

Enter Sandman

Metallica

♩ = 130

Percussion

Percussion

Vc. I

Percussion

Vc. I

Percussion

Vc. I

Percussion

Vc. I

Percussion

Vc. I

Vc. II

Vc. III



31

Percussion

Vc. I

Vc. II

Vc. III

35

Percussion

Vc. I

Vc. II

Vc. III

39

Percussion

Vc. I

Vc. II

Vc. III

43

Percussion

Vc. I

Vc. II

Vc. III

47

Percussion

Vc. I

Vc. II

Vc. III

51

Percussion

Vc. I

Vc. II

Vc. III

55

Percussion

Vc. I

Vc. II

Vc. III

59

Percussion

Vc. I

Vc. II

Vc. III



64

Percussion

Vc. I

Vc. II

Vc. III

68

Percussion

Vc. I

Vc. II

Vc. III

72

Percussion

Vc. I

Vc. II

Vc. III

76

Percussion

Vc. I

Vc. II

Vc. III

80

Percussion

Vc. I

Vc. II

Vc. III

84

Percussion

Vc. I

Vc. II

Vc. III

89

Percussion

Vc. I

Vc. II

Vc. III

92

Percussion

Vc. I

Vc. II

Vc. III



94

Percussion

Vc. I

Vc. II

Vc. III

96

Percussion

Vc. I

Vc. II

Vc. III

99

Percussion

Vc. I

Vc. II

Vc. III

102

Percussion

Vc. I

Vc. II

Vc. III

105

Percussion

Vc. I

Vc. II

Vc. III

109

Percussion

Vc. I

Vc. III

113

Percussion

Vc. I

Vc. II

Vc. III

117

Percussion

Vc. I

Vc. II

Vc. III



122

Percussion

Vc. I

Vc. II

Vc. III

126

Percussion

Vc. I

Vc. II

Vc. III

130

Percussion

Vc. I

Vc. II

Vc. III

134

Percussion

Vc. I

Vc. II

Vc. III

This musical score is for measures 122 through 134. It features four staves: Percussion, Violin I (Vc. I), Violin II (Vc. II), and Violin III (Vc. III). The key signature is one sharp (F#) and the time signature is 3/8. The Percussion part uses a snare drum (II) and includes various rhythmic patterns, including eighth and sixteenth notes, and rests marked with 'x'. The Violin I part consists of eighth and sixteenth notes, often with slurs and accents. The Violin II and III parts provide harmonic support with chords and moving lines. The score concludes with a double bar line at measure 134.