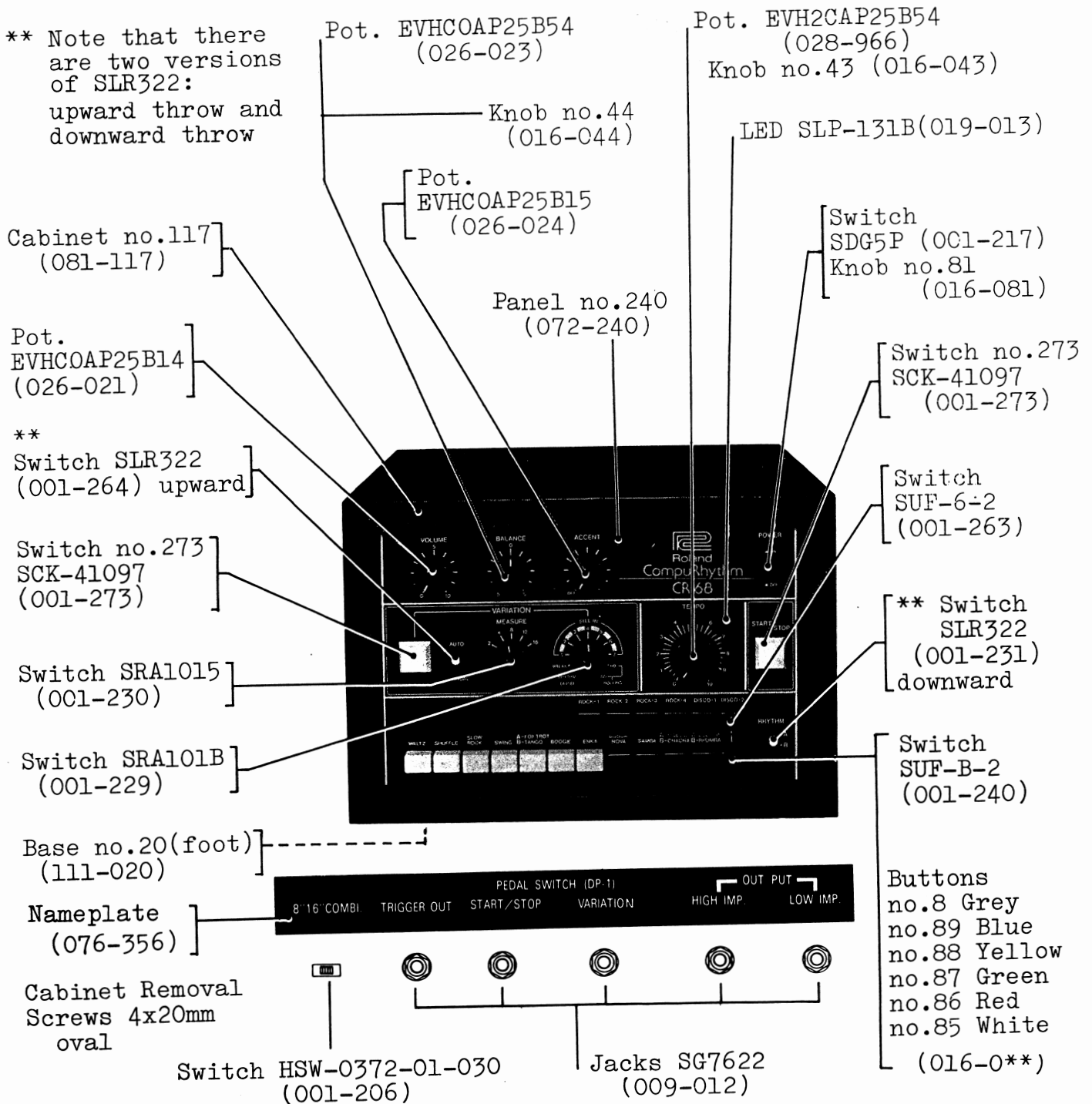


CR-68 SERVICE NOTES

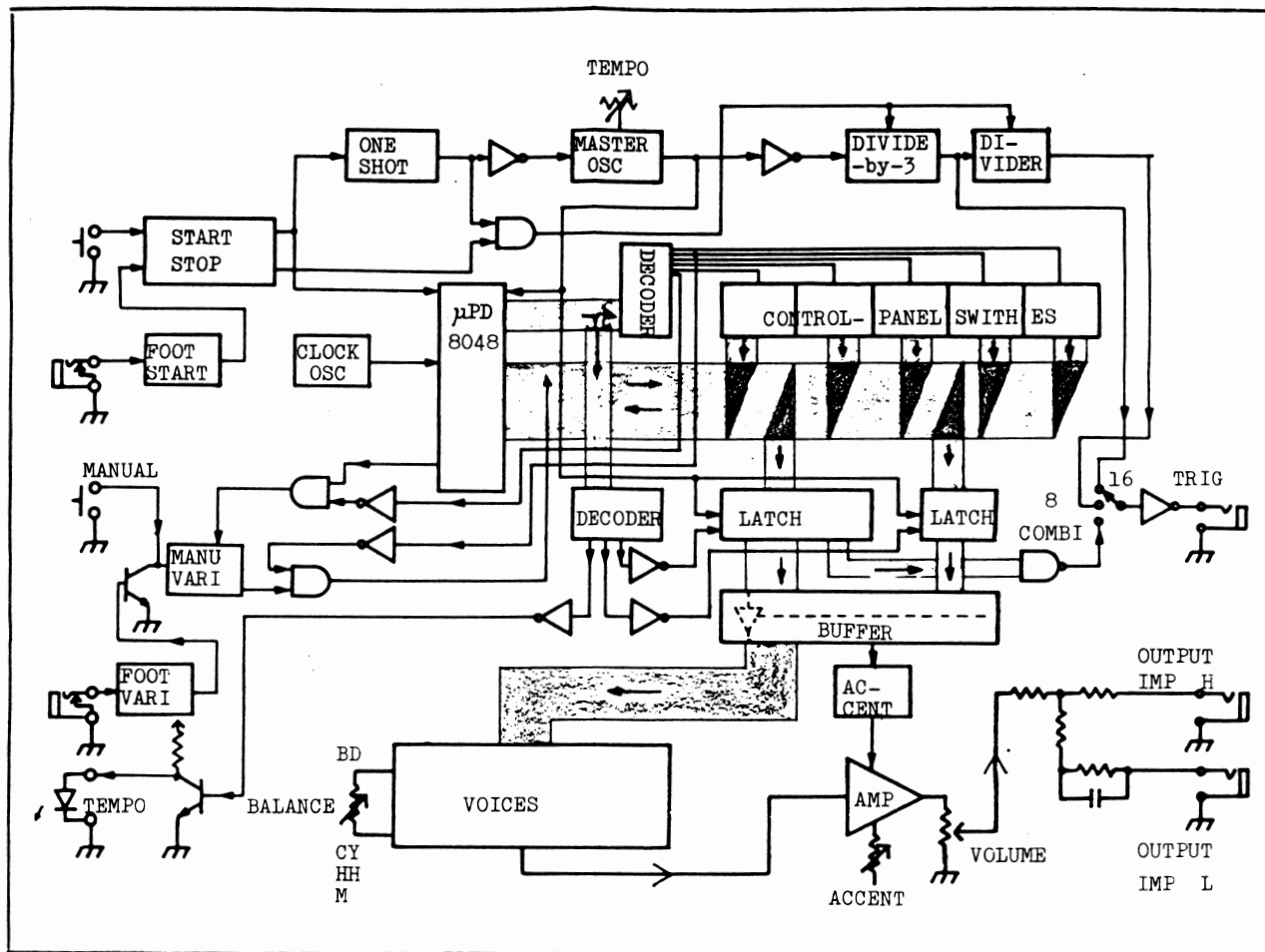
SPECIFICATIONS

OUTPUT LEVEL -----	OdBm max @ Vol. max	Accent min
OUTPUT IMPEDANCE -----	Hi: 220k-ohm	Lo: 10k-ohm
TRIGGER PULSE OUTPUT -----	On: +15V	Off: 0V
POWER CONSUMPTION -----	8 watts	
DIMENSIONS -----	260(W) x 275(D) x 180(H)mm	
WEIGHT -----	4.5kg	

** Note that there are two versions of SLR322: upward throw and downward throw



- Buttons
- no.8 Grey
- no.89 Blue
- no.88 Yellow
- no.87 Green
- no.86 Red
- no.85 White
- (016-0**)



CIRCUIT DESCRIPTION

COMPUTER BOARD GL-10

The μ PD8048 is an 8-bit parallel computer fabricated on a single silicon chip. The 8048 contains a $1k \times 8$ ROM program memory, a 64×8 RAM memory, 27 I/O lines, an 8-bit timer/counter and clock circuits.

Used on this board is a μ PD8048C-015 version in which program and data dedicated to the CR-68 are stored in the program memory.

1. SCANNING for IDENTIFYING PANEL SWITCH SETTINGS

The μ PD8048 reads panel switch settings by scanning the lines through Port 2 (P24-P27) of IC10, IC8 (74LS138, Decoder) and Port 1 (P10-P17) of IC10. The output from IC8 (Binary-to-octal decoder) goes through one of properly arranged switches and matrix to port 1. For example let's assume that SWING switch is depressed. When A input of IC8 is high and B, C and G2B inputs are low as shown in Fig. 1. The output of 1 goes low and other outputs go high.

Since Port 1 (P10-P17) functions now as an input port and 1 of IC8 is low with SWING switch on, only P10 of IC10 goes low. IC10 reads this condition of Port 1 and identifies that SWING switch is depressed. By repeating such scanning, the computer can identify every switch setting in sequence.

This scanning and reading, in STOP mode, are performed continuously in very short periods by pulses with durations of several microseconds, but after START switch is pressed, this scanning is performed once a measure

2. SENDING OUT RHYTHM PATTERNS

After panel settings are identified as described above, the data corresponding to the identification is selected from contents of the ROM and fed into Port 1 and Port 2.

Two 74LS138's (IC8 and IC9) are used in parallel to constitute a binary-to-hexadecimal decoder. In this case, Port 1 of IC10 functions as an output port.

3. VARIATION TURNED ON WITH MANUAL BUTTON

Since the computer reads data once in one measure, if MANUAL button is pressed during the period between one reading and another, a circuit is required to memorize the switching, which consists of IC4 (74LS00) and other components.

IC4a and IC4b constitute an RS flip-flop which is reset when START/STOP button is tapped to start the rhythm unit. When reset in this way, pin 3 of IC4a goes high, and pin 6 of IC4b goes low and hereafter this condition is held.

In reading, with MANUAL button off, pin 6 of IC4b remains low and pin 8 of IC4c is held high independent of the condition of pin 10 of IC4c. When MANUAL button is pressed, pin 5 of IC4b immediately goes low and RS flip-flop is set. Pin 3 of IC4a goes low and pin 6 of IC4b goes high and this condition is

When a negative going pulse is sent out from 4 of IC8 while reading switch positions, the pulse is inverted by IC2c and this inverted positive pulse is fed to pin 10 of IC4c. Since pin 9 of IC4c is kept high, a negative going pulse is sent out from pin 8 of IC4c and fed into Port 1 through D209. Thus, the computer detects that MANUAL button has been pressed. Immediately after reading, the computer sends out a negative going pulse from 0 of IC8 to reset RS flip-flop. To prevent malfunction, this pulse (after inversion by IC2a) and a pulse from ALE of IC10 are NANDed to produce a reset pulse. see Fig. 2

4. CLOCK GENERATOR IC3e, IC3f

This circuit, a clock generator from which pulses are emitted to synchronize the operations carried out by the computer, is a CR oscillator consisting of IC3e, IC3f and other components. The oscillator generates clock signals of about 3MHz which are fed to XTAL pin of IC10.

5. MASTER OSCILLATOR Q101, Q102

This oscillator determines the tempo of the rhythm and is a multivibrator consisting of Q101, Q102 and other components, whose oscillation period is variable from 10ms - 200ms with TEMPO control VR2.

6. START CIRCUIT IC5b, IC1a - IC1d, IC2b

This circuit consists of IC5b (D flip-flop) and other components. The output "Q" on pin 1 of IC5b is connected to T1 of IC10.

Immediately after POWER switch is set to ON a short positive going pulse with the time constant of R212 and C208 is generated at pin 11 of IC1d and resets IC5b. Q on pin 1 goes low and \bar{Q} on pin 2 goes high. Consequently, when POWER switch is set to ON, IC10 is always set in the idling mode. (When T1 of IC10 is low, the computer stops all functions except scanning). When START button is pressed, a positive pulse is generated at pin 4 of IC1b which is fed into pin 3 of IC5b. Q goes high and \bar{Q} goes low. Then T1 of IC10 goes high to start the rhythm unit.

The one shot pulse generator consisting of IC1a, IC1c, IC2b and other components detects the leading edge of an output waveform from Q on pin 1 of IC5b and generates a pulse with a duration of about 30ms which resets the master oscillator when the rhythm unit starts. see Fig. 3

7. FOOT SWITCH CIRCUIT IC3a - IC3d

The foot switch circuit for START/STOP consisting of IC3a, IC3b and other components, and that for VARIATION consisting of IC3c, IC3d and other components, are almost the same circuit. A CR time constant circuit combined with a schmitt trigger circuit is used to prevent malfunction caused by foot switch chattering.

8. DIVIDER IC7a, IC5a, IC6a, IC6b

To send out clock pulses with 8 beat and 16 beat to TRIGGER OUT jack, a circuit is required to divide the output signals from the master oscillator into 1/3 and 1/6. The circuit consists of four MC14013B's (D flip-flop, IC7a, IC5a, IC6a, and IC6b) and other components. IC7a, used as an inverter, shapes output waveforms from the master oscillator to prevent the divide-by-3 circuit from malfunctioning. The signals are fed into the divide-by-3 circuit consisting of IC5a and IC6b to be converted to signals with 16 beat and sent from Q on pin 1 of IC6b. Signals fed from \bar{Q} on pin 2 of IC6b to CP on pin 11 of IC6a are divided again to be converted to signals with 8 beat and sent out from Q on pin 13 of IC6a. see Fig. 4

VOICING BOARD VG-12

1. LATCH IC1 -- IC3

This circuit, consisting of three 74LS175 flip-flops, take output pulses to be latched from Port 1 and Port 2 through IC2d and IC2e (clock), and take pulses from the master oscillator to clear the preceding latch, producing 5V positive going pulse, i.e. rhythm pattern, with the same duration as output pulse of the master oscillator.

The output pulses from the flip-flops are converted by Q25-Q35 into negative going pulses with a +15V-0V swing and fed into inputs of the voicing circuits.

see Fig. 5

2. ACCENT CIRCUIT Q21, Q24, VR14

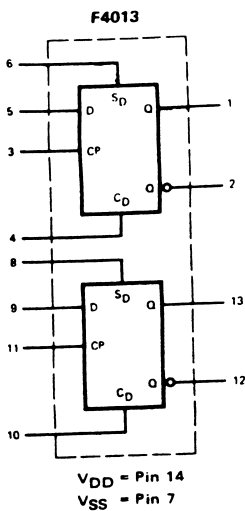
This circuit is used to add accent to a rhythm according to a preset accent pattern by changing the sound level at the output amplifier. The circuit consists of the ACCENT (VR14), Q21, Q24 and other components. An accent pulse from \bar{Q} on pin 3 of IC1 passes through Q21 and then is differentiated and integrated to be converted to a proper envelope signal which is fed into the gate of FET (Q24).

Q24 is off when a signal is not provided at the gate. In this case, the voltage of the output signal from Q9 is divided by the ratio of R137 (68k-ohm) to the input impedance of Q10 and is fed into Q10. When a signal is fed into the gate, Q24 is turned on. With ACCENT control at 10, most the signal flows into the accent potentiometer and Q24, but very little into R137, giving a high level output signal which is used to add accent.

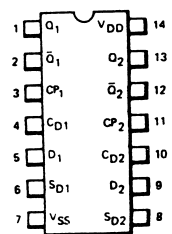
3. LEAKAGE SOUND KILLER Q20, Q23

These circuits are designed to kill sound from the voicing circuits generated by transient voltage when power is turned on or off. When power is on, Q20 will not function normally until C79 charges enough in respect to the emitter.

The voltage drop at the gate of Q23 is quicker than it is at the drain or source after turn, so that Q23 is shut off.



**CONNECTION DIAGRAM
DIP (TOP VIEW)**



NOTE:
The Flatpak version has the same pinouts (Connection Diagram) as the Dual In-line Package.

F4013 TRUTH TABLES

SYNCHRONOUS INPUTS		OUTPUTS	
CP	D	Q _{n+1}	Q̄ _{n+1}
⌈	L	L	H
⌈	H	H	L

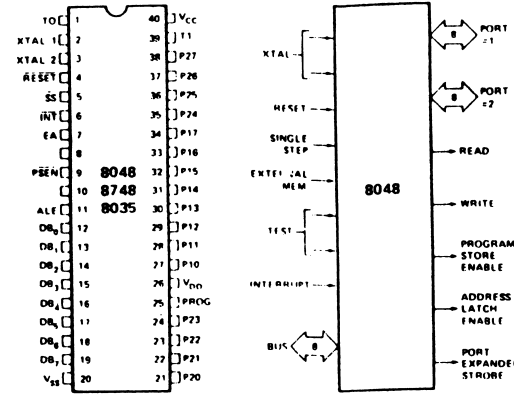
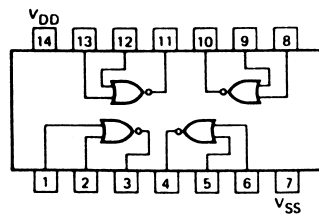
Conditions: S_D = C_D = LOW

ASYNCHRONOUS INPUTS		OUTPUTS	
S _D	C _D	Q	Q̄
L	H	L	H
H	L	H	L
H	H	L	L

L = LOW Level
H = HIGH Level
⌈ = Positive-Going Transition
X = Don't Care
Q_{n+1} = State After Clock Positive Transition

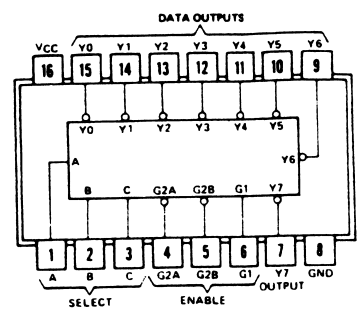
F4001 QUAD 2-INPUT NOR GATE

**F4001
LOGIC AND CONNECTION DIAGRAM
DIP (TOP VIEW)**

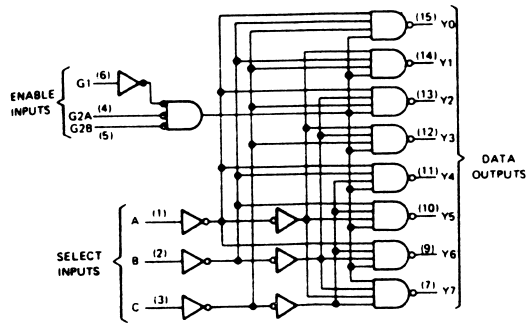


DECODERS/DEMULTIPLEXERS

**SN54LS138, SN54S138 ... J OR W PACKAGE
SN74LS138, SN74S138 ... J OR N PACKAGE
(TOP VIEW)**



'LS138 'S138

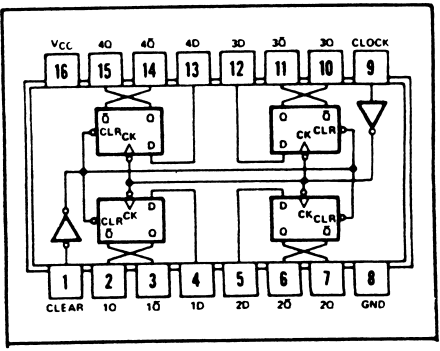


**'LS138, 'S138
FUNCTION TABLE**

INPUTS			OUTPUTS							
ENABLE	SELECT		Y0	Y1	Y2	Y3	Y4	Y5	Y6	Y7
G1	G2*	C B A								
X	H	X X X	H	H	H	H	H	H	H	H
L	X	X X X	H	H	H	H	H	H	H	H
H	L	L L L	L	L	H	H	H	H	H	H
H	L	L L H	L	L	H	H	H	H	H	H
H	L	L L H	L	L	H	H	H	H	H	H
H	L	L H L	L	L	H	H	H	H	H	H
H	L	L H L	L	L	H	H	H	H	H	H
H	L	L H H	L	L	H	H	H	H	H	H
H	L	L H H	L	L	H	H	H	H	H	H
H	L	H L L	L	L	H	H	H	H	H	H
H	L	H L L	L	L	H	H	H	H	H	H
H	L	H L H	L	L	H	H	H	H	H	H
H	L	H L H	L	L	H	H	H	H	H	H
H	L	H H L	L	L	H	H	H	H	H	H
H	L	H H L	L	L	H	H	H	H	H	H
H	L	H H H	L	L	H	H	H	H	H	H

*G2 = G2A + G2B
H = high level, L = low level, X = irrelevant

**SN54175, SN54LS175, SN54S175 ... J OR W PACKAGE
SN74175, SN74LS175, SN74S175 ... J OR N PACKAGE
(TOP VIEW)**



TYPES	TYPICAL MAXIMUM CLOCK FREQUENCY	TYPICAL POWER DISSIPATION PER FLIP-FLOP
'174, '175	35 MHz	38 mW
'LS174 LS175	40 MHz	14 mW
'S174 'S175	110 MHz	75 mW

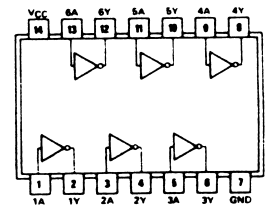
QUADRUPLE D-TYPE FLIP-FLOPS

**FUNCTION TABLE
(EACH FLIP-FLOP)**

INPUTS		OUTPUTS	
CLEAR	CLOCK	D	Q Q̄†
L	X	X	L H
H	↑	H	H L
H	↑	L	L H
H	L	X	Q ₀ Q̄ ₀

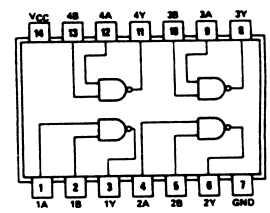
H = high level (steady state)
L = low level (steady state)
X = irrelevant
↑ = transition from low to high level
Q₀ = the level of Q before the indicated steady-state input conditions were established.
† = '175, 'LS175, and 'S175 only

HEX INVERTERS



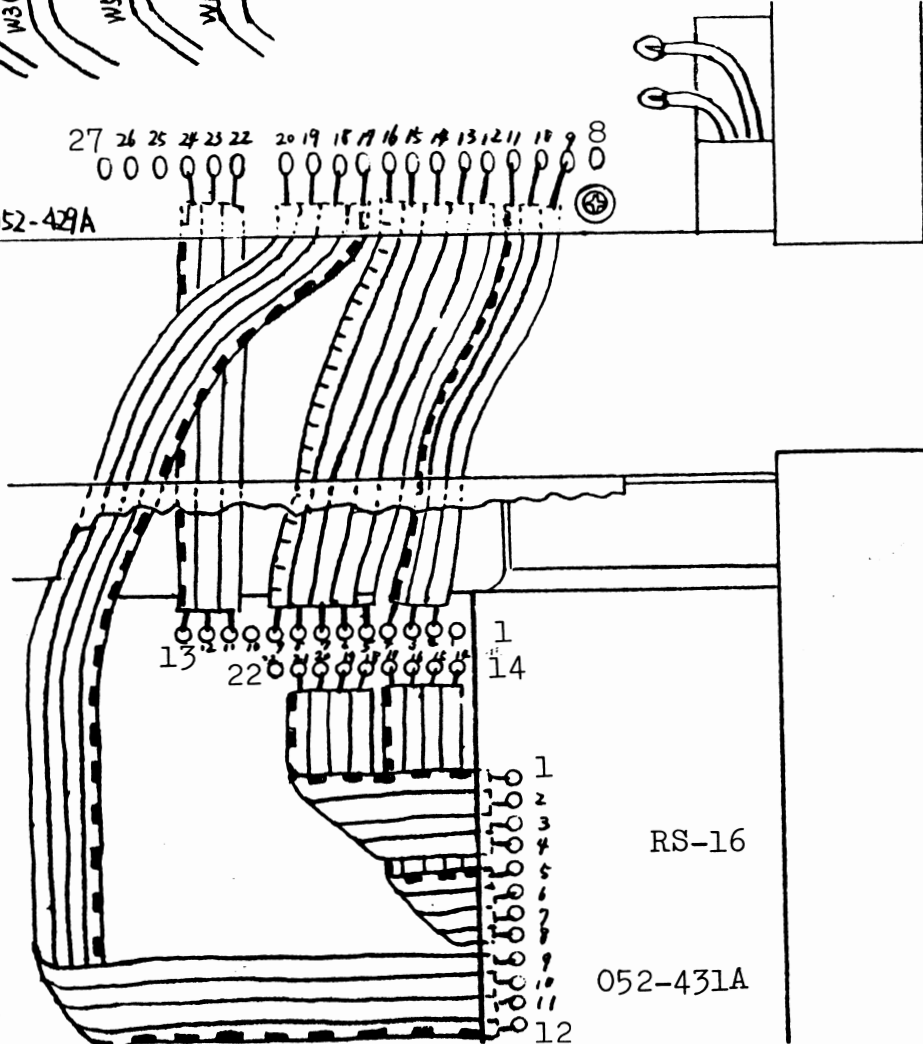
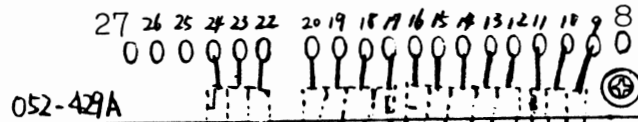
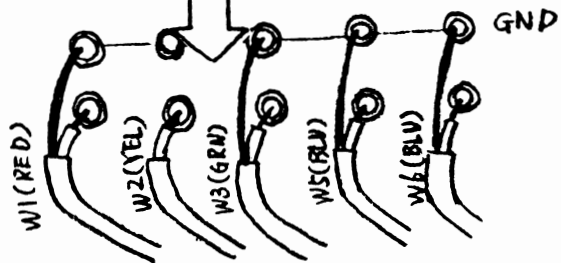
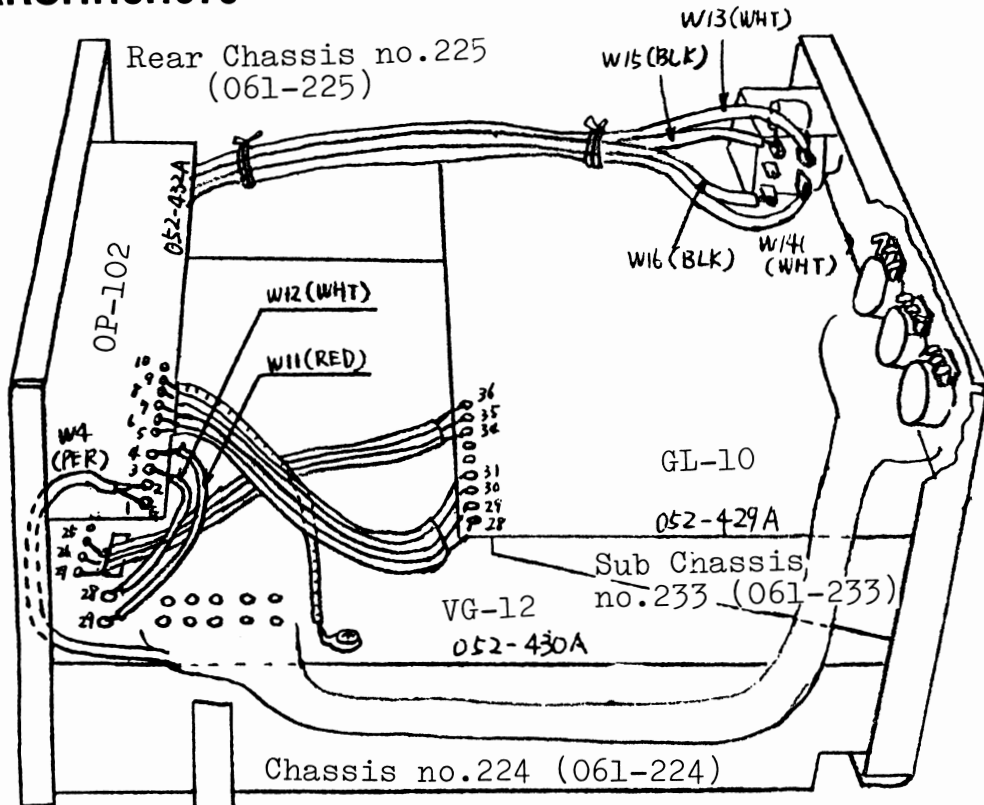
SN5404 (J)	SN7404 (J N)
SN54H04 (J)	SN74H04 (J N)
SN54L04 (J)	SN74L04 (J N)
SN54LS04 (J W)	SN74LS04 (J N)
SN54S04 (J W)	SN74S04 (J N)

**QUADRUPLE 2-INPUT
POSITIVE-NAND GATES**

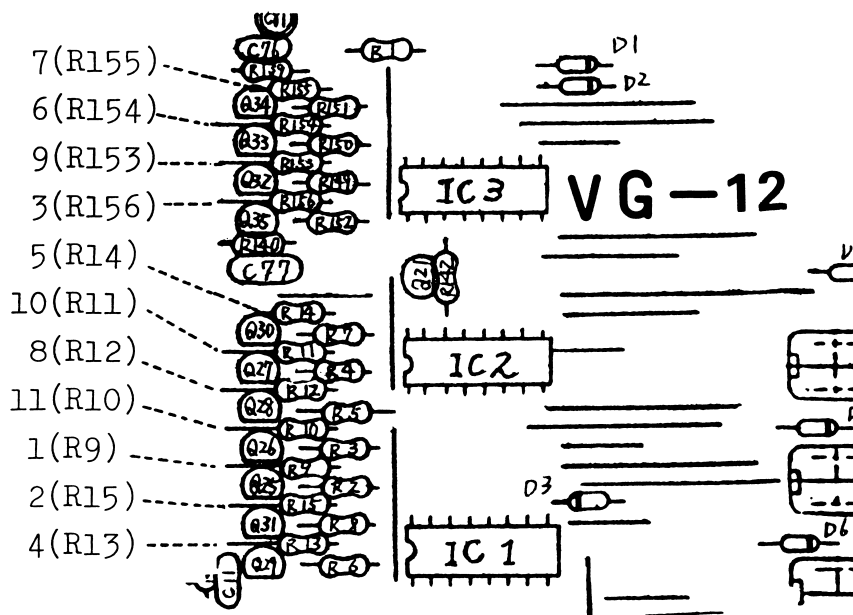


SN5400 (J)	SN7400 (J N)
SN54H00 (J)	SN74H00 (J N)
SN54L00 (J)	SN74L00 (J N)
SN54LS00 (J W)	SN74LS00 (J N)
SN54S00 (J W)	SN74S00 (J N)

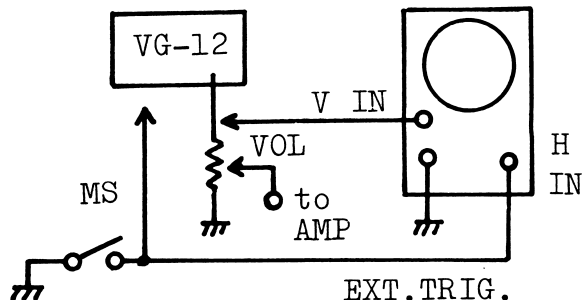
MARCH.15.1979



CHECK & ADJUSTMENT



The switch MS (keyboard switch is preferable) serves as a gate to supply negative going pulse for triggering individual voice circuit since individual pulses are not available from the computer respectively.



SCOPE CONNECTION

1 through 11: as illustrated

Q13, Q14 : V IN -- to collector. H -- Internal TRIG with proper time base.

VOICE to be adjusted	Connect scope to	FREQUENCY			DECAY TIME		AMPLITUDE		set BALANCE at
		Adjust	for		Adjust	for	Adjust	for	
			ms	Hz		ms		V-pp	
BASS DRUM	1	VR7	16	62.5	VR8	100	*	1.4	full-counter-clockwise
LOW CONGA	2	VR5	4.8	208	VR6	100	*	1.4	
LOW BONGO	3	VR3	2.5	400	VR4	40	*	0.6	
HIGH BONGO	4	VR1	1.66	600	VR2	40	*	0.7	
COW BELL H	Q13 C	VR9	1.25	800	shift scope V IN from VOLUME, H IN to Internal				**
COW BELL L	Q14 C	VR10	1.8	555					
COW BELL	5	restore scope connection to previous			*	60	*	0.5	non-adjustable: just check
RIM SHOT	6	C9	0.676	1,480	*	5	*	4.4	full-clockwise
CLAVES	7	C4	0.38	2,630	*	18	*	0.7	
MARACAS	8	adjusting VR12 on any one voice makes all			*	18	VR12	1.5	
HI-HAT	9				*	50	VR12	1.5	
CYMBAL	10				*	250	VR12	1.5	
SNARE DRUM	11				*	60	VR11	1.0	

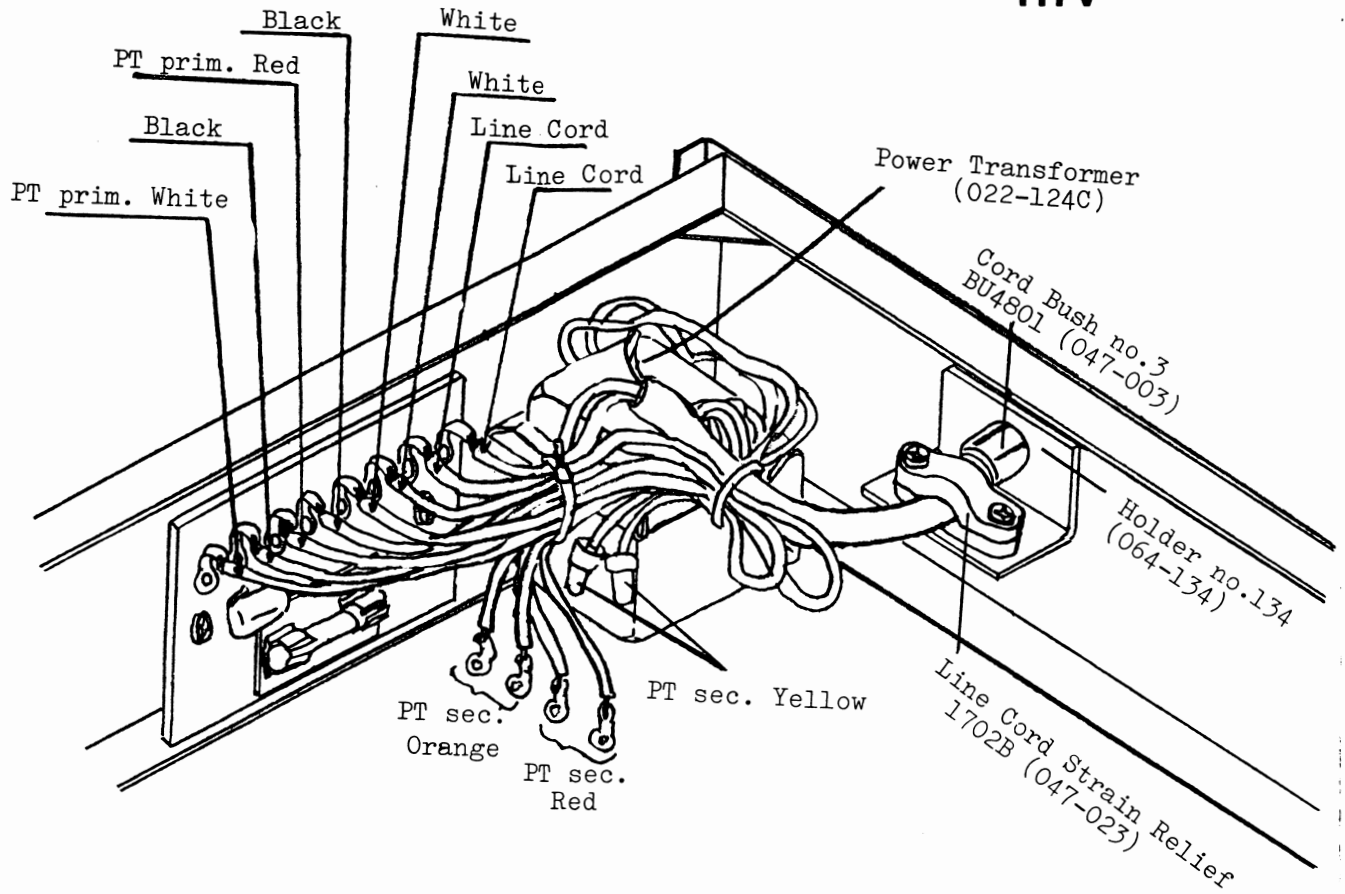
1.5V
20msec
1V

1V pp 20msec after sound initiation; SNARE only

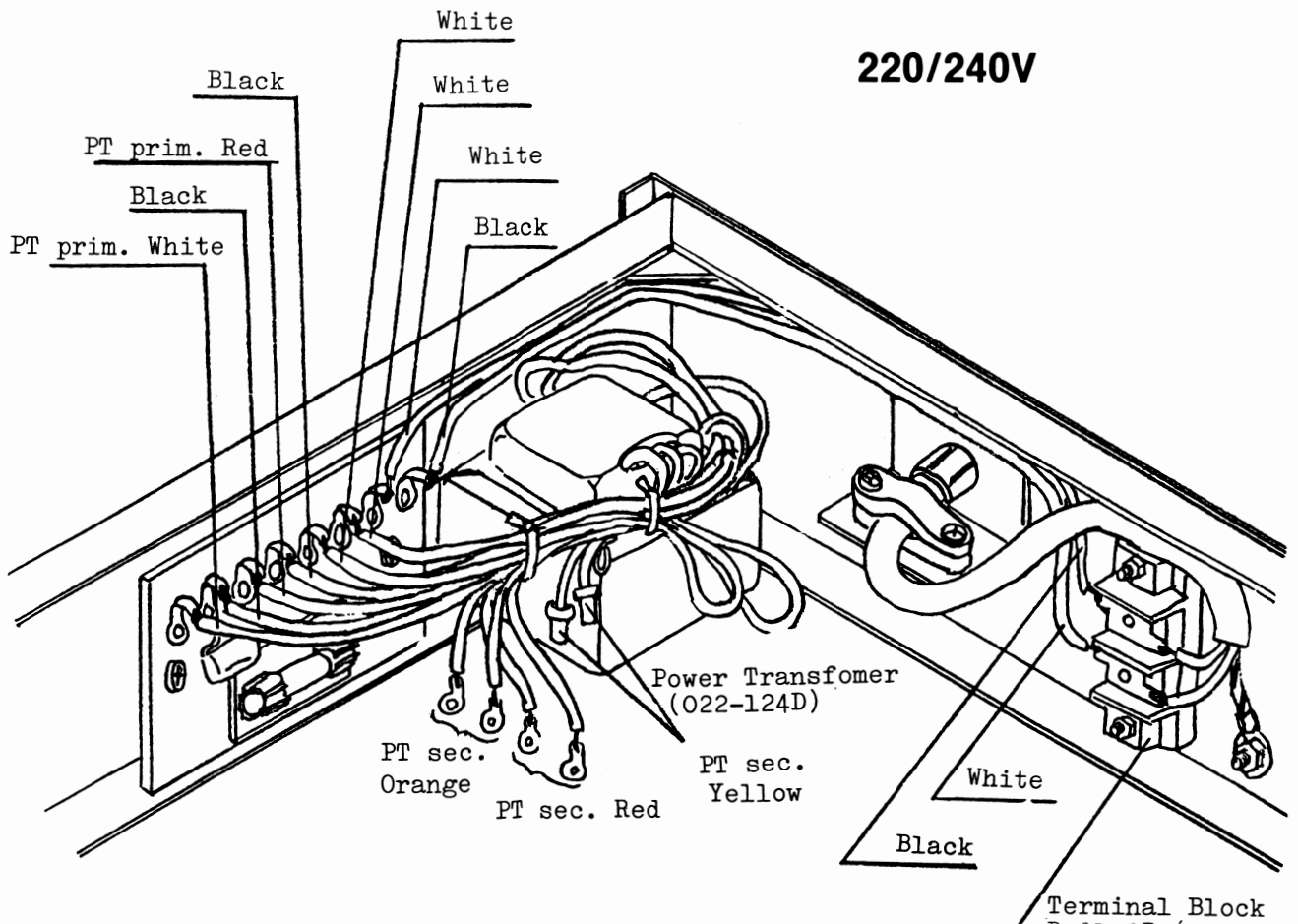
AMPLITUDE
DECAY TIME

Figures in the table show factory standard and may be slightly deviated for personal taste or to meet frequency response of an amplifier being used.

117V



220/240V



081-117 Cabinet no.117
 111-020 Base no.20 (foot)
 072-240 Panel no.240
 076-356 Nameplate no.356
 rear above jacks
 061-224 Chassis no.224 main
 061-233 Chassis no.233 sub
 GL-10 mounting
 061-225 Chassis no.225 rear

KNOBS PUSH BUTTONS

016-043 no.43 TEMPO
 016-044 no.44 rotary
 016-081 no.81 blk power switch
 016-008 Button no.8 gray
 016-085 no.85 white
 016-086 no.86 red
 016-087 no.87 green
 016-088 no.88 yellow
 016-089 no.89 blue

COILS & TRANSFORMERS

022-030 Coil no.30 45mH
 022-033 Coil no.33 3R 700mH
 022-124N PT no.124N 100V
 022-124C PT no.124C 117V
 022-124D PT no.124D 220/240V

PCBs

148-016A RS-16A etch mask 052-431A
 142-010A GL-10A etch mask 052-429A
 143-012A VG-12A etch mask 052-430A
 149-102 OP-102 etch mask 052-432

ICs

020-141 74LS175N or CMOS40175
 020-106 7805UC regulator +5V
 020-108 7815UC regulator +15V
 020-138 74LS138N
 020-124 74LS04N
 020-120 74LS00N
 020-169 MC14001BCP
 020-041 MC14013BCP
 179-022 MPD-8048C-15

TRANSISTORS

017-106 2SC1815-GR
 017-021 2SC900-F
 017-046 2SC828-R NZ
 selected for noise
 017-016 2SK30A-GR FET

DIODES

018-059 1S1588
 018-082 W-02 bridge 1.5A
 019-013 SLP-131B LED

SWITCHES

001-180 SDG-5P power
 001-273 SCK-41097 keyboard
 001-206 HSW-0372-01-030 slide TRIG OUT
 001-230 SRA1015 rotary MEASURE
 001-229 SRA101B rotary FILL IN
 001-263 SUF-6-2 push gang ROCK--DISCO-2
 001-240 SUF-B-2 phsh gang WALTZ--
 001-231*SLR322 lever RHYTHM A/B
 001-264*SLR322 lever AUTO/MANUAL
 *opposite throw directions

POTENTIOMETERS

026-023 EVHCOAP25B54 50kB BALANCE
 026-024 EVHCOAP25B15 100kB ACCENT
 026-021 EVHCOAP25B14 10kB VOLUME
 028-996 EVH2CAP25B54 50kB TEMPO PC

Trimmers

028-001 EVTR4A00(SR19) 500-ohm
 028-003 EVTR4A00(SR19) 5k
 028-004 EVTR4A00(SR19) 10k
 028-005 EVTR4A00(SR19) 20k
 028-006 EVTR4A00(SR19) 50k

CAPACITORS

032-095 0.47uF 35V K tant.
 035-109 ECQM6103KZ 600V polyester

FUSES

008-024 SGA 0.5A prim/sec +5V 100/117V
 008-026 SGA 1A sec +15V 100/117V
 008-056 CEE 100mAT prim 220/240V
 008-060 CEE 250mAT sec 220/240V

MISCELLANEOUS

012-003 Fuse Clip TF-758
 012-040 IC Socket ICC30-040-350G 40 pin
 009-012 Jack SG7622
 064-134 Holder no.134 line cord
 047-003 Line Cord Strain Relief
 047-023 Line Cord Clamp 1702B
 120-001 Long Nut no.1 3x10mm stand-off
 053-289 Flat Cable no.289 5 pin
 053-290 Flat Cable no.290 4 pin

* Resistors, mylars and ordinary
 electrolytic capacitors are omitted.

MUSIC everything
 for the musician
ARTS
ENTER
 2320 DAVIE BLVD
 FORT LAUDERDALE

M.A.E.

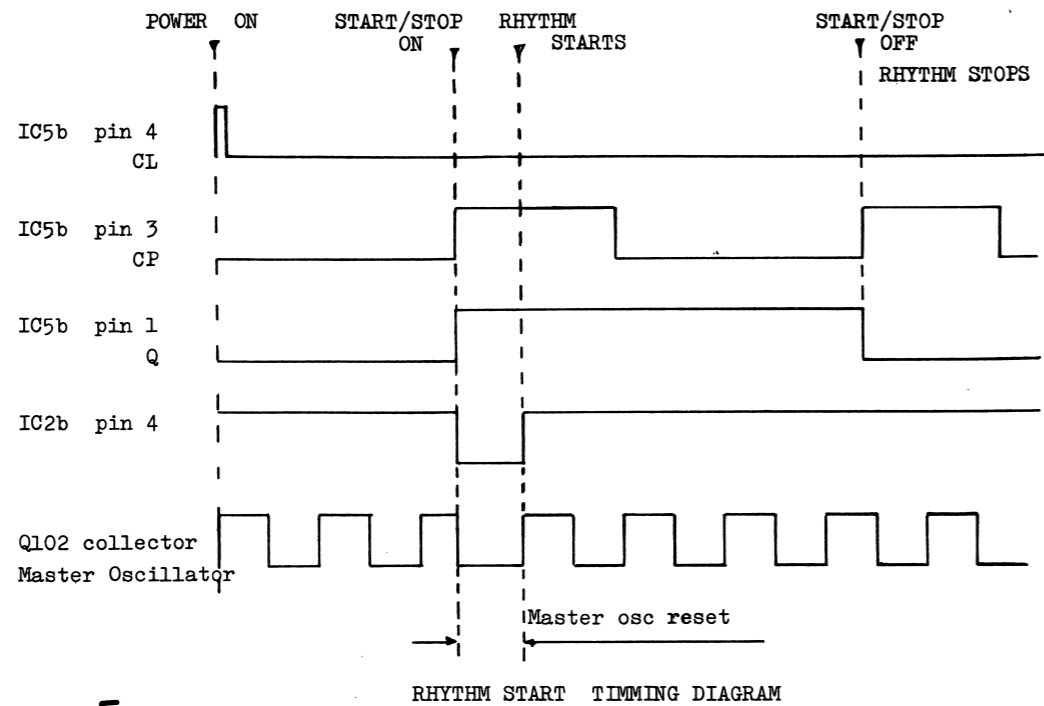


Fig. 3

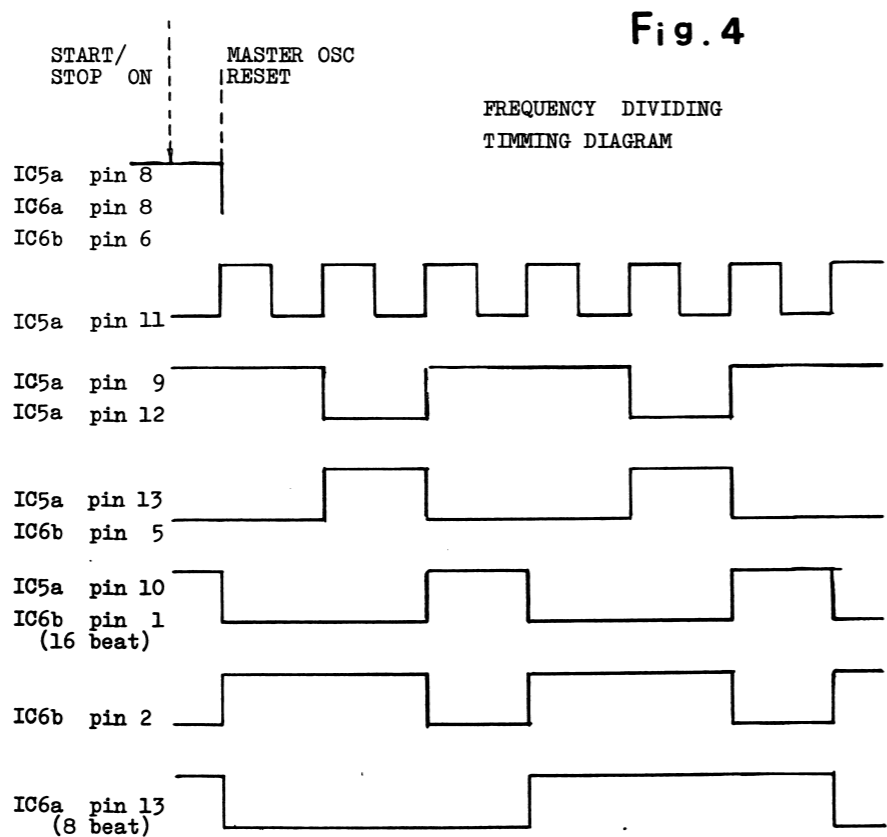


Fig. 4

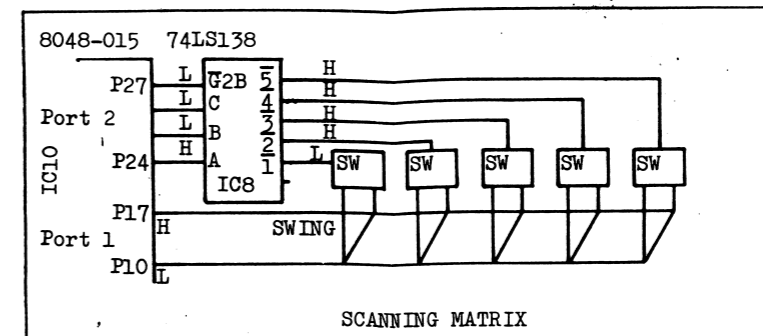


Fig. 1

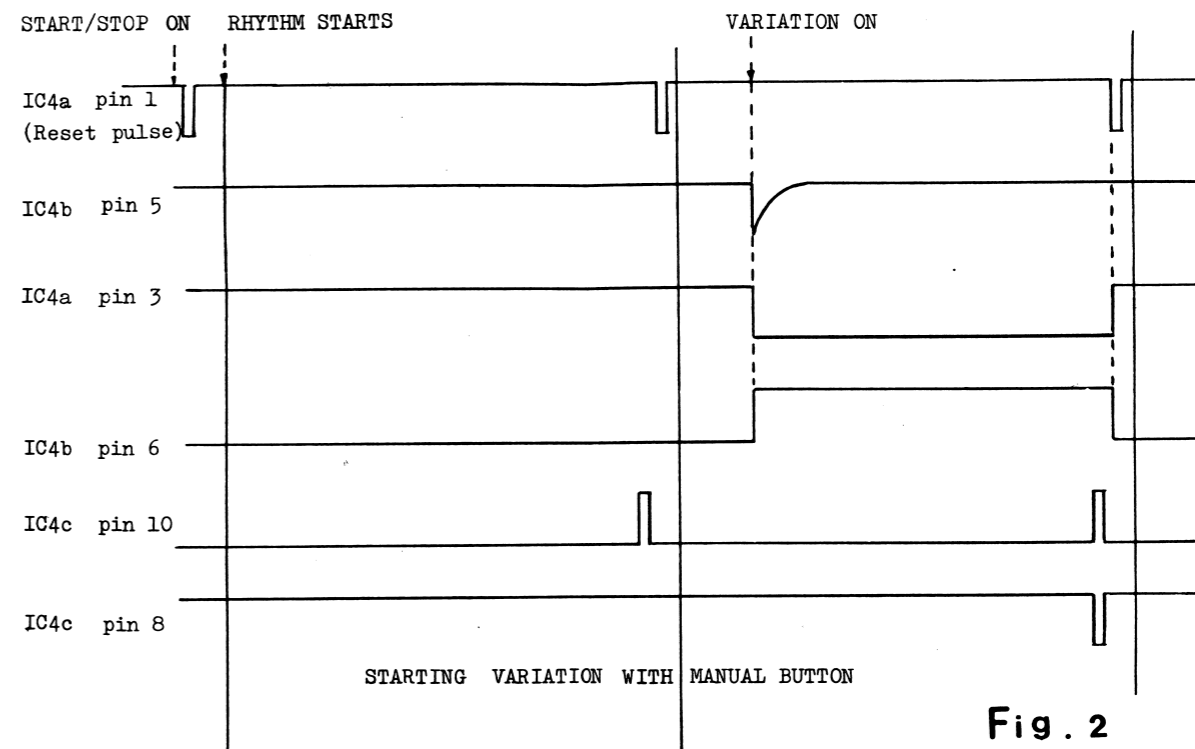


Fig. 2

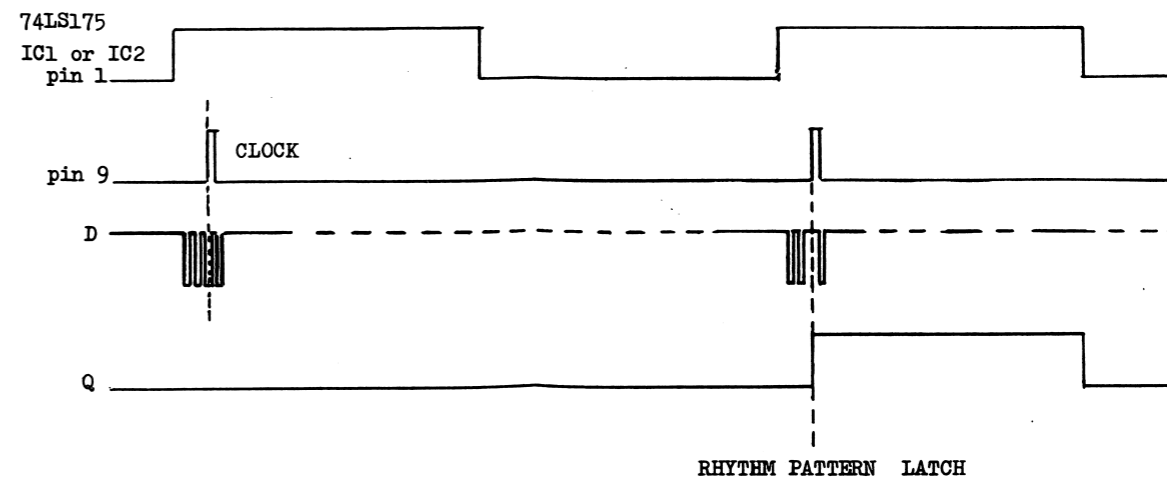


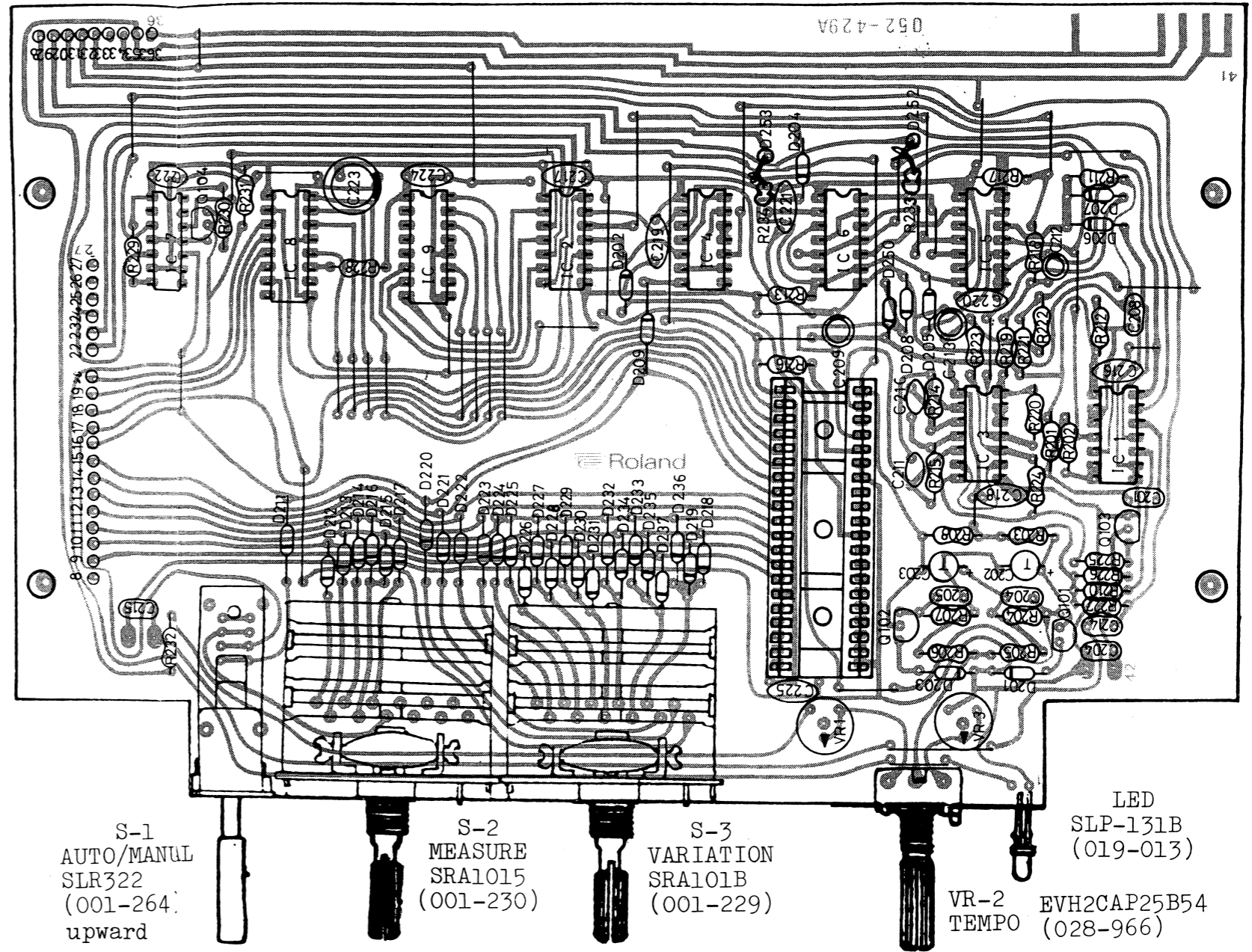
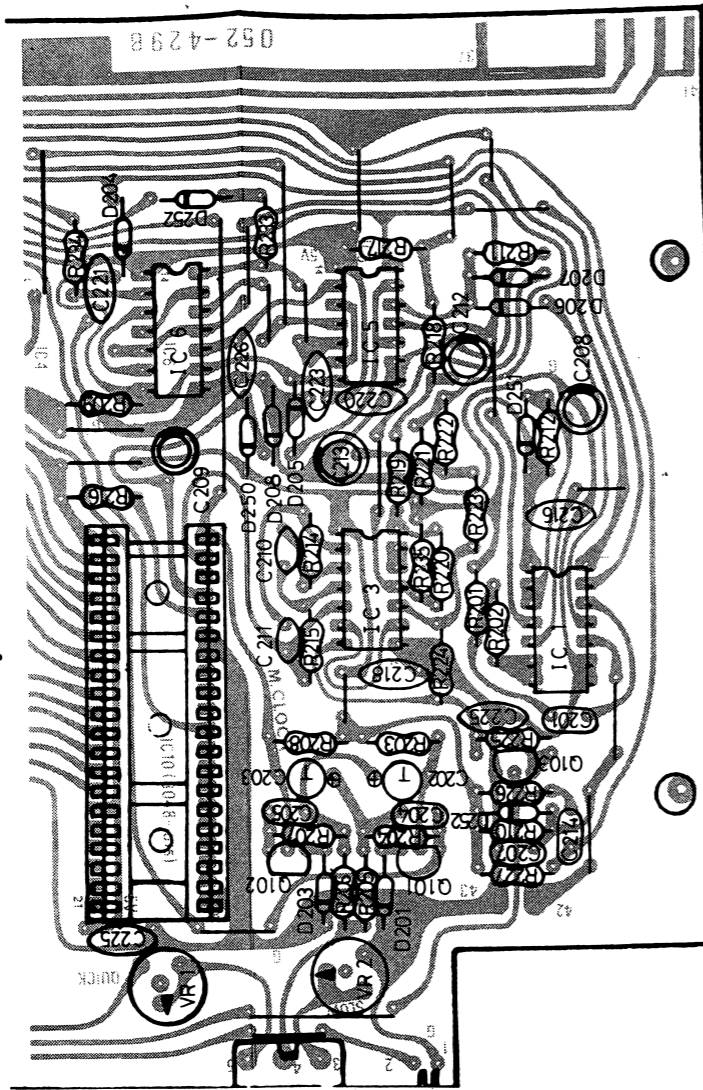
Fig. 5

Refer to the function table on page 1

everything for the musician
MUSIC ARTS ENTERPRISES
100 DAVIE BOULEVARD
LAUDERDALE FLORIDA 33312

GL-10B(142-010B)
VIEW from FOIL SIDE
Serial No.822000
and up

Portions of pattern not shown remain unchanged. Both GL-10A and GL-10B correspond to the same circuit diagram since some components are attached on the foil side or connected in series in the form of pyramid on GL-10A and accommodated on GL-10B in place.



S-1
 AUTO/MANUL
 SLR322
 (001-264)
 upward

S-2
 MEASURE
 SRA1015
 (001-230)

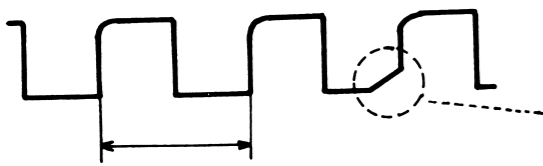
S-3
 VARIATION
 SRA101B
 (001-229)

LED
 SLP-131B
 (019-013)
 VR-2
 EVH2CAP25B54
 TEMPO (028-966)

CAUTION: Always handle MOS ICs while wearing an earth grounded wristband to prevent failure of ICs due to electrostatic discharge. All test equipment must also be earth grounded.

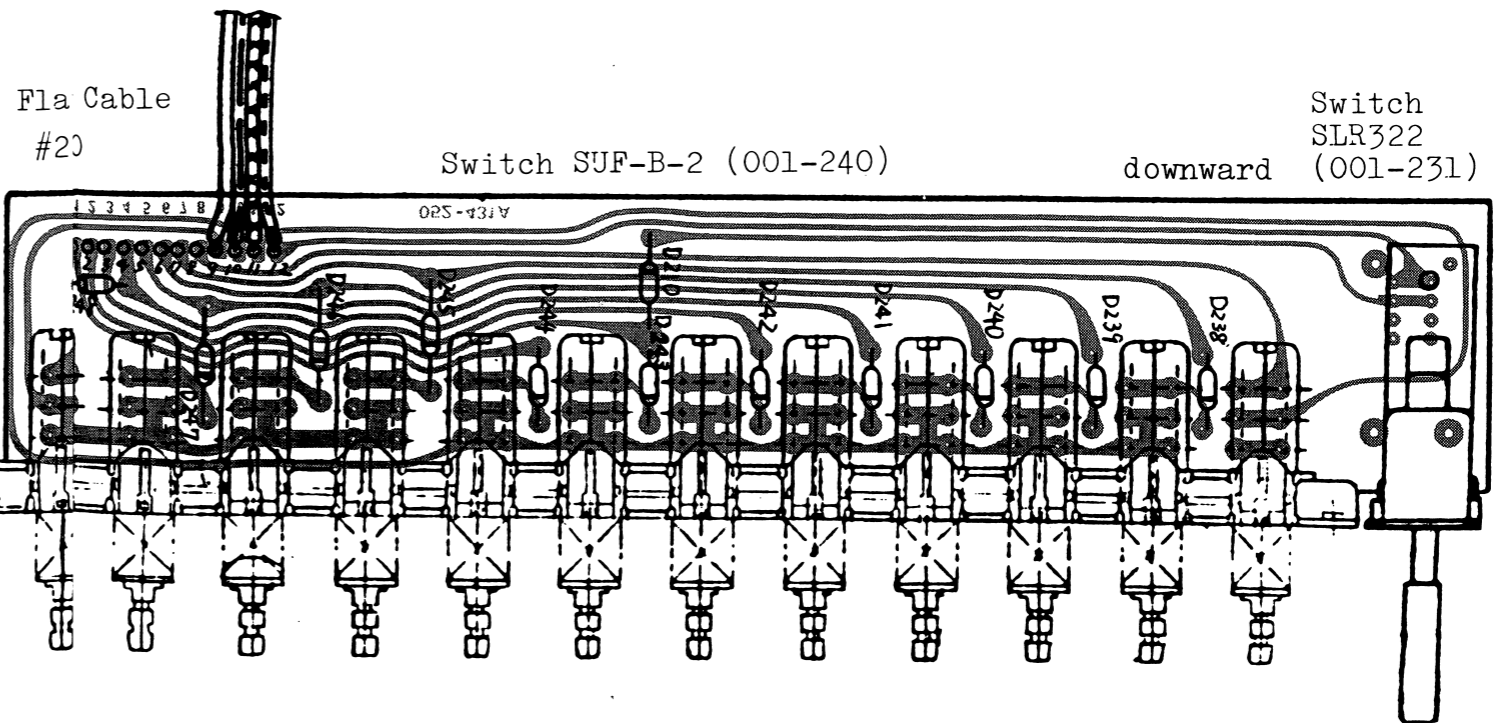
RHYTHM TEMPO ADJUSTMENT

1. Connect scope to Q102 collector (Master Oscillator).
2. Turn TEMPO knob full clockwise (QUICK).
Adjust VR1 for 10ms between fall or rise of squares.
3. Turn TEMPO knob full counterclockwise (SLOW).
Turn VR3 in the direction in which the period becomes shorter than 200ms. Stop, then rotate VR3 slowly in the reverse direction until the period is 200ms.
4. Repeat steps 3 and 4.



10msec (QUICK)
 200msec (SLOW)

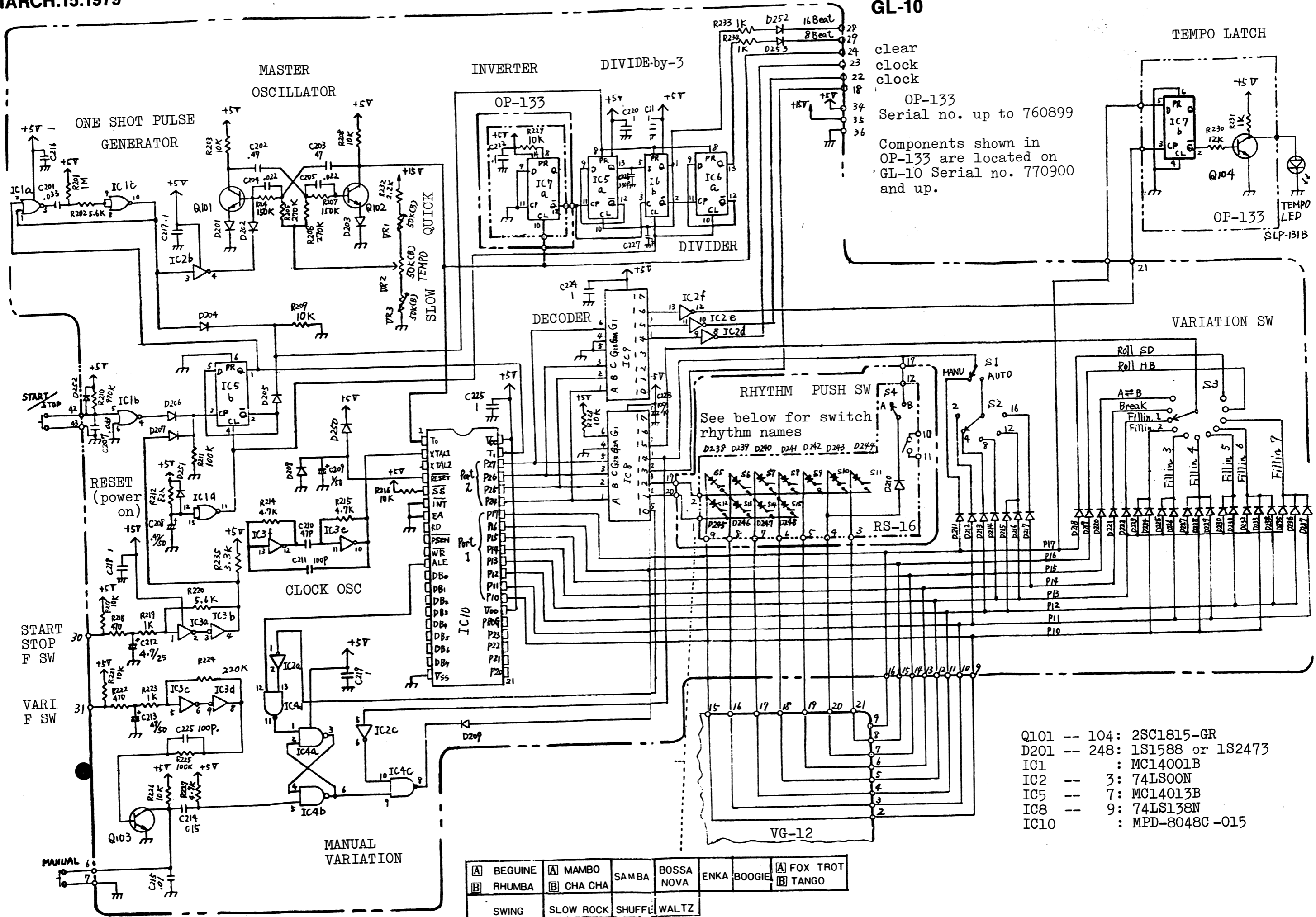
If bottom portion is insufficiently saturated, replace Q101 and Q102 with a new pair of the same rank.



Fla Cable
 #20

Switch SUF-B-2 (001-240)

Switch
 SLR322
 downward (001-231)



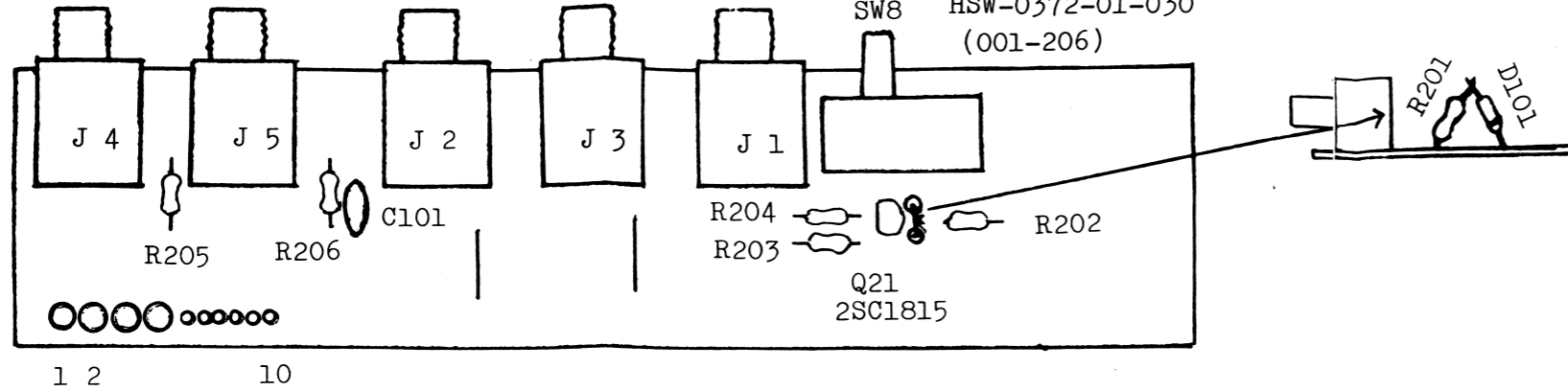
clear
clock
clock
OP-133
Serial no. up to 760899
Components shown in
OP-133 are located on
GL-10 Serial no. 770900
and up.

- Q101 -- 104: 2SC1815-GR
- D201 -- 248: 1S1588 or 1S2473
- IC1 : MC14001B
- IC2 -- 3: 74LS00N
- IC5 -- 7: MC14013B
- IC8 -- 9: 74LS138N
- IC10 : MPD-8048C-015

[A] BEGUINE	[A] MAMBO	SAMBA	BOSSA NOVA	ENKA	BOOGIE	[A] FOX TROT
[B] RHUMBA	[B] CHA CHA					[B] TANGO
		SWING	SLOW ROCK	SHUFFLE	WALTZ	

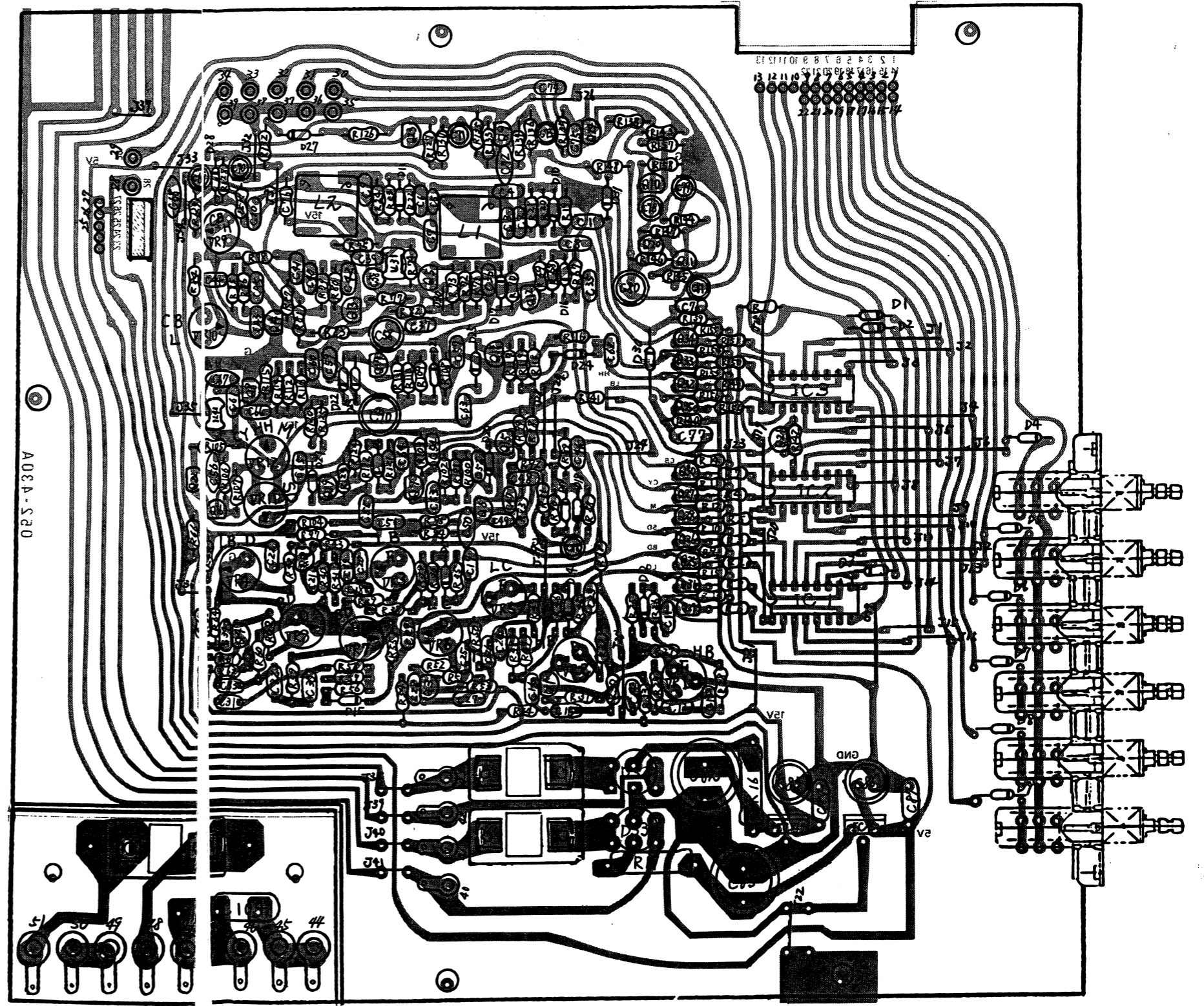
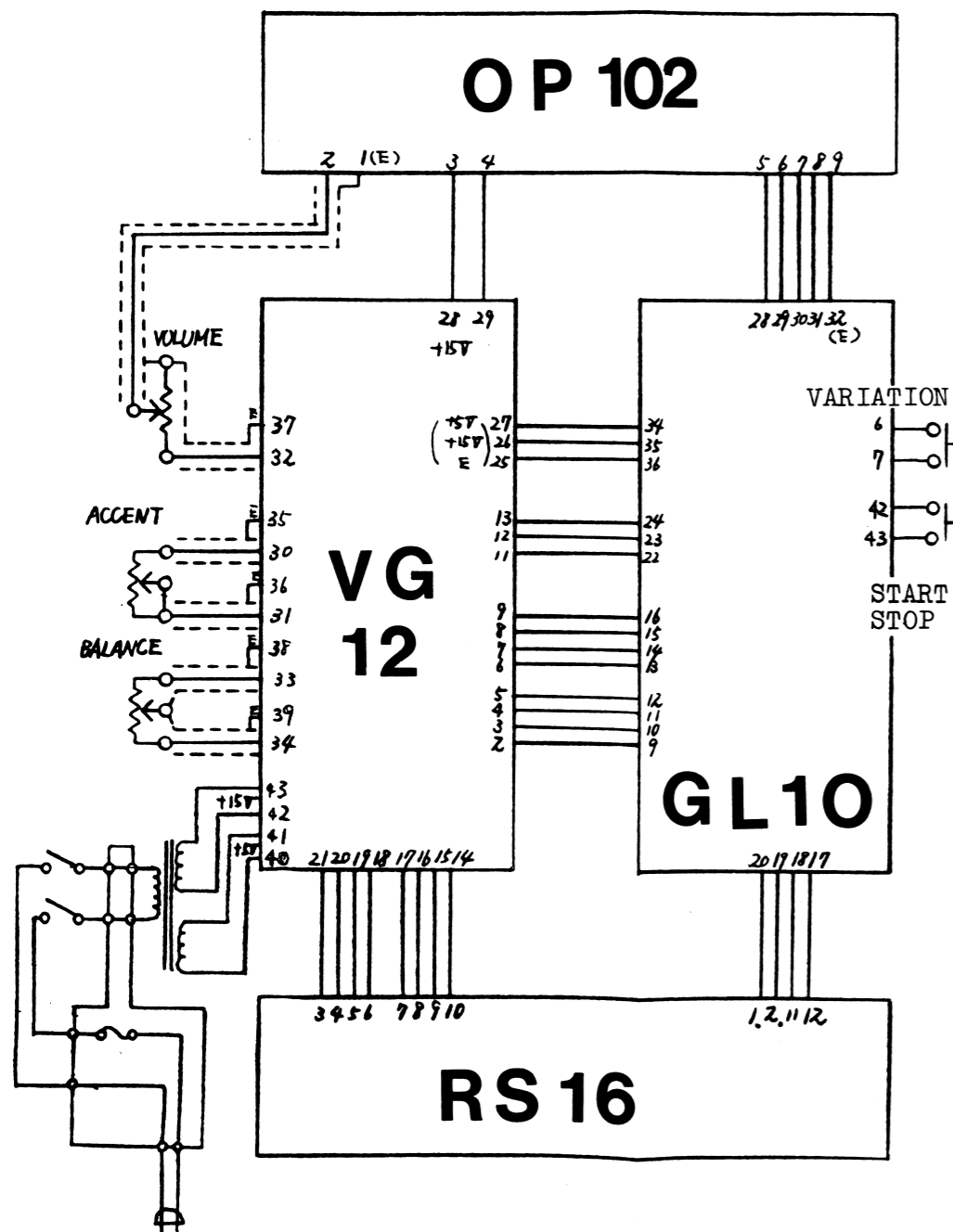
Jacks SG7622 (009-012)

SW8 HSW-0372-01-030 (001-206)

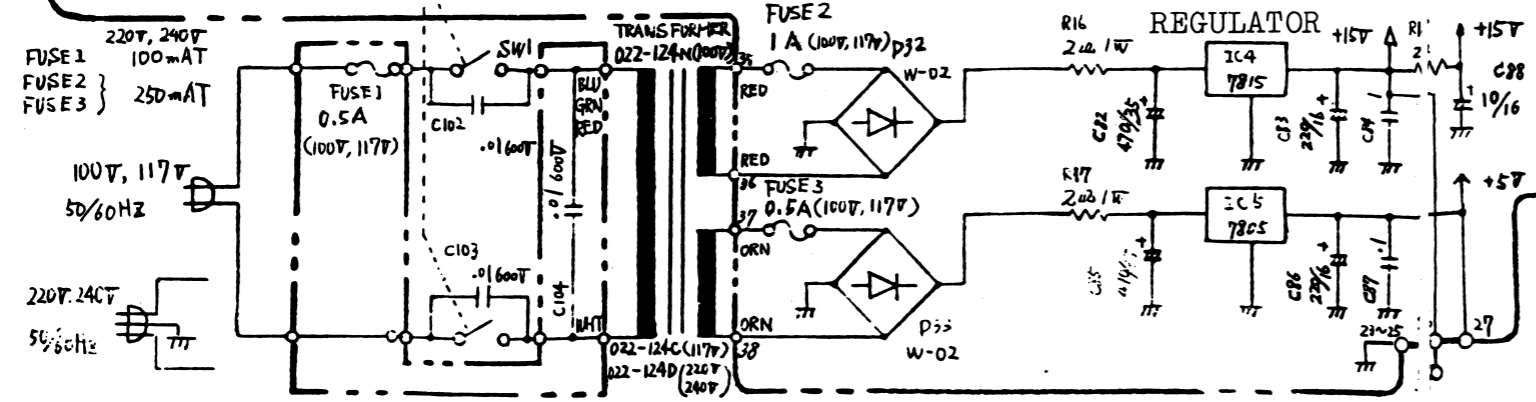
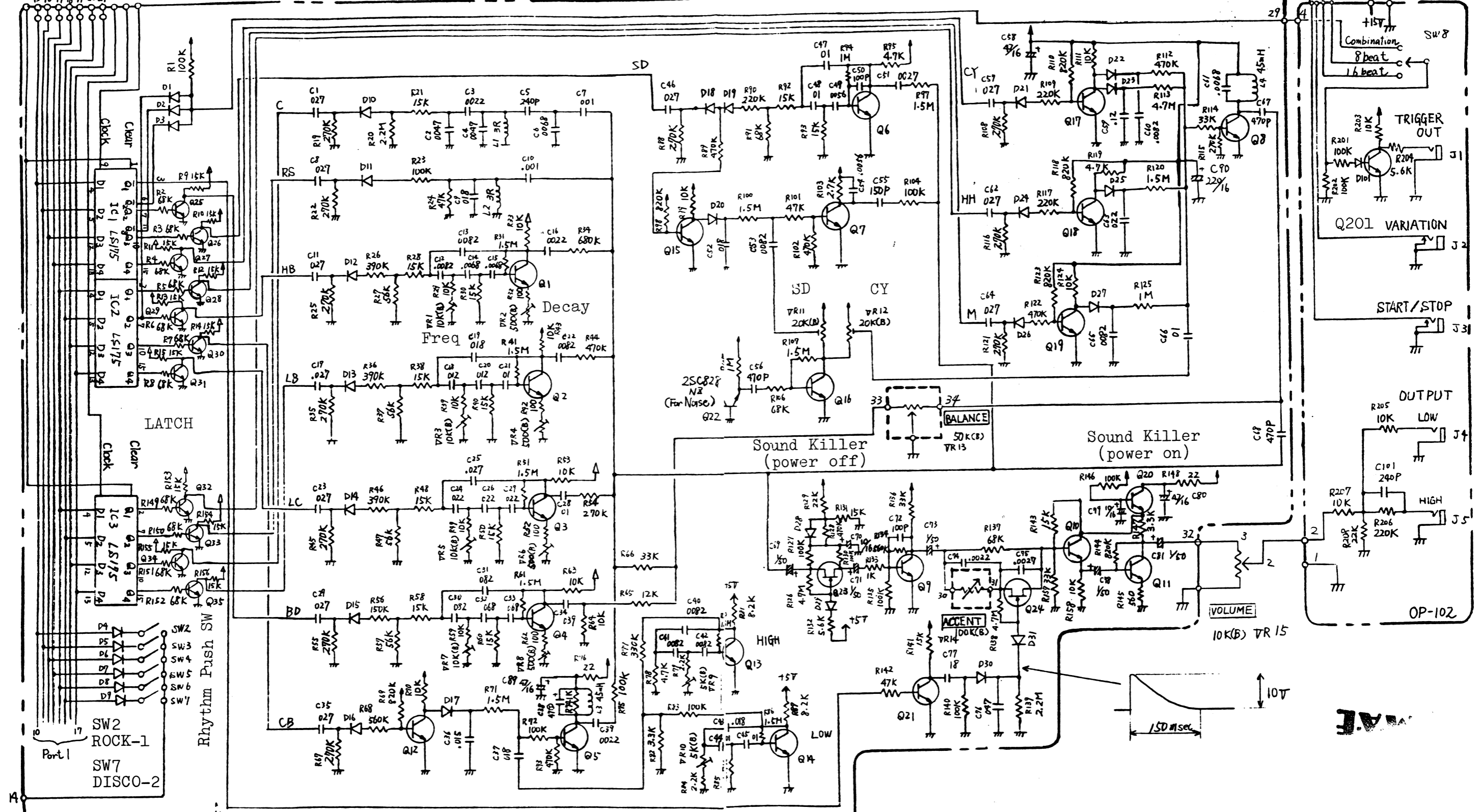


VG-12A(143-012A)

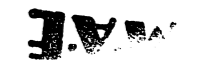
OP-102(149-102)



13 2 3 4 5 6 7 8 9 11 12
15 16 17 18 19 20 21



- Q1 -- 11 : 2SC900-F
- Q12 -- 21, Q25 -- 35 : 2SC1815-GR
- Q22 : 2SC828-R(NZ) noise
- Q23 -- 24 : 2SK30ATM-GR
- D1 -- 31, D101 : 1S1588 or 1S2473



RHYTHM PATTERNS

Musical notation for RHYTHM PATTERNS in 4/4 time. The staff shows a sequence of notes with 'x' marks above them indicating drum hits. Below the staff, the following instruments are listed: BASS DRUM, LOW BONGO, SNARE DRUM, CLAVES, MARACAS, CYMBAL, LOW CONGA, HIGH BONGO, RIM SHOT, COW BELL, HI-HAT. A note labeled 'Fill in LOW CONGA' is positioned below the first two notes.

WALTZ

Musical notation for WALTZ in 3/4 time. The staff shows a sequence of notes with 'x' marks above them indicating drum hits. The notation is divided into two sections labeled 'A' and 'B'.

SHUFFLE

Musical notation for SHUFFLE in 4/4 time. The staff shows a sequence of notes with 'x' marks above them indicating drum hits. The notation is divided into two sections labeled 'A' and 'B'.

SLOW ROCK

Musical notation for SLOW ROCK in 4/4 time. The staff shows a sequence of notes with 'x' marks above them indicating drum hits. The notation is divided into two sections labeled 'A' and 'B'.

SWING

Musical notation for SWING in 4/4 time. The staff shows a sequence of notes with 'x' marks above them indicating drum hits. The notation is divided into two sections labeled 'A' and 'B'.

FOX TROT

Musical notation for FOX TROT in 4/4 time. The staff shows a sequence of notes with 'x' marks above them indicating drum hits. The notation is divided into two sections labeled 'A' and 'B'.

TANGO

Musical notation for TANGO in 4/4 time. The staff shows a sequence of notes with 'x' marks above them indicating drum hits. The notation is divided into two sections labeled 'A' and 'B'.

BOOGIE

Musical notation for BOOGIE in 4/4 time. The staff shows a sequence of notes with 'x' marks above them indicating drum hits. The notation is divided into two sections labeled 'A' and 'B'.

ENKA

Musical notation for ENKA in 4/4 time. The staff shows a sequence of notes with 'x' marks above them indicating drum hits. The notation is divided into two sections labeled 'A' and 'B'.

BOSSA NOVA

Musical notation for BOSSA NOVA in 4/4 time. The staff shows a sequence of notes with 'x' marks above them indicating drum hits. The notation is divided into two sections labeled 'A' and 'B'.

SAMBA

Musical notation for SAMBA in 4/4 time. The staff shows a sequence of notes with 'x' marks above them indicating drum hits. The notation is divided into two sections labeled 'A' and 'B'. Below the staff, there are notes: (>) (>) (>) (>) (>) (>).

MAMBO

Musical notation for MAMBO in 4/4 time. The staff shows a sequence of notes with 'x' marks above them indicating drum hits. The notation is divided into two sections labeled 'A' and 'B'.

CHA CHA

Musical notation for CHA CHA in 4/4 time. The staff shows a sequence of notes with 'x' marks above them indicating drum hits. The notation is divided into two sections labeled 'A' and 'B'.

BEGUINE

Musical notation for BEGUINE in 4/4 time. The staff shows a sequence of notes with 'x' marks above them indicating drum hits. The notation is divided into two sections labeled 'A' and 'B'.

RUMBA

Musical notation for RUMBA in 4/4 time. The staff shows a sequence of notes with 'x' marks above them indicating drum hits. The notation is divided into two sections labeled 'A' and 'B'.

ROCK-1

Musical notation for ROCK-1 in 4/4 time. The staff shows a sequence of notes with 'x' marks above them indicating drum hits. The notation is divided into two sections labeled 'A' and 'B'.

ROCK-2

Musical notation for ROCK-2 in 4/4 time. The staff shows a sequence of notes with 'x' marks above them indicating drum hits. The notation is divided into two sections labeled 'A' and 'B'.

ROCK-3

Musical notation for ROCK-3 in 4/4 time. The staff shows a sequence of notes with 'x' marks above them indicating drum hits. The notation is divided into two sections labeled 'A' and 'B'.

ROCK-4

Musical notation for ROCK-4 in 4/4 time. The staff shows a sequence of notes with 'x' marks above them indicating drum hits. The notation is divided into two sections labeled 'A' and 'B'.

DISCO-1

Musical notation for DISCO-1 in 4/4 time. The staff shows a sequence of notes with 'x' marks above them indicating drum hits. The notation is divided into two sections labeled 'A' and 'B'.

DISCO-2

Musical notation for DISCO-2 in 4/4 time. The staff shows a sequence of notes with 'x' marks above them indicating drum hits. The notation is divided into two sections labeled 'A' and 'B'.

FILL IN

Musical notation for FILL IN in 3/4 time. The staff shows a sequence of notes with 'x' marks above them indicating drum hits. The notation is divided into two sections labeled 'A' and 'B'.

Musical notation for FILL IN in 3/4 time. The staff shows a sequence of notes with 'x' marks above them indicating drum hits. The notation is divided into two sections labeled 'A' and 'B'.

Musical notation for FILL IN in 3/4 time. The staff shows a sequence of notes with 'x' marks above them indicating drum hits. The notation is divided into two sections labeled 'A' and 'B'.

Musical notation for FILL IN in 3/4 time. The staff shows a sequence of notes with 'x' marks above them indicating drum hits. The notation is divided into two sections labeled 'A' and 'B'.