

TOM SISSONS

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 = $\text{♩} = 110$

Bass Drum: Finger clicks Rim of drum. *p* *f* *mp* *p* *f* *mp* *p* *f* *mp* *p* *f* *mp* *p* *f* *mp* *p*

Piano: Finger clicks. *mp* *f* *ppp* *mp* *f* *ppp* *mp* *f* *ppp*

Annotations: Drag superball mallet across drum skin. Pedal bang, use sostenuto pedal.

FEEL II 4 - 6"

B. D.: (Superball mallet) *p* *f* *p*

Pno.: Drag superball mallet up and down bottom A string. 4 - 6"

15^{mb} *p* *f* *p* *p* *p* *f* *p* *p* *f* *p* *p* *f* *p* *p* *f* *p*

Annotations: accel. 2 - 4" FEEL I $\text{♩} = 110$ (Superball mallet) (finger clicks) accel. 2 - 4" $\text{♩} = 110$

FEEL II 15 - 20"

B. D.: (finger clicks) *p* *f* *ppp* *ff* Rim of drum $\text{♩} = 50$ approx. accel. $\text{♩} = 90$ approx.

Pno.: *mf* (finger clicks) *mf* (finger clicks)

Repeat phrase - at same tempo as bar 9 - until percussionist plays upbeat to bar 11.

15^{mb} *p* *f* *p* *p* *f* *p* *p* *f* *p* *p* *f* *p* *p* *f* *p*

FEEL I

11

B. D.

Pno.

A ♩ = 110

(finger clicks)

p *f*

A ♩ = 110

(Superball mallet)

15^{mb} *p* *f* *p* *15^{mb}* *p* *f* *p*

Ped.

15

B. D.

Pno.

B

B 4 - 6"

(Superball mallet)

15^{mb} *p* *f* *p*

Ped.

Pedal bang, use sostenuto pedal

Rim of drum

Last repeat only.

19

B. D.

Pno.

FEEL I

♩ = 80

3/4

4 - 6"

Pluck strings with fingers.

1. Flip bass drum so skin is facing ceiling.
2. Wind up wind-up toy.

Place wind up toy on bass drum.
Let it vibrate until mechanism stops.

Flip bass drum back 90 degrees.

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

15^{mb} *p* *f* *p* *15^{mb}* *f* *15^{mb}* *p*

Ped.

FEEL II

FEEL I

24 **C** ♩ = 50 approx. accel. 15 - 20 " ♩ = 90 approx. 15 - 20 " ♩ = 80

B. D. *ppp* *f* Drum rim Drum skin *f*

Pno. **C** 15 - 20 " ♩ = 80

26 *f* *fp* *fp* Forearm cluster

B. D. *f* *fp* *fp*

Pno. *fp* *fp* Forearm cluster

Lightly touch strings with right hand, and move hand along strings towards the keyboard, activating partials.

30 *f* *ff* *ff* Shuffle

B. D. *f* *ff* *ff* Shuffle

Pno. *f* *ff* *ff* Shuffle

D Shuffle $\text{♩} = 100 \text{ approx.}$

B. D. *ff* *accel.* *mf* *fff* *mf* *fff* *mf* *fff*

Pno. *ff* *mf* *fff* *mf* *fff* *mf* *fff*

Play against percussion part.

Run over to piano and dampen all strings being played in an attempt to silence pianist. Stay at piano.

To Pno. Abandon piano, run over to bass drum. Pick up mallet.

$\text{♩} = 100$

B. D. *mp* *fff* *mp* *fff* *mp* *fff* *mp* *fff*

Pno. *mp* *fff* *mp* *fff* *mp* *fff* *mp* *fff*

Abandon piano, run over to bass drum. Pick up drum stick.

Play against pianist's rhythm, on other side of drum.

accel. and *cresc.* - out of sync and trying to drown each other out.

accel. and *cresc.* - out of sync and trying to drown each other out.

To Pno.

1. Percussionist flips bass drum so skin is facing ceiling.
2. Both players stop.
3. Drummer flips drum back.
4. Pianist runs back to piano.

Piano

$\text{♩} = 80$ **Shuffle**

B. D. *ff* *fff*

Pno. *ff* *f*

$\text{♩} = 80$ **Shuffle**

Flip bass drum so skin is facing ceiling. Place cymbal upside down on bass drum skin.

Very slow, freely.

Bow cymbal continuously until end.

50

B. D.

Very slow, freely.

Pno.

Red.

ppp

pp



B. D.

Pno.

p

pp

Red.

pp

pp



B. D.

Pno.

p

Red.

* Accidentals only apply to notes they directly precede.