DIG DEEP
for piano and bass drum
**PERFORMANCE DIRECTIONS**

**SET UP:**

2 dynamic microphones, one next to piano keyboard, the other next to bass drum.
These are to amplify the finger clicks only.

**Percussionist will need:**

- Concert Bass Drum on stand.
- Cymbal, not on stand.
- Two maracas or similar, either taped to a single drumstick, or small enough to hold in the same hand as drumstick.
- A third, spare drumstick, to be stolen by the pianist.
- Soft mallets.
- Bow (for bowing cymbal).
- Children's wind-up toy.
- Superball mallet.

**Pianist will need:**

- Superball mallet.

Bars marked with repeat signs are to be played on a loop, until one of the two players moves on to the next bar. The player responsible for moving to the next bar is cued by a black circle at the start of that bar. The player with this cue is responsible for moving on to the next bar. When a new bar is introduced, the non-cueing player should spot this as soon as possible and move on accordingly.

Some bars should begin with both players, signalled by eye contact – these are marked by a pair of glasses in the score.

**FEEL i:** A tempo marking is given. To be played with a strict pulse.
**FEEL ii:** Much freer: duration measured in seconds.
DIG DEEP

**FEEL I**

- \( \text{B. D.} \) Bass Drum
- \( \text{Pno.} \) Piano

- \( \text{FEEL I} \) \( \text{J = 110} \)

**FEEL II**

- \( \text{B. D.} \) Bass Drum
- \( \text{Pno.} \) Piano

- \( \text{FEEL II} \) \( \text{J = 50 \ approx.} \) \( \text{accel.} \)

- \( \text{Repeat phrase - at same tempo as bar 9 - until percussionist plays upbeat to bar 11.} \)

**Pedal Bang, Use Sostenuto Pedal**

**Notation Details:**
- **Rim of Drum**
- **Finger Clicks**
- **Superball Mallet**
- **Pedal Bang, Use Sostenuto Pedal**

**Tempo Indications:**
- \( \text{J = 110} \)
- \( \text{J = 50 \ approx.} \)
- \( \text{J = 90 \ approx.} \)
FEEL I

11

B. D.

Pno.

15

B. D.

Pno.

19

B. D.

Pno.

FEEL II

Last repeat only.

Wind up wind-up toy. Let it vibrate until mechanism stops.

Flip bass drum so skin is facing ceiling.

Placement is interrupted by sound of wind-up toy on bass drum. Turns and stares at percussionist until noise stops.

Flip bass drum back 90 degrees.

Wind up toy on bass drum.

Pluck superball mallet across drum skin.

Pedal bang, use sostenuto pedal.

Pluck strings with fingers.
FEEL II

\[ \text{B. D.} \]

\[ \text{C} \]

\[ \text{Pno.} \]

\[ \text{ppp} \]

\[ \text{C} \]

\[ \text{Shuffle} \]

\[ \text{Shuffle} \]

Ligntly touch strings with right hand, and move hand along strings towards the keyboard, activating partials.
Very slow, freely.

Bow cymbal continuously until end.

* Accidentals only apply to notes they directly precede.