

STICK WITH IT!

for Multiples of 3 Percussionists

Kit Mills

INSTRUMENTATION

Snare Drum Sticks

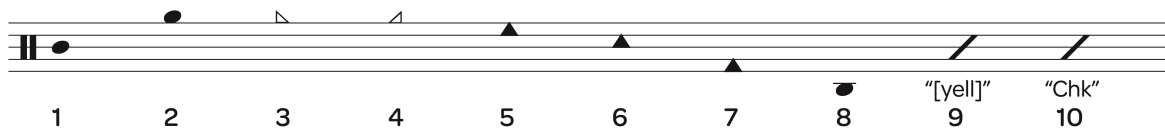
PROGRAM NOTES

Stick With It! owes its birth to the composer's continuing interest in creating entertaining percussion ensemble pieces that do not require expensive or hard-to-move percussion gear, and may be played by almost any size ensemble from very small to unusually large groups. Thanks to its fairly simple rhythmic vocabulary, *Stick With It!* also accommodates a wide variety of skill levels. However, because of the numerous playing techniques and performance instructions, players must memorize the piece in order to perform it effectively and confidently.

There are several ways percussionists can convert drumsticks into versatile instruments in their own right, and *Stick With It!* features some of these:

- Click the sticks together at different parts of the stick. Playing on or near the sticks' tips (or "beads") creates a very light, high-pitched sound. Playing just below the shoulders – the normal thickness part of the stick - creates the classic full clicking sound everyone knows. Playing close to the middle of the sticks, near where the hands are touching the sticks, creates a duller, heavier sound.
- Each of the options above can yield a spectrum of sounds depending upon how lightly or firmly one holds the sticks. A light grip allows the sticks to resonate more freely, producing an "open" tone. A tight grip chokes the sticks and produces a "closed", drier tone. Gradually altering one's grip allows players to play gradations of open vs. closed and to transition from one to the other.

NOTATION KEY



1. Normal – Play R on L stick
2. Normal – Play R on L stick with sticks held overhead
3. Snap L stick into position overhead (no click)
4. Snap R stick into position overhead (no click)
5. Choked (Tips) – Grip sticks tightly, playing close to or at stick tips (beads)
6. Choked (Shoulder) – Grip sticks tightly, playing at stick shoulders (where the sticks begin to narrow)
7. Choked (Mid-Stick) – Grip sticks tightly, playing close to hands
8. Stomp – Stomp R foot on the floor. If several occur in a passage, consider alternating with L foot.
9. Spoken – Yell (in time) whatever text is indicated
10. Spoken – Speak the sound “Chk.” It should sound “dry” and similar to stick clicks.

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Make it Groove! ♩ = 120

All players stand with backs toward audience
stick tips (choked)

Musical score for the first section of 'Stick With It!'. It features three parts (Part 1, Part 2, Part 3) for three percussionists. Part 1 starts with a dynamic of *p* and a 'stick tips (choked)' instruction. Part 2 has a 'stick shoulder (choked)' instruction and a dynamic of *p*. Part 3 has a 'mid-stick (choked)' instruction and a dynamic of *p*. The score includes rhythmic notation with stems and flags, and dynamic markings.

Gradually turn clockwise to face audience

Musical score for the second section of 'Stick With It!'. It features three parts (1, 2, 3) for three percussionists. Each part includes instructions: '5 gradually open grip', '2', 'Facing audience normal', 'sticks down at sides', and 'snap to position'. The score includes dynamic markings such as *cresc. poco a poco*, *f*, and *mf*, and a count of '1 2 3 4'.

Musical score for the third section of 'Stick With It!'. It features three parts (1, 2, 3) for three percussionists. Part 1 includes instructions: 'gradually raise sticks over head', 'choked (gradually open grip)', and 'normal'. Part 2 includes instructions: 'stick tips (choked)', 'sim.', and '2'. Part 3 includes instructions: '2' and '2'. The score includes dynamic markings such as *mf*, *mp*, *mf*, *p*, and *f*, and a count of '1 2 3 4'.

17 (repeat stick raising)
sim. 2 2 2

2 2 2

mid-stick

play R on L back end normal, but L on R

mp *f*

(gradually open)

mf sim.

23

2 2 2

snap LH into position snap RH into position overhead

mf *f* *mf* *ff*

snap LH into position snap RH into position overhead

normal (overhead)

snap LH into position snap RH into position overhead

mf *ff*

mf *ff*

31 Triangle Formation

29 Stomp! move (quietly) to triangle formation

hold LH still for other player RH on P2 LH

1 "Chk Chk Chk Chk Chk Chk Chk" *p* *f*

Stomp! move (quietly) to triangle formation

hold LH still for other player RH on P3 LH

2 "Chk Chk Chk Chk Chk Chk Chk" *p* *f*

Stomp! move (quietly) to triangle formation

hold LH still for other player RH on P1 LH

3 "Chk Chk Chk Chk Chk Chk Chk" *p* *f*

*Sticks straight up, fall with voice back down

36

1 Stomp! * Stomp! RH on P2 LH 2

2 Stomp! * Stomp! RH on P3 LH 2

3 Stomp! * Stomp! RH on P1 LH 2

"Wool!" *mf* *mf* *mf*

41

1 *f* "3 4" *mf*

2 *f* "3 4" *mf*

3 *f* "3 4" *mf*

46

48

1 *f* on own stick

2 *f* on own stick

3 *f* on own stick