

System Of A Down - Psycho. 1/2.

Drums/Batterie :
John Dolmayan.

Album : Toxicity (Columbia Records) 2001.
3' 46". Nu Metal.

The drum score is written for a 4/4 time signature. It consists of seven staves of music. The first staff begins with a 4-measure rest, followed by a double bar line and a repeat sign. The second staff starts with a dynamic marking of *f* and includes a 4-measure rest, a 4-measure rest with a tremolo effect, and a 4-measure rest with a tremolo effect. The third staff features a 4-measure rest with a tremolo effect, followed by a 4-measure rest with a tremolo effect, and a 4-measure rest with a tremolo effect. The fourth staff begins with a dynamic marking of *mf* and includes a 4-measure rest with a tremolo effect, followed by a 4-measure rest with a tremolo effect, and a 4-measure rest with a tremolo effect. The fifth staff starts with a dynamic marking of *f* and includes a 4-measure rest with a tremolo effect, followed by a 4-measure rest with a tremolo effect, and a 4-measure rest with a tremolo effect. The sixth staff begins with a dynamic marking of *mf* and includes a 4-measure rest with a tremolo effect, followed by a 4-measure rest with a tremolo effect, and a 4-measure rest with a tremolo effect. The seventh staff starts with a dynamic marking of *mp* and includes a 4-measure rest with a tremolo effect, followed by a 4-measure rest with a tremolo effect, and a 4-measure rest with a tremolo effect. Performance instructions include '9X' (9 measures of a specific pattern), '8X' (8 measures of a specific pattern), '4X' (4 measures of a specific pattern), and 'Choke' (a choke effect on the snare drum). The score also includes various rhythmic notations such as eighth notes, quarter notes, and rests.

System Of A Down - Psycho. 2/2.

The drum score is written for a 4/4 time signature. It consists of 16 staves. The first three staves are for the snare drum, with dynamic markings of *mp* and *f*. The fourth staff is for the hi-hat, with dynamic markings of *mp* and *f*. The fifth staff is for the bass drum, with dynamic markings of *mp* and *f*. The sixth staff is for the snare drum, with dynamic markings of *mp* and *f*. The seventh staff is for the hi-hat, with dynamic markings of *mp* and *f*. The eighth staff is for the bass drum, with dynamic markings of *mp* and *f*. The ninth staff is for the snare drum, with dynamic markings of *mp* and *f*. The tenth staff is for the hi-hat, with dynamic markings of *mp* and *f*. The eleventh staff is for the bass drum, with dynamic markings of *mp* and *f*. The twelfth staff is for the snare drum, with dynamic markings of *mp* and *f*. The thirteenth staff is for the hi-hat, with dynamic markings of *mp* and *f*. The fourteenth staff is for the bass drum, with dynamic markings of *mp* and *f*. The fifteenth staff is for the snare drum, with dynamic markings of *mp* and *f*. The sixteenth staff is for the hi-hat, with dynamic markings of *mp* and *f*. The score includes various rhythmic patterns, including triplets and sixteenth notes, and includes a 'rit' (ritardando) section towards the end.