

Snare

Go to the Devil and Shake Yourself

Snare drum sheet music for 'Go to the Devil and Shake Yourself'. The music is in common time (indicated by a 'C') with a key signature of one sharp (F#). The score consists of four staves of sixteenth-note patterns. Each staff begins with a dynamic instruction: the first staff starts with a '7' above the note heads, the second with a '7' above the note heads, the third with a '7' above the note heads, and the fourth with a '7' above the note heads. The patterns involve various combinations of eighth-note pairs and sixteenth-note groups, with specific stroke assignments indicated by 'L' (left) and 'R' (right) below each note head. The music concludes with a double bar line and repeat dots at the end of the fourth staff.