

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 triplet of eighth notes. The third staff features a dynamic marking of *mf* and a series of eighth notes with 'x' marks above them. The fourth staff begins with a dynamic marking of *f* and includes a triplet of eighth notes. The fifth staff starts with a dynamic marking of *mf* and a series of eighth notes with 'x' marks. The sixth staff begins with a dynamic marking of *mp* and a series of eighth notes with 'x' marks. The seventh staff continues with eighth notes and 'x' marks. The score includes various techniques such as triplets, rests, and dynamic markings. Specific annotations include '8X' and '9X' above the first staff, '4X' above the second staff, and 'Choke' written above the second and fourth staves. The score also includes first and second endings for several sections.

Transcription : Rufus O'Callaghan/Kevin Peyrusse. 01 02 2004.

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System Of A Down - Psycho. 2/2.

The musical score is written for a drum set and guitar. It consists of 14 staves. The first three staves are for the drum set, with the top staff being the snare drum and the bottom two being the bass drum. The remaining staves are for the guitar. The score is in 4/4 time. The first section starts with a *mp* dynamic and features a series of eighth notes on the snare and bass drum. The second section is marked *f* and features a series of eighth notes on the snare and bass drum. The third section is marked *mp* and features a series of eighth notes on the snare and bass drum. The fourth section is marked *mf* and features a series of eighth notes on the snare and bass drum. The score includes first and second endings for several sections. The word *rit* (ritardando) is used in the final section. The score is marked with *3X* and *f* in several places. The score is marked with *mp*, *mf*, and *f* in several places. The score is marked with *rit* in the final section. The score is marked with *3X* and *f* in several places.