



# To Catch A Thief

Gary P. Gilroy (ASCAP)

## Bass Guitar (Optional)

### I. The Heist

$\text{♩} = 160$

2 7 9 10 11 12 13 14 15 16

mf

17 18 19 20 21 22 23 24

25 26 27 28 29 30 31 32

33 34 35 36 37 38 39 40 41 42

ff f

43 44 45 46 47 48 49 50 51

mf f ff

51 52 53 54 55 56 57 58

mp

59 60 61 62 63 64 65 66 67 68

f ff f

2-count drop

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2

69 70 71 72 73 74

mf

75 76 77 78 79 80 81 82 83 84 85 86

f fff

87 88 89 90 91 92 93 94 95 96 97 98 99 100 101 102 103

2-count drop

104 105 106 107 108 109 110 111 112 113 114 115 116 117 118 119

ff p mf p mf p mf p mf

120 121 122 123 124 125 126 127 128 129 130 131

p mf p mf p mf p mf

132 133 134 135 136 137 138 139 140 141 142 143

ff mf

### III. Entrapment/The Slip

$\text{♩} = 164$

144 145 146 147 148 149 150 151 152 153 154 155 156

fp ff fp ff p

157 158 159 160 161 162 163 164 165

f mf ff

166 167 168 169 170 171 172 173 174 2

176 177 178 179 180 181 182 183

184 185 186 187 188 2 190 191 p f

192 197 198 199 200 201 202 5 mf ff fp fp fp ff

203 204 205 206 207 208 209 fp fp fp mp mf f 4

213 214 215 216 217 218 219 220 221 222 223 224 ff



# To Catch A Thief

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## Mallet 1

### I. The Heist

**9** **Bells** **mf**

**17**

**25** **f**

**33** **ff**

**43** **f**

**51** **2-count drop** **ff** **f**

**59**

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## To Catch A Thief - Mallet 1

2

**64** **ff**

**69** **f**

**75** **f**

**82**

### II. Jewels by Moonlight

**88** **84** **f**

**96**

**104**

To Catch A Thief - Mallet 1

3

Musical score for measures 111-143. The score is written in treble clef with a key signature of two flats (B-flat and E-flat). It consists of six staves of music. Measure numbers 111 through 143 are indicated above the notes. There are dynamic markings such as *mf* and *ff*. A box containing the number 120 is placed above the first staff, and a box containing the number 128 is placed above the third staff. A double bar line is present at the end of measure 143.

III. Entrapment/The Slip

Musical score for measures 144-175. The score is written in treble clef with a key signature of two flats. It consists of three staves of music. Measure numbers 144 through 175 are indicated above the notes. A box containing the number 144 is placed above the first staff, with the text "= 164" below it. A dynamic marking of *fff* is present at the beginning of the section. A box containing the number 150 is placed above the second staff, and a box containing the number 158 is placed above the third staff. A double bar line is present at the end of measure 175.

To Catch A Thief - Mallet 1

4

Musical score for measures 166-224. The score is written in treble clef with a key signature of two flats. It consists of six staves of music. Measure numbers 166 through 224 are indicated above the notes. There are dynamic markings such as *ff*, *mf*, *mp*, *f*, and *fff*. A box containing the number 166 is placed above the first staff, and a box containing the number 176 is placed above the second staff. A box containing the number 184 is placed above the third staff, and a box containing the number 192 is placed above the fourth staff. A box containing the number 198 is placed above the fifth staff, and a box containing the number 203 is placed above the sixth staff. A box containing the number 213 is placed above the seventh staff. A double bar line is present at the end of measure 224.



# To Catch A Thief

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## Mallet 2

### I. The Heist

$\text{♩} = 160$

Musical score for 'I. The Heist' in 4/4 time, key of B-flat major. The score consists of six staves of music. It begins with a tempo marking of quarter note = 160. The first staff includes a 'Xylo' marking above measure 9 and a dynamic marking of *mf*. The second staff has a dynamic marking of *f*. The third staff has a dynamic marking of *ff*. The fourth staff has a dynamic marking of *f*. The fifth staff has a dynamic marking of *ff* and a '2-count drop' marking above measure 50. The sixth staff has a dynamic marking of *f*. Measure numbers 2, 7, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58 are indicated throughout the score.

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## To Catch A Thief - Mallet 2

2

Musical score for 'To Catch A Thief - Mallet 2' in 4/4 time, key of B-flat major. The score consists of six staves of music. The first staff has a dynamic marking of *ff*. The second staff has a dynamic marking of *f*. The third staff has a dynamic marking of *f*. The fourth staff has a tempo marking of  $\text{♩} = 84$  and a dynamic marking of *f*. The fifth staff has a dynamic marking of *f*. The sixth staff has a dynamic marking of *f*. Measure numbers 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100, 101, 102, 103, 104, 105, 106, 107, 108, 109, 110, 111, 112, 113, 114, 115, 116, 117, 118, 119, 120, 121, 122, 123, 124, 125, 126, 127 are indicated throughout the score.

To Catch A Thief - Mallet 2

3

128 129 130 131 132 133 134

135 136 137 138 139 140 141 142 143

III. Entrapment/The Slip

144 = 164 145 146 147 148 149

*fff*

150 151 152 153 154 155 156

157 158 159 160 161 162 163

164 165 166 167 168 169 170

171 172 173 174 176 177

*ff*

178 179 180 181 182 183

To Catch A Thief - Mallet 2

4

184 185 186 187 188 189

190 191 192 193 194 195 196 197

*mf*

198 199 200 201 202

*ff*

203 204 205 206 207 208 209

*mp* *f* *ff*

213 214 215 216 217 219

*fff*

220 221 222 223 224



# To Catch A Thief

Gary P. Gilroy (ASCAP)

## Mallet 3

### I. The Heist

$\text{♩} = 160$

2 7 9 Vibes 10 11 12 13 14 15

*mf*

16 17 18 19 20 21 22 23 24

25 26 27 28 29 30 31 32

33 34 35 36 37 38 39

*ff*

40 41 42 43 44 45 46 47 48 49

*f*

50 51 52 53 54 55 56 57 58

*ff* *f*

59 60 61 62 63

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## To Catch A Thief - Mallet 3

2

64 65 66 67 68

*ff*

69 70 71 72 73 74

*f*

75 76 77 78 79 80 81

*f*

82 83 84 85 86 87

### II. Jewels by Moonlight

88  $\text{♩} = 84$  89 90 91 92 93 94 95

*f*

96 97 98 99 100 101 102 103

104 105 106 107 108 109 110

To Catch A Thief - Mallet 3

3

Musical score for measures 111-143. The score is written in treble clef with a key signature of two flats (B-flat and E-flat). It consists of six staves of music. Measures 111-119 are on the first staff, 120-127 on the second, 128-134 on the third, and 135-143 on the fourth. The music features a mix of eighth and sixteenth notes, often beamed together, and rests. There are dynamic markings such as *mf* and *ff* throughout the section.

III. Entrapment/The Slip

Musical score for measures 144-157. The score is written in treble clef with a key signature of two flats. It consists of three staves of music. Measures 144-149 are on the first staff, 150-157 on the second, and 158-165 on the third. The music is in 4/4 time and features a steady eighth-note rhythm. A tempo marking of  $\text{♩} = 164$  is present at the beginning of the section. Dynamic markings include *fff* and *ff*.

To Catch A Thief - Mallet 3

4

Musical score for measures 166-224. The score is written in treble clef with a key signature of two flats. It consists of seven staves of music. Measures 166-174 are on the first staff, 176-183 on the second, 184-191 on the third, 192-197 on the fourth, 198-202 on the fifth, 203-209 on the sixth, and 213-217 on the seventh. The music features a mix of eighth and sixteenth notes, often beamed together, and rests. There are dynamic markings such as *ff*, *mf*, *mp*, *f*, and *fff* throughout the section. The score concludes with a final measure (224) containing a whole rest.





# To Catch A Thief

Gary P. Gilroy (ASCAP)

## Mallet 4

### I. The Heist

$\text{♩} = 160$

2 7 9 Marimba 10 11 12 13 14

*mf*

15 16 17 18 19 20 21 22

23 24 25 26 27 28 29 30

*f*

31 32 33 34 35 36

*ff*

37 38 39 40 41 42

43 44 45 46 47 48 49 50 2-count drop

*f* *ff*

51 52 53 54 55 56 57 58

*f*

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## To Catch A Thief - Mallet 4

2

59 60 61 62 63 64 65 66

*ff*

67 68 69 70 71 72 73 74

*f*

75 76 77 78 79 80 81 82 83

*f* *f*

84 85 86 87 88  $\text{♩} = 84$  89 90 91 92

*f*

93 94 95 96 97 98 99 100 101 102

103 104 105 106 107 108 109 110

111 112 113 114 115 116 117 118 119

120 121 122 123 124 125 126 127

To Catch A Thief - Mallet 4

3

128 129 130 131 132 133 134

135 136 137 138 139 140 141 142 143

III. Entrapment/The Slip

144  $\text{♩} = 164$  145 146 147 148 149

*ff*

150 151 152 153 154 155 156

157 158 159 160 161 162 163

164 165 166 167 168 169 170

171 172 173 174 2 176 177

*ff*

178 179 180 181 182 183

To Catch A Thief - Mallet 4

4

184 185 186 187 188 189

190 191 192 193 194 195 196 197

*mf*

198 199 200 201 202

*ff*

203 204 205 206 207 208 209

*mp* *f* *ff*

213 214 215 216 217 2 219

*ff*

220 221 222 223 224



# To Catch A Thief

Gary P. Gilroy (ASCAP)

## Auxiliary 1

### I. The Heist

$\text{♩} = 160$

Hi-Hat *f*

9

16

17

23

Sus. Cym  
Low Tom  
Hi-Hat

*fff f*

30

31

32

Block  
Ride Cymbal

*ff Low Tom f*

36

Toms

37

38

Toms

39

China (choke)

40

Hi-Hat

41

42

*ff*

43

44

45

46

47

48

49 Toms

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## To Catch A Thief - Auxiliary 1

2

50

China Brake Drum Hi-Hat

51

52

53

54

55

56

57

Sus. Cym &  
Floor Tom

Ride Cymbal

59

60

61

62

Toms

63

64

65 Toms

China (choke)

66

Hi-Hat

67

68

*fff f*

69

70

71

72

73

74

75

Toms

76

China Brake Drums

77

78

79

80

Triangle

81

China &  
Tom Brake

82

Block

*fff*

83

Toms

84

Cow Bell  
Propane Tank

85

86

Toms

China

87

88  $\text{♩} = 84$

89

Finger Cymbals

90

91

Tambourine Triangle

92

93

94

95

96

97

98

99

100

101

102

103

104

Sleigh Bells

105

106

107

Crash Cymbals  
Gong

108

Bass Drum

109

110

111

112

Tambourine Triangle

113

Finger Cymbals

114

115

*p f p f ff mf*

To Catch A Thief - Auxiliary 1

3

116 117 118 119 120 121 122 123 124 125 126 127

128 129 130 131 132 133 134 135 136 137 138

Sleigh Bells  
Crash Cymbals  
Gong  
Bass Drum  
Tambourine  
Triangle  
Finger Cymbals

*p* *f* *p* *f* *ff* *mf*

139 140 141 142 143 144 = 164 146 147 148 149

III. Entrapment/The Slip  
Gong  
BD  
Toms  
Brake Drums  
Toms

*f* *mp* *ff*

150 151 152 153 154 155 156 157

China & Low Tom  
Brake  
Block  
Zil-Bell  
Low Tom  
Block  
Hi-Hat

*fff* *mf* *mf* *f*

158 159 160 161 162 163 164

Zil-Bell  
Low Tom

*ff*

165 166 167 168 169

Hi-Hat

*f*

170 171 172 173 174 175

Zil-Bell  
Toms  
China & Low Tom  
Block

*ff*

176 177 178 179 180 181 182 183

*ff*

To Catch A Thief - Auxiliary 1

4

184 185 186 187 188 189 190 191 192

China & Low Tom  
Brake  
Block  
Zil-Bell  
Low Tom  
Block  
Hi-Hat

*fff* *mf* *mf* *f*

192 193 194 195 196 197

Block

*f*

198 199 200 201 202

China & Tom  
Tom  
China (choke)

*ff*

203 204 205 206 207 208 209 210

China & Tom

*ff* *mf* *ff*

211 212 213 214 215 216 217

China  
Splash & Zil-Bell  
Gong  
Toms

*mf* *fff*

218 219 220 221 222 223 224

China

Gong (2nd player)



# To Catch A Thief

Gary P. Gilroy (ASCAP)

## Auxiliary 2

### I. The Heist

$\text{♩} = 160$

2 Splash 3 Temple Blocks 4 5 6 7 8

9 7 16 17 24 Blocks 25 China & Floor Tom

25 Bell of Ride Cymbal 26 27 28 29 30 31 32

33 Pair Crash 34 3 37 Pair (choke) 38 39 40 Block 41 42 Splash

Bass Drum 33 ff

43 6 49 Sus. Cym. 50 China & Floor Tom 51 58 Blocks 59 China & Floor Tom

59 Pair Crash 60 3 63 64 Pair (choke) 65 66 Block 67 68 Splash

Bass Drum 59 ff

69 6 75 Sus. Cym. 76 China & Floor Tom 77 78 79 80 Bell of Ride 81 Cow Bell 82 Pair (choke) 83 (open)

83 Snare 84 Tom 85 China (2nd player) 86 87 88  $\text{♩} = 84$  89 Wind Chimes 90 Splash

*p* *fff* *mp* *mf* *f* *ff* *fff* *mf* *f* *fff* *f* *pp* *ff* *mp* *mf* *f* *ff* *fff* *fff* *mf* *mp* *mf*

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## To Catch A Thief - Auxiliary 2

2

91 Sizzle 92 93 94 95 96 97 98 99 100 101 102 103

*mp* *mf* *mp* *mf* *mp* *mf* *mp* *mf* *mp* *mf* *mp* *mf* *mp*

104 105 106 107 Sus. Cym. 108 Snare 109 110 111 112 Wind Chimes

*p* *fff* *mp* *mf* *mp* *mf* *mp* *mf* *mp* *mf* *mp* *mf* *mp*

113 Splash 114 115 Sizzle 116 117 118 119 120 121 122 123 124 125 126 127

*mp* *mf* *mp* *mf* *mp* *mf* *mp* *mf* *mp* *mf* *mp* *mf* *mp*

128 Ride Cymbal 129 130 131

*p* *f* *p* *f*

132 Sus. Cym. 133 Snare 134 135 136 Wind Chimes 137 Splash 138 139 Sizzle 140 Ride Cymbal

*ff* *mp* *mf* *mp* *p*

III. Entrapment/The Slip

141 142 143 144  $\text{♩} = 164$  145 146 147

*f* *p* *f* *f*

148 149 150 151 152 153 154 Splash China Splash

*mp* *fff* *China & SD shot* *fff* *Cow Bell* *ff*

155 China 156 Splash & China 158 159 Wind Gong 160 161 162 China Boy 163 Temple Blocks 164 165

*p* *ff* *China & SD shot*

To Catch A Thief - Auxiliary 2

3

166 Bell of Ride 167 *f* 168 Splash *f* 169 China 170 *f* 171 Temple Blocks *mp* 172 Splash & SD shot *ff* China & SD shot 173 174 Low Brake Drum SD 175 Floor Tom

176 High Brake Drum 177 Cow Bell 178 High Brake Drum 179 Low Brake Drum 180 181 182 *ff*

183 184 185 *mp* 186 *fff* China & SD shot 187 188 Splash Cow Bell *ff* 189 China 190 Temple Blocks

191 192 193 194 Suspended Cymbal *p* 195 196 197 198 Splash Gong *ff* 199 China 200 201 202 Temple Blocks 2 Brake Drums Floor Tom

203 Splash Gong 204 China 205 206 208 Pair of Crash Cymbals *mf* 209 High Crash Cymbals *f* 210 Low Brake *ff* 211 Pair Crash Both Brakes 212

213 China Pair Crash 214 *fff* Both Brakes 215 216 217 218 Brake Drums 219 alternating Bass Drum 220 Splash & China 221 222 223 224



# To Catch A Thief

Gary P. Gilroy (ASCAP)

## Snare Drums

### I. The Heist

$\text{♩} = 160$

Stick clicks

Musical score for Snare Drums, I. The Heist, measures 1-49. The score is written on a single staff with a 4/4 time signature. It includes various rhythmic patterns, including eighth and sixteenth notes, and rests. Dynamics range from *mf* to *ff*. Measure numbers 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49 are indicated. There are also markings for 'Stick clicks' at measures 41 and 42.

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## To Catch A Thief - Snare Drums

Musical score for Snare Drums, To Catch A Thief - Snare Drums, measures 50-112. The score is written on a single staff with a 4/4 time signature. It includes various rhythmic patterns, including eighth and sixteenth notes, and rests. Dynamics range from *ff* to *pp*. Measure numbers 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100, 101, 102, 103, 104, 105, 106, 107, 108, 109, 110, 111, 112 are indicated. There are also markings for 'Stick clicks' at measures 51 and 67. A section titled 'II. Jewels by Moonlight' begins at measure 87.

To Catch A Thief - Snare Drums

120 8 128 3 131 > 132 <sup>3</sup> 133 > 134 > 135 > 136 > 137 > 138 > 139 > 140 > 141 > 142 > 143 > 144 = 164 2 146 > 147 > 148 ^ 149 ^ 150 2

*fp* *ff*

III. Entrapment/The Slip

151 152 > 153 > 154 ^ Stick clicks 155 on drum 156 2

*ff*

158 w/dreadlocks 159 160 161 162 163 164

*mp* *f* *mp* *f* *mp* *f* *ff*

166 165 167 168 169 170

*mp* *f* *mp* *f* *mp*

171 172 173 174 175 end of dreads

*f* *ff*

176 3 179 w/normal sticks 180 181 182 183

*p* *mf* *f* *ff*

To Catch A Thief - Snare Drums

184 185 186 187 188 ^ Stick clicks 189 on drum 190 2

*ff*

192 193 194 195 196 197

*fp* *fp* *fp* *fp* *fp* *fp* *mf* *fp* *mf*

198 199 200 201 202

*fff*

203 204 205 206 207 208 209

*fp* *f* *ff*

210 211 212 213 214 215 216 217

*pp* *ff*

218 219 220 221 222 223 224

*fff*





# To Catch A Thief

Gary P. Gilroy (ASCAP)

## Tenor Drums

### I. The Heist

$\text{♩} = 160$

Hand clapping

mf

mp  $\rightarrow$  ff mf

f

mf f ff

Click mallets

f mf

ff mp

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## To Catch A Thief - Tenor Drums

mp  $\rightarrow$  ff mf

f ff f

mf

ff ff

fff pp ff

pp ff

8 8 2 106 107 108 3 3 3

8

To Catch A Thief - Tenor Drums

120 8 128 2 130 131 132 3 133 134 135 136 144 = 164 145 146 147 148 149 150 151 152 153 154 155 156 157 158 159 160 161 162 163 164 165 166 167 168 169 170 171 172 173 174 175 176 177 178 179 180 181 182 183

*pp* *ff*  
III. Entrapment/The Slip  
*mf* *ff* *mp*  
*ff* *f* *fff* *mp*  
*f* *f* *ff*  
*f* *f*  
*fff*

To Catch A Thief - Tenor Drums

184 185 186 187 188 189 190 191 192 193 194 195 196 197 198 199 200 201 202 203 204 205 206 207 208 209 210 211 212 213 214 215 216 217 218 219 220 221 222 223 224

*ff* *f* *fff*  
*mp* *f* *fp* *fp* *fp* *fp* *mf* *fp*  
*fff*  
*fff* *fp* *f* *fff*  
*pp* *ff*  
*fff*



# To Catch A Thief

Gary P. Gilroy (ASCAP)

## Bass Drums (5)

### I. The Heist

$\text{♩} = 160$

2 3 5 6 7 8

*mf*

9 10 11 12 13 14 15 16

17 18 19 20 21 22 23 24

*mp* *ff*

25 26 27 28 29 30 31 32

*mf* *f*

33 34 35 36 37 38 39 40

*ff* *mf* *f* *ff*

41 43 44 45 46 47 48 49 50

*mf* *ff*

51 52 53 54 55 56 57 58

*mp* *ff*

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## To Catch A Thief - Bass Drums (5)

2

59 60 61 62 63 64 65

*ff* *mf* *f*

66 67 69 70 71 72 73 74

*ff* *mf*

75 76 77 78 79 80

*ff* *ff*

81 82 83 84 85 86 87

*fff*

### II. Jewels by Moonlight

$\text{♩} = 84$

88 96 104 105 106 107 108

*mp* *mf* *ff*

109 110 111 112 116 117 118 119

*p* w/puffy mallets

120 121 122 123 124 125 126 127

To Catch A Thief - Bass Drums (5)

128 *mp* *mf* *switch mallets back*

132 *ff*

III. Entrapment/The Slip

144 *pp* *fp* *ff* *p* *ff* *mp*

150 *ff* *mp* *f*

158 *mp* *f* *mp* *f* *mp* *f* *ff*

166 *mp* *f* *mp* *f* *mp* *f* *ff*

174 *fff*

To Catch A Thief - Bass Drums (5)

183 *ff*

190 *mp* *f* *p* *mp* *mf*

198 *fff*

203 *fp* *f* *ff*

211 *pp* *ff*

218 *fff*



# To Catch A Thief

Gary P. Gilroy (ASCAP)

## Bass Drums (4)

### I. The Heist

$\text{♩} = 160$

2 3 5 6 7 8

*mf*

9 10 11 12 13 14 15 16

17 18 19 20 21 22 23 24

*mp* *ff*

25 26 27 28 29 30 31 32

*mf* *f*

33 34 35 36 37 38 39 40

*ff* *mf* *f* *ff*

41 43 44 45 46 47 48 49 50

*mf* *ff*

51 52 53 54 55 56 57 58

*mp* *ff*

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## To Catch A Thief - Bass Drums (4)

2

59 60 61 62 63 64 65

*ff* *mf* *f*

66 67 69 70 71 72 73 74

*ff* *mf*

75 76 77 78 79 80

*ff* *ff*

81 82 83 84 85 86 87

*fff*

### II. Jewels by Moonlight

$\text{♩} = 84$

8 8 104 105 106 107 108

*mp* *mf* *ff*

109 110 111 112 116 w/puffy mallets 117 118 119

*p*

120 121 122 123 124 125 126 127

To Catch A Thief - Bass Drums (4)

3

128 *mp* *mf* *switch mallets back*

132 *ff* 8

III. Entrapment/The Slip

144 *pp* *fp* *ff* *p* *ff* *mp* ♩ = 164

150 *ff* *mp* *f*

158 *mp* *f* *mp* *f* *mp* *f* *ff*

166 *mp* *f* *mp* *f* *mp* *f* *ff*

174 *fff* 176

To Catch A Thief - Bass Drums (4)

4

183 *ff* 184 185 186 187 188 189

190 *mp* *f* *p* *mp* *mf* 192 193 194 195 196 197

198 *fff* 199 200 201 202

203 *fp* *f* *ff* 204 205 206 207 208 209 210

211 *pp* *ff* 213 214 215 216 217

218 *fff* 219 220 221 222 223 224



# To Catch A Thief

Gary P. Gilroy (ASCAP)

## Bass Drums (3)

### I. The Heist

$\text{♩} = 160$

2 3 5 6 7 8

*mf*

9 10 11 12 13 14 15 16

17 18 19 20 21 22 23 24

*mp* *ff*

25 26 27 28 29 30 31 32

*mf* *f*

33 34 35 36 37 38 39 40

*ff* *mf* *f* *ff*

41 43 44 45 46 47 48 49 50

*mf* *ff*

51 52 53 54 55 56 57 58

*mp* *ff*

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## To Catch A Thief - Bass Drums (3)

2

59 60 61 62 63 64 65

*ff* *mf* *f*

66 67 69 70 71 72 73 74

*ff* *mf*

75 76 77 78 79 80

*ff* *ff*

81 82 83 84 85 86 87

*fff*

### II. Jewels by Moonlight

$\text{♩} = 84$

88 89 90 91 92 93 94 95 96 97 98 99 100 101 102 103 104 105 106 107 108 109

*mp* *mf* *ff*

110 111 112 113 114 115 116 117 118 119

*p* w/puffy mallets

120 121 122 123 124 125 126 127

To Catch A Thief - Bass Drums (3)

3

128 *mp* switch mallets back 129 130 131 *mf*

132 *ff* 133 134 135 136 8

III. Entrapment/The Slip

144 *pp* 145 146 147 148 149 *fp ff p ff mp*

150 *ff* 151 152 153 154 155 156 157 *mp f*

158 *mp f mp f mp f ff* 159 160 161 162 163 164 165

166 *mp f mp f mp f ff* 167 168 169 170 171 172 173

174 175 176 177 178 179 180 181 182 *fff*

To Catch A Thief - Bass Drums (3)

4

183 184 185 186 187 188 189 *ff*

190 191 192 193 194 195 196 197 *mp f p mp mf*

198 *fff* 199 200 201 202

203 204 205 206 207 208 209 210 *fp f ff*

211 212 213 214 215 216 217 *pp ff*

218 219 220 221 222 223 224 *fff*





# To Catch A Thief

Gary P. Gilroy (ASCAP)

## Cymbals

### I. The Heist

$\text{♩} = 160$

2 7 9 8 17 Hi-Hat snaps 18 19 20 21 22

*mp*

23 24 25 Crash Hi-Hat snaps 26 27 28 29 30 31 32 Crash choke

*ff mf f*

33 Crash 34 35 Hi-Hat snaps 36 37 Crash 38 39 Crash choke 40 41 Crash 2

*ff mf ff f ff*

43 Hi-Hat snaps 44 45 46 47 48 49 50

*mf ff*

51 7 58 Crash 60 Hi-Hat snaps 61 62 63 Crash 64 65 Crash choke

*mf ff f*

66 Crash 67 2 69 Hi-Hat snaps 70 71 72 73 74

*ff mf*

75 76 77 78 79 80 81

*ff*

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## To Catch A Thief - Cymbals

2

### II. Jewels by Moonlight

82 83 84 85 86 87 88  $\text{♩} = 84$  8

96 8 104 4 108 109 110 111 112 8

*ff*

120 8 128 4 132 133 134 135 136 8

*ff*

### III. Entrapment/The Slip

144  $\text{♩} = 164$

Sizzle 145 3 148 149 150 151 152

*mf ff*

153 154 155 156 2 158 6 164 165

*f fff ff f*

166 6 172 173 174 175

*ff f fff*

176 177 178 179 180 181 182 183

*ff fff*

To Catch A Thief - Cymbals

184 *ff* 185 186 *f* 187 188 *fff* 189 190 **2**

192 **6** 198 *fff* 199 200 201 202

203 *fff* 204 205 206 **3** 209 *ff* 210 211 212 *mp mf*

213 *ff* 214 215 216 217 218

219 *fff* 220 221 222 223 224

Detailed description: This is a musical score for cymbals, consisting of five staves of music. The first staff (measures 184-190) starts with a box around measure 184, followed by notes with accents and dynamics *ff*, *f*, and *fff*. A double bar line with a '2' above it is at the end. The second staff (measures 192-202) begins with a box around measure 192, a '6' above it, and a box around measure 198, followed by notes with accents and dynamics *fff*. The third staff (measures 203-212) starts with a box around measure 203, notes with accents, a '3' above it, notes with accents, and dynamics *ff* and *mp mf*. The fourth staff (measures 213-218) starts with a box around measure 213, notes with accents, and dynamic *ff*. The fifth staff (measures 219-224) starts with measure 219, notes with accents, and dynamic *fff*. The score ends with a double bar line.