Hat

snare drum 2

kick drum 1

kick drum 2

Kick 1

Rhythm Guitar

Nylon Snaar Gitaar

Fingered Bas

Slow Strings

Snaren

Detailed description of the musical score: The score is for measures 50-53. It features a complex drum kit with multiple snare and kick drums, hi-hats, and a crash. The guitar parts include a Rhythm Guitar with a specific fretting pattern (TAB) and a Nylon Snaar Gitaar with a melodic line. The Fingered Bas and Slow Strings provide a harmonic foundation. The Snaren part is a simplified representation of the drum kit's output. The key signature has three sharps (F#, C#, G#).

54

The musical score consists of the following parts:

- Alt Snare:** A series of quarter notes on a single staff.
- Power Snare:** A series of quarter notes on a single staff.
- Cl. Hi-Hat:** A series of quarter notes marked with an 'x' on a single staff.
- Open Hi-Hat:** A series of quarter notes on a single staff.
- snare drum 2:** A series of quarter notes on a single staff.
- kick drum 1:** A series of quarter notes on a single staff.
- kick drum 2:** A series of quarter notes on a single staff.
- Kick 1:** A series of quarter notes on a single staff.
- Rhythm Guitar:** A guitar tab with fret numbers (0, 5, 2, 5, 5, 5, 5, 0, 0, 2, 2, 2) and a diagram showing string positions (T, A, B).
- Nylon Snaar Gitaar:** A guitar part in treble clef with a key signature of three sharps (F#, C#, G#).
- Fingered Bas:** A bass guitar part in bass clef with a key signature of three sharps (F#, C#, G#).
- Slow Strings:** A string quartet part in treble clef with a key signature of three sharps (F#, C#, G#).
- Snaren:** A string quartet part in bass clef with a key signature of three sharps (F#, C#, G#).

58

Alt Snare

Power Snare

Crash

ride cymbal 1

Cl. Hi-Hat

Open Hi-Hat

snare drum 2

low tom 1

kick drum 1

kick drum 2

Kick 1

high tom 1

mid tom 1

Elec. guitar

Overdrive Gitaar

Rhythm Guitar

Nylon Snaar Gitaar

Fingered Bas

Slow Strings

Snaren

62

Alt Snare

Power Snare

ride cymbal 1

Cl. Hi-Hat

Open Hi-Hat

snare drum 2

kick drum 1

kick drum 2

Kick 1

Elec. guitar

Overdrive Gitaar

Rhythm Guitar

Nylon Snaar Gitaar

Fingered Bas

Slow Strings

Snaren

65

Alt Snare

Power Snare

ride cymbal 1

Cl. Hi-Hat

Open Hi-Hat

snare drum 2

kick drum 1

kick drum 2

Kick 1

Elec. guitar

Overdrive Gitaar

Rhythm Guitar

Nylon Snaar Gitaar

Fingered Bas

Slow Strings

Snaren

68

Alt Snare

Power Snare

Crash

ride cymbal 1

Cl. Hi-Hat

Open Hi-Hat

snare drum 2

kick drum 1

kick drum 2

Kick 1

Elec. guitar

Overdrive Gitaar

Rhythm Guitar

Nylon Snaar Gitaar

Fingered Bas

Slow Strings

Snaren

71

Alt Snare
Power Snare
ride cymbal 1
Cl. Hi-Hat
Open Hi-Hat
snare drum 2
kick drum 1
kick drum 2
Kick 1
Elec. guitar
Overdrive Gitaar
Rhythm Guitar
Nylon Snaar Gitaar
Fingered Bas
Slow Strings
Snaren

Detailed description: This musical score page, numbered 71, features 15 staves. The top nine staves are for percussion: Alt Snare, Power Snare, ride cymbal 1, Cl. Hi-Hat, Open Hi-Hat, snare drum 2, kick drum 1, kick drum 2, and Kick 1. The next three staves are for guitar: Elec. guitar (with a treble clef and key signature of three sharps), Overdrive Gitaar (with a treble clef and key signature of three sharps), and Rhythm Guitar (with a guitar staff and fret numbers 5, 5, 5, 5, 5, 5, 0). The bottom three staves are for other instruments: Nylon Snaar Gitaar (with a treble clef and key signature of three sharps), Fingered Bas (with a bass clef and key signature of three sharps), and Slow Strings (with a treble clef and key signature of three sharps). The Snaren staff uses a 12/8 time signature and a key signature of three sharps. The score is divided into three measures by vertical bar lines.

74

Alt Snare

Power Snare

ride cymbal 1

Cl. Hi-Hat

Open Hi-Hat

snare drum 2

kick drum 1

kick drum 2

Kick 1

Elec. guitar

Overdrive Gitaar

Rhythm Guitar

Nylon Snaar Gitaar

Fingered Bas

Slow Strings

Snaren

77

The musical score is arranged in a vertical stack of staves. From top to bottom, the staves are: Alt Snare, Crash, Cl. Hi-Hat, Open Hi-Hat, snare drum 2, kick drum 1, kick drum 2, Nylon Snaar Gitaar, Slow Strings, Viol, Alto, Snaren, and Cello. The score is in 4/4 time and the key signature has three sharps (F#, C#, G#). The Alt Snare part features a steady eighth-note pattern. The Cl. Hi-Hat part has a consistent 'x' pattern. The snare drum 2 part plays a steady quarter-note pattern. The kick drum 1 and 2 parts play a steady eighth-note pattern. The Nylon Snaar Gitaar part features a complex, rhythmic pattern with many beamed notes. The Slow Strings part consists of sustained chords. The Viol, Alto, and Cello parts have melodic lines, with the Alto and Cello parts featuring long, sustained notes in the first two measures.

81

Alt Snare
Crash
Cl. Hi-Hat
Open Hi-Hat
snare drum 2
kick drum 1
kick drum 2
Nylon Snaar Gitaar
Slow Strings
Snaren

Detailed description: This musical score covers measures 81 to 84. The top section includes percussion parts: Alt Snare (quarter notes), Crash (rests), Cl. Hi-Hat (quarter notes with 'x' marks), Open Hi-Hat (quarter notes with accents), snare drum 2 (quarter notes), kick drum 1 (quarter notes), and kick drum 2 (quarter notes). The bottom section includes Nylon Snaar Gitaar (chords and melodic lines), Slow Strings (chords), and Snaren (chords). A double bar line is present at the end of measure 84.

85

Alt Snare
Cl. Hi-Hat
Open Hi-Hat
snare drum 2
kick drum 1
kick drum 2
Nylon Snaar Gitaar
Slow Strings
Snaren

Detailed description: This musical score covers measures 85 to 88. The percussion parts continue: Alt Snare (quarter notes), Cl. Hi-Hat (quarter notes with 'x' marks), Open Hi-Hat (quarter notes with accents), snare drum 2 (quarter notes), kick drum 1 (quarter notes), and kick drum 2 (quarter notes). The bottom section includes Nylon Snaar Gitaar (chords and melodic lines), Slow Strings (chords), and Snaren (chords).

89

Alt Snare

Power Snare

Crash

Cl. Hi-Hat

Open Hi-Hat

snare drum 2

kick drum 1

kick drum 2

Kick 1

Rhythm Guitar

Nylon Snaar Gitaar

Fingered Bas

Slow Strings

Snaren

T
A
B

2 2 2 0 0

? ? ? ? ?

5 5 5 5 5 5 0 0

? ? ? ? ? ? ? ?

93

Alt Snare

Power Snare

Cl. Hi-Hat

Open Hi-Hat

snare drum 2

low tom 1

kick drum 1

kick drum 2

Kick 1

high tom 1

mid tom 1

Rhythm Guitar

Nylon Snaar Gitaar

Fingered Bas

Slow Strings

Snaren

97

Alt Snare

Power Snare

Crash

ride cymbal 1

Cl. Hi-Hat

Open Hi-Hat

snare drum 2

kick drum 1

kick drum 2

Kick 1

Elec. guitar

Overdrive Gitaar

Rhythm Guitar

Nylon Snaar Gitaar

Fingered Bas

Slow Strings

Snaren

100

Alt Snare
Power Snare
ride cymbal 1
Cl. Hi-Hat
Open Hi-Hat
snare drum 2
kick drum 1
kick drum 2
Kick 1
Elec. guitar
Overdrive Gitaar
Rhythm Guitar
Nylon Snaar Gitaar
Fingered Bas
Slow Strings
Snaren

Detailed description: This musical score page, numbered 28, begins at measure 100. It features a multi-stemmed arrangement of instruments. The percussion section includes Alt Snare, Power Snare, ride cymbal 1, Cl. Hi-Hat, Open Hi-Hat, snare drum 2, kick drum 1, kick drum 2, and Kick 1. The guitar section includes Elec. guitar, Overdrive Gitaar, Rhythm Guitar (with fret numbers 5, 7, 5, 5, 5, 7), Nylon Snaar Gitaar, Fingered Bas, Slow Strings, and Snaren. The notation uses various symbols: vertical lines for snare and cymbal hits, 'x' marks for cymbal and hi-hat hits, eighth notes for kick drums, and various note values and rests for the guitars and strings.

103

Alt Snare

Power Snare

Crash

ride cymbal 1

Cl. Hi-Hat

Open Hi-Hat

snare drum 2

kick drum 1

kick drum 2

Kick 1

Elec. guitar

Overdrive Gitaar

Rhythm Guitar

Nylon Snaar Gitaar

Fingered Bas

Slow Strings

Snaren

106

Alt Snare

Power Snare

ride cymbal 1

Cl. Hi-Hat

Open Hi-Hat

snare drum 2

kick drum 1

kick drum 2

Kick 1

Elec. guitar

Overdrive Gitaar

Rhythm Guitar

Nylon Snaar Gitaar

Fingered Bas

Slow Strings

Snaren

109

Alt Snare
Power Snare
ride cymbal 1
Cl. Hi-Hat
Open Hi-Hat
snare drum 2
kick drum 1
kick drum 2
Kick 1
Elec. guitar
Overdrive Gitaar
Rhythm Guitar
Nylon Snaar Gitaar
Fingered Bas
Slow Strings
Snaren

Detailed description: This musical score page, numbered 109, features 15 staves. The top nine staves are for percussion: Alt Snare, Power Snare, ride cymbal 1, Cl. Hi-Hat, Open Hi-Hat, snare drum 2, kick drum 1, kick drum 2, and Kick 1. The next three staves are for guitar: Elec. guitar (treble clef), Overdrive Gitaar (treble clef), and Rhythm Guitar (TAB notation). The bottom three staves are for other instruments: Nylon Snaar Gitaar (treble clef), Fingered Bas (bass clef), and Slow Strings (treble clef). The Snaren staff is at the bottom. The score is in 4/4 time with a key signature of one sharp (F#). The percussion parts show a consistent rhythmic pattern. The guitar parts include a melodic line for the electric guitar, sustained chords for the overdrive guitar, and a complex chordal texture for the nylon snare guitar. The bass line is a steady eighth-note pattern. The strings and snare parts are sustained chords.

112

The musical score is divided into two main sections. The top section, starting at measure 112, is a drum kit score with 13 staves: Alt Snare, Power Snare, Crash, ride cymbal 1, Cl. Hi-Hat, Open Hi-Hat, snare drum 2, low tom 1, kick drum 1, kick drum 2, Kick 1, high tom 1, and mid tom 1. The bottom section contains 7 staves for other instruments: Elec. guitar, Overdrive Gitaar, Rhythm Guitar (with TAB notation), Nylon Snaar Gitaar, Fingered Bas, Slow Strings, Viol, Alto, Snaren, and Cello. The score is written in 4/4 time with a key signature of three sharps (F#, C#, G#). The drum kit part features a complex pattern of hits and rests across the measures. The guitar parts include melodic lines and chordal accompaniment. The string parts are mostly rests, with some sustained notes in the Slow Strings section.

Alt Snare

Cascada - What hurts the most

♩ = 130,000137

4

10

17

24

30

36

42

49

56

63

Ruurd

V.S.

Power Snare

Cascada - What hurts the most

♩ = 130,000137

16

22

28

34

40

12

57

63

69

74

12

Detailed description: This image shows a musical score for a power snare part in 4/4 time. The tempo is marked as 130,000137. The score consists of ten staves of music. The first staff begins with a 4/4 time signature and a 16-measure rest. The second staff starts at measure 22 and contains a sequence of notes and rests. The third staff starts at measure 28 and continues the sequence. The fourth staff starts at measure 34. The fifth staff starts at measure 40 and includes a 12-measure rest. The sixth staff starts at measure 57. The seventh staff starts at measure 63. The eighth staff starts at measure 69. The ninth staff starts at measure 74 and ends with a 12-measure rest.

Ruurd

2

Power Snare

89



96



102



108



111



Cascada - What hurts the most

Crash

♩ = 130,000137

4 3 7 7 7 7 7

18 7 7 7

42 3 7 7

62 7 7 3

82 7 7 7

105 7

Ruurd

ride cymbal 1

Cascada - What hurts the most

♩ = 130,000137

24

29

35

41

20

65

71

77

20

101

107

111

2

Ruurd

Cascada - What hurts the most

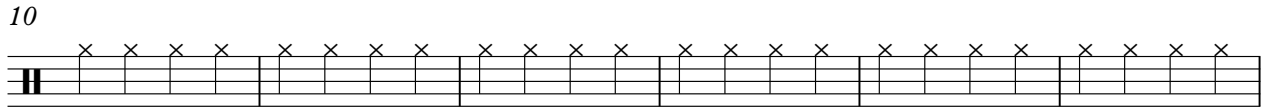
Cl. Hi-Hat

♩ = 130,000137

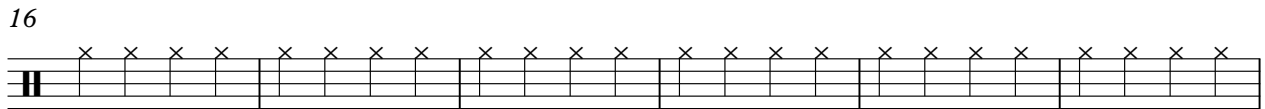
4



10



16



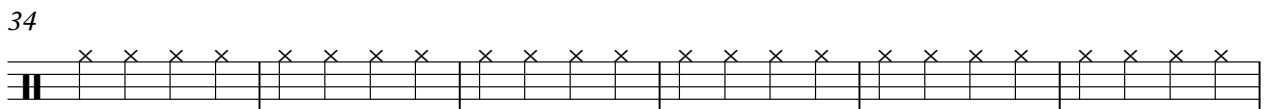
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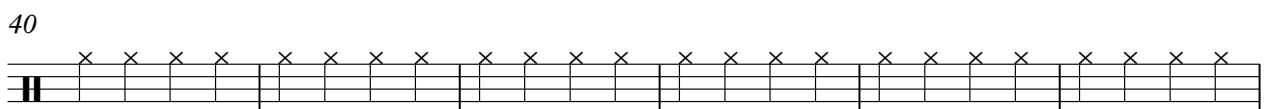
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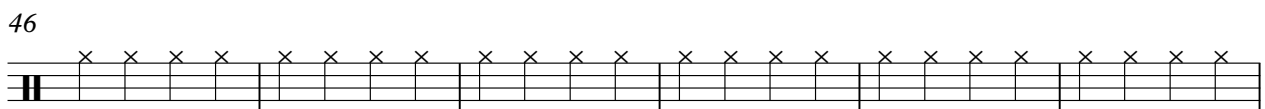
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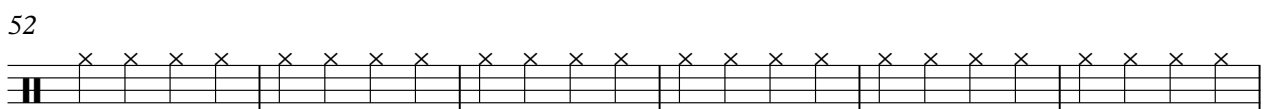
40



46



52



58



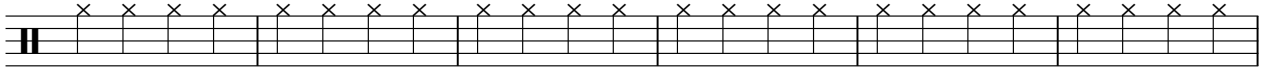
Ruurd

V.S.

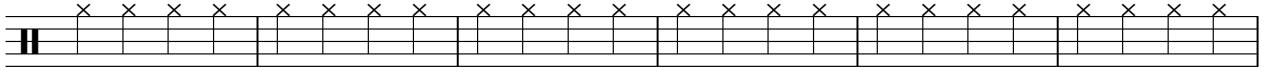
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Cl. Hi-Hat

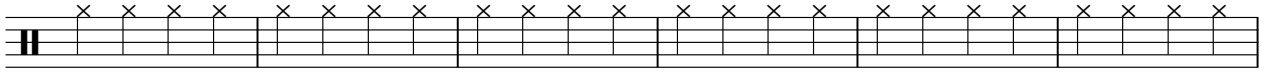
64



70



76



82



88



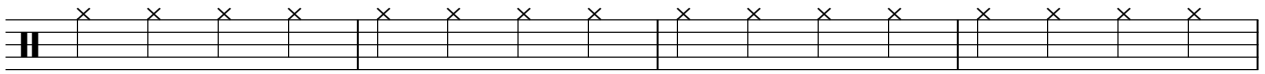
94



100



106



110



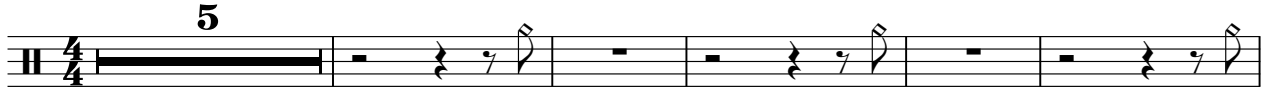
2

Open Hi-Hat

Cascada - What hurts the most

♩ = 130,000137

5



11

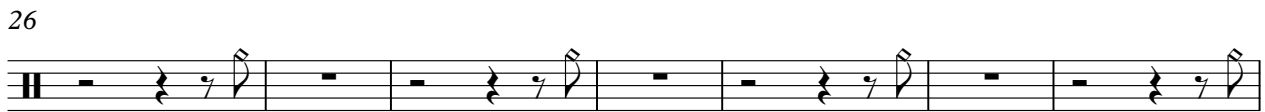


18

3



26



33



40



47



54

3



62



69

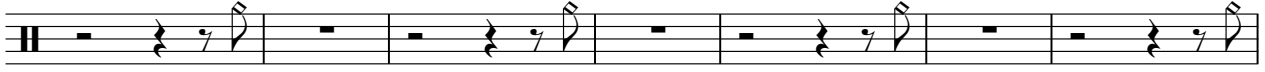


Ruurd

2

Open Hi-Hat

76



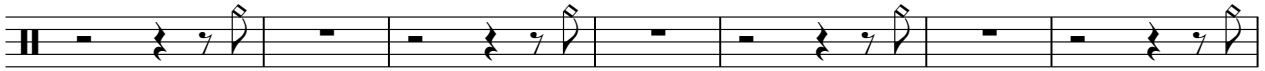
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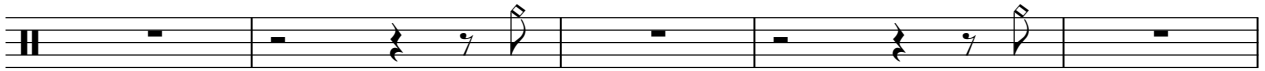
90



98



105



110



snare drum 2

Cascada - What hurts the most

♩ = 130,000137

4

10

17

24

30

36

42

49

56

63

Ruurd

V.S.

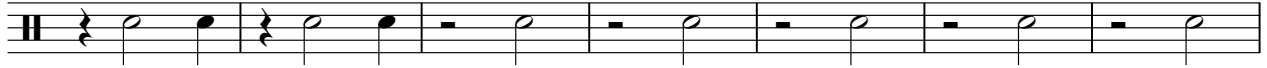
2

snare drum 2

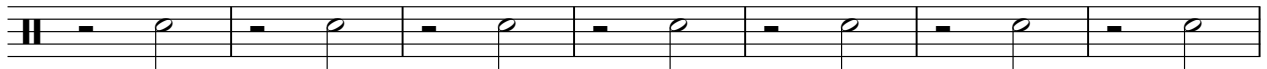
69



75



82



89



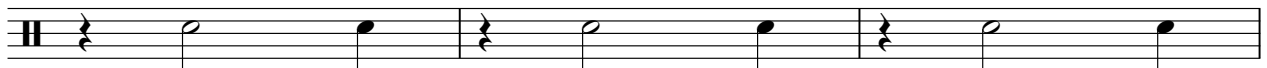
96



102



108



111



low tom 1

Cascada - What hurts the most

♩ = 130,000137

23 **35**

61 **35** **18**

Ruurd

Cascada - What hurts the most

kick drum 1

♩ = 130,000137

4



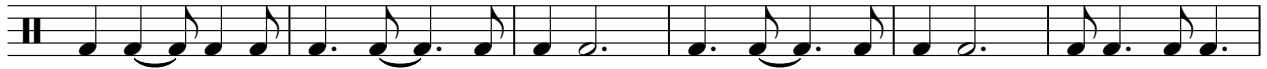
9



15



20



26



31



36



41



47



52



Ruurd

V.S.

2

kick drum 1

57



63



68



73



78



84



89



95



100



105



110



Cascada - What hurts the most

kick drum 2

♩ = 130,000137

4



9



15



20



26



31



36



41



47



52



Ruurd

V.S.

57



63



68



73



78



84



89



95



100



105



Cascada - What hurts the most

Kick 1

♩ = 130,000137

16



21



27



32



37



12

53



59



64



69



74



12

Ruurd

2

Kick 1

89



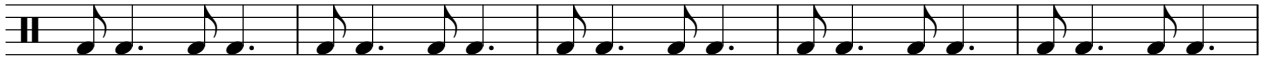
95



100



105



110



high tom 1

Cascada - What hurts the most

♩ = 130,000137

23 **35**

4/4

61 **35** **18**

4/4

Ruurd

mid tom 1

Cascada - What hurts the most

♩ = 130,000137

23 35

This musical notation is for a mid tom 1 part. It consists of two measures, 23 and 35. Each measure contains a single note with a stem and a flag, indicating a sixteenth note. The notes are positioned on the second line of the staff. The first measure is followed by a quarter rest, and the second measure is followed by a quarter rest. The tempo is marked as ♩ = 130,000137.

61

35 18

This musical notation is for a mid tom 1 part. It consists of two measures, 35 and 18. Each measure contains a single note with a stem and a flag, indicating a sixteenth note. The notes are positioned on the second line of the staff. The first measure is followed by a quarter rest, and the second measure is followed by a quarter rest.

Ruurd

♩ = 130,000137

24

28

32

36

40

20

63

67

71

75

20

Ruurd

97



101



105



109



112



♩ = 130,000137

24

32

41

20

68

77

20

104

110

2

Ruurd

2 89

Rhythm Guitar

T
A
B

2	2	2	0	0	5	5	5	5	5	5	5	0	0	2	2	2
?	?	?	?	?	?	?	?	?	?	?	?	?	?	?	?	?

94

T
A
B

0	0	5	5	5	5	5	5	0	0	0	2	2	2	2	2	2
?	?	?	?	?	?	?	?	?	?	?	?	?	?	?	?	?

99

T
A
B

5	5	5	5	5	5	0	0	0	0	0	0	0	0	0	5	5	5	5	5
?	?	?	?	?	?	?	?	?	?	?	?	?	?	?	?	?	?	?	?

105

T
A
B

2	2	2	2	2	2	5	5	5	5	5	5	5	0
?	?	?	?	?	?	?	?	?	?	?	?	?	?

110

T
A
B

0	0	0	0	0	0	5	5	5	5	5	2				
0	0	0	0	0	0	?	?	?	?	?					

♩ = 130,000137

5

9

13

17

21

25

29

33

37

Ruurd

V.S.

81

85

89

93

97

101

105

109

111

Fingered Bas

Cascada - What hurts the most

♩ = 130,000137

16



20



25



29



33



37



40

12



Ruurd

53



58



62



66



70



74



89



94



98



102



106



110



Slow Strings

Cascada - What hurts the most

♩ = 130,000137

10

19

28

37

46

55

64

73

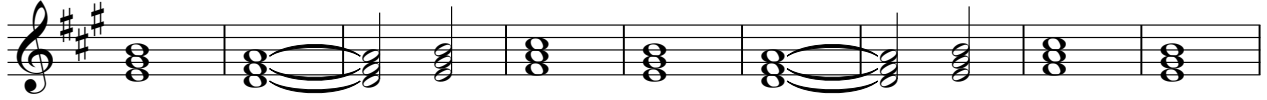
V.S.

Ruurd

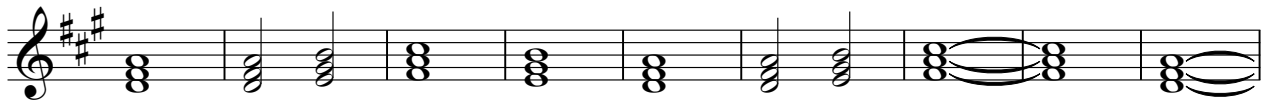
2

Slow Strings

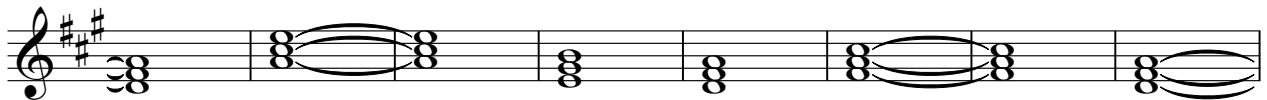
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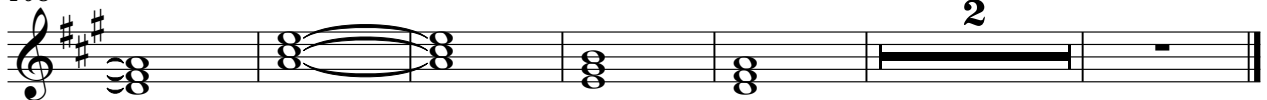
91



100



108



Viool

Cascada - What hurts the most

♩ = 130,000137

7

32

44

32

79

34

Ruurd

Alto

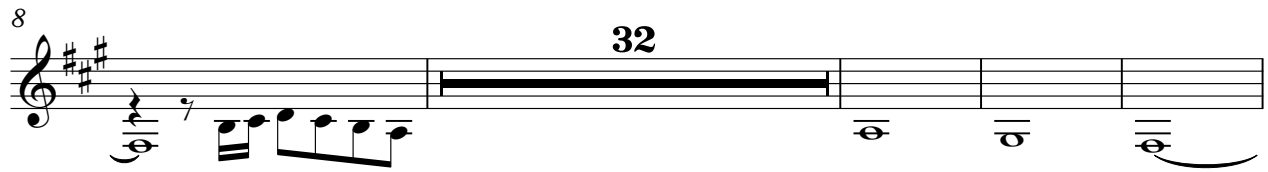
Cascada - What hurts the most

♩ = 130,000137



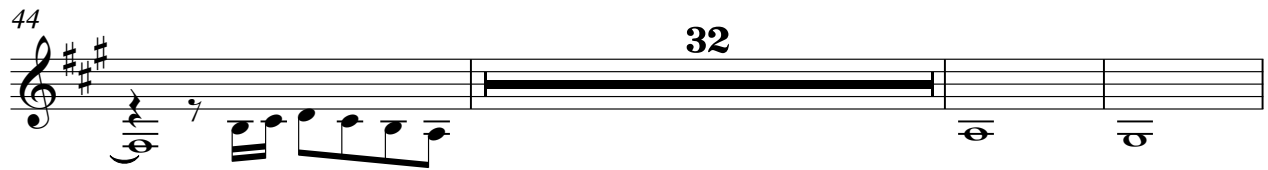
8

32



44

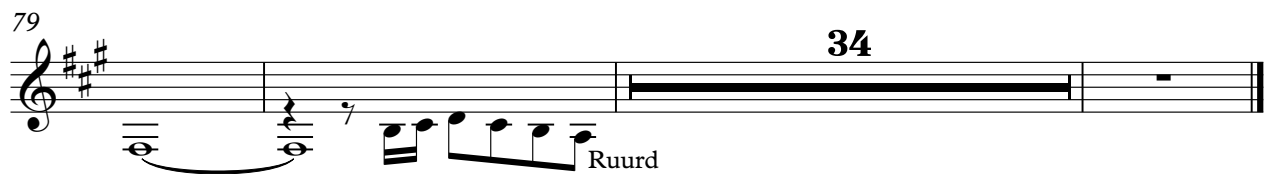
32



79

34

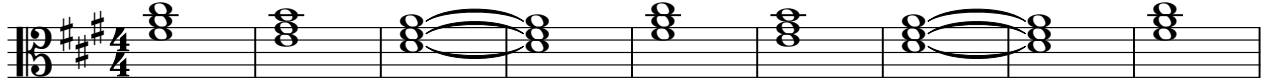
Ruurd



Cascada - What hurts the most

Snaren

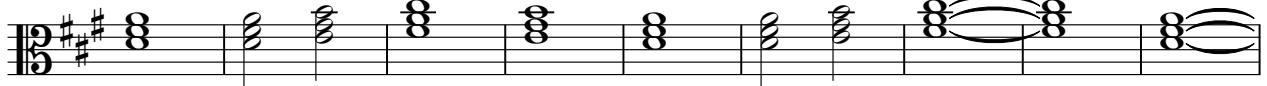
♩ = 130,000137



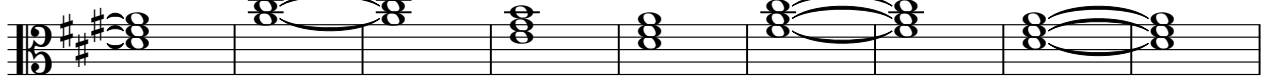
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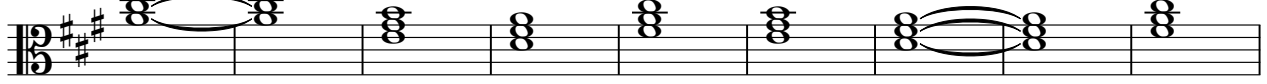
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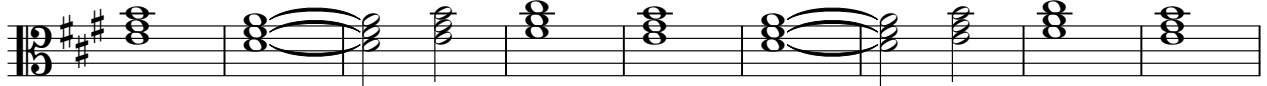
28



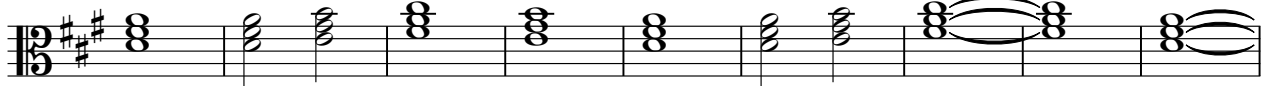
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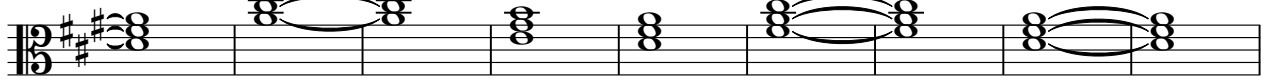
46



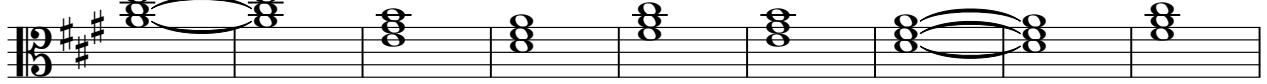
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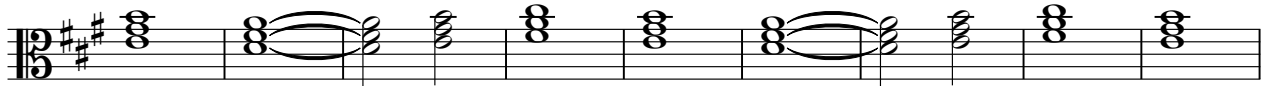
64



73



82



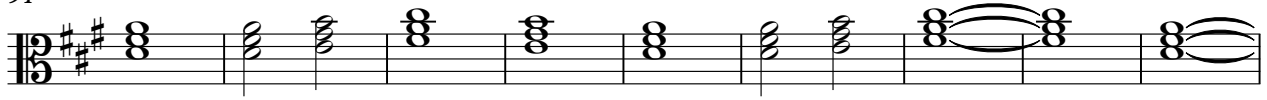
Ruurd

V.S.

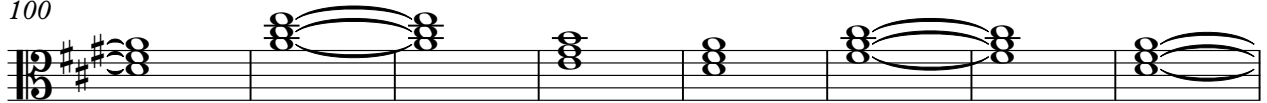
2

Snaren

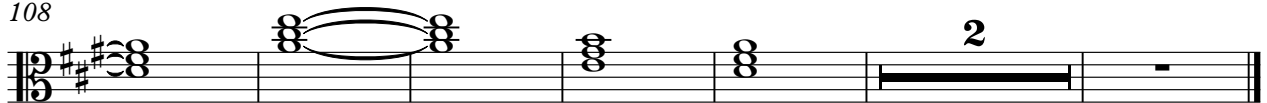
91



100



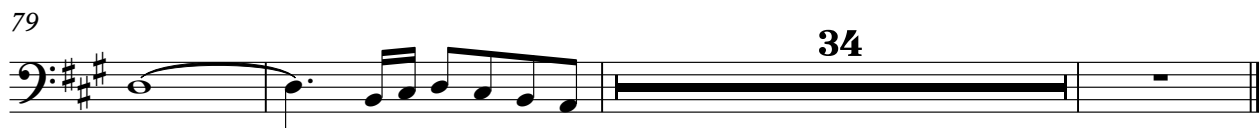
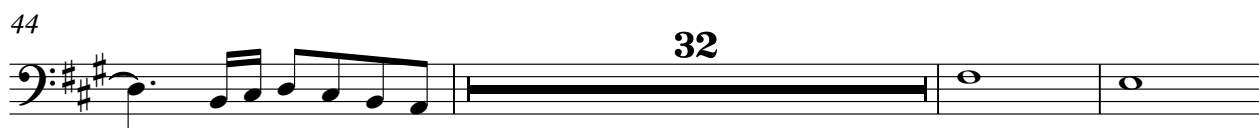
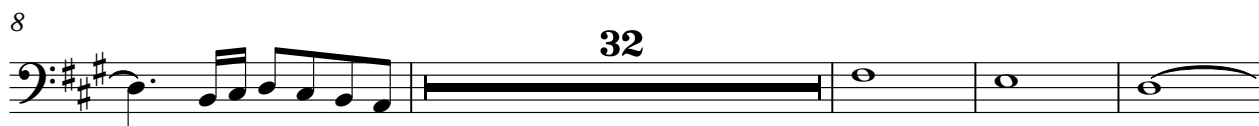
108



Cello

Cascada - What hurts the most

♩ = 130,000137



Ruurd