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:

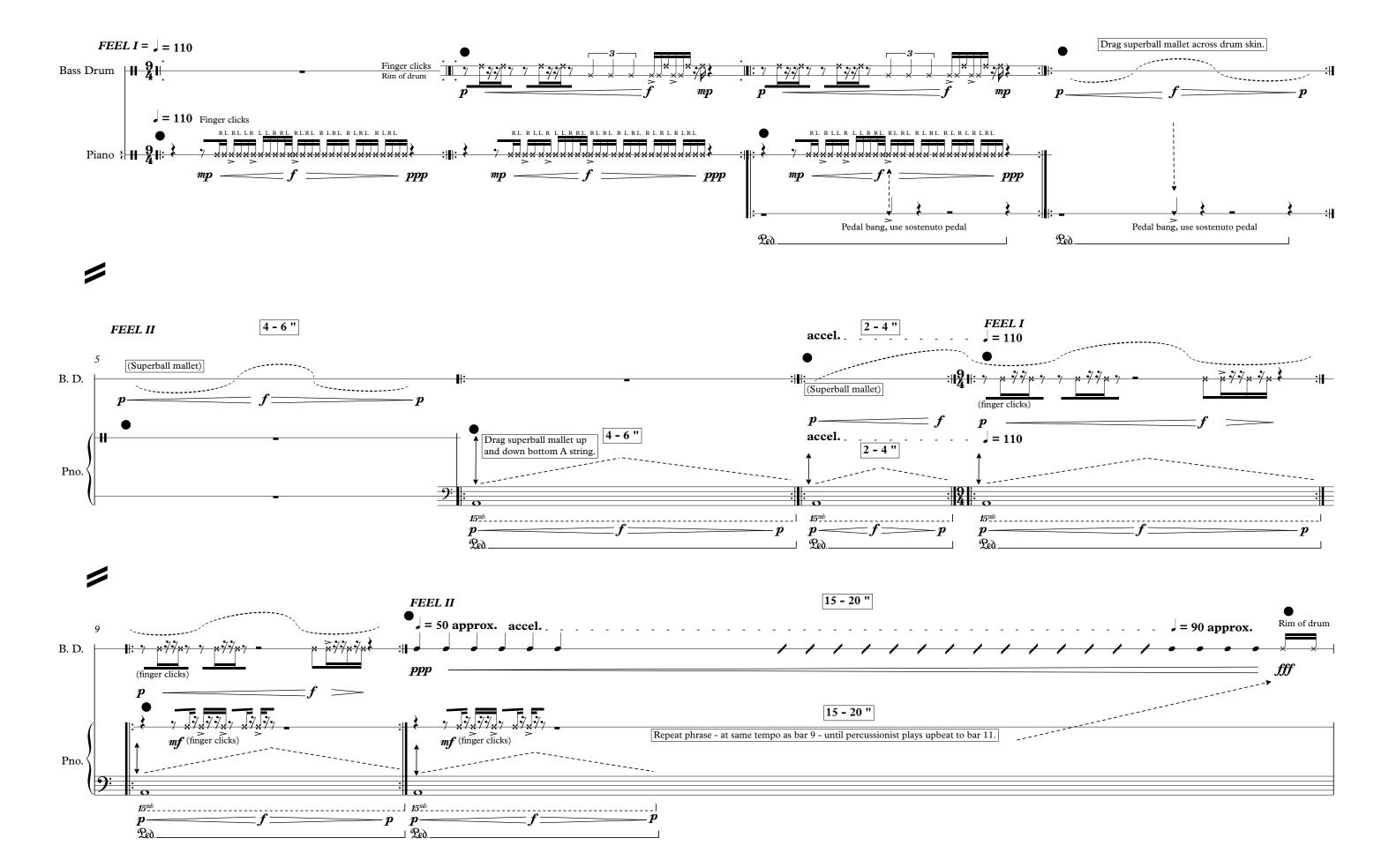
Superball mallet.

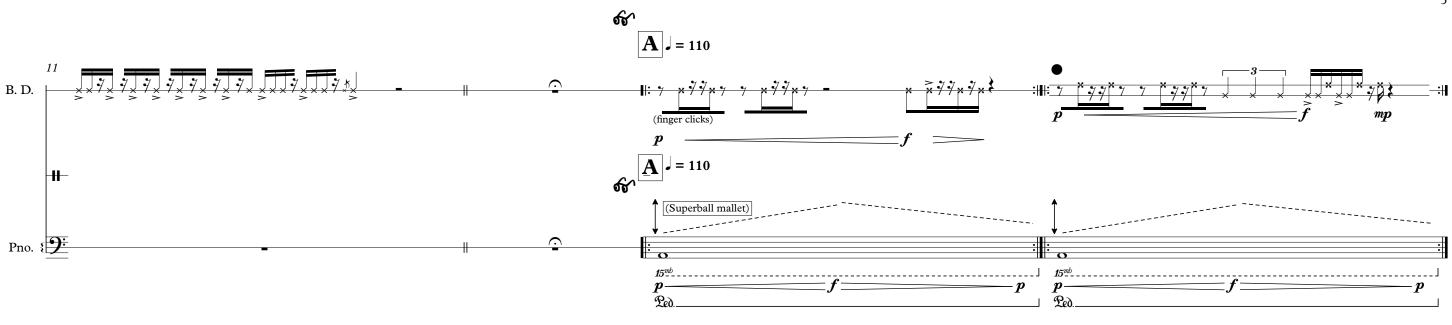
Bars marked with repeat signs are to be played on a loop, until one of the two players moves on to the next bar. The player responsible for moving to the next bar is cued by a black circle at the start of that bar. The player with this cue is responsible for moving on to the next bar. When a new bar 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.

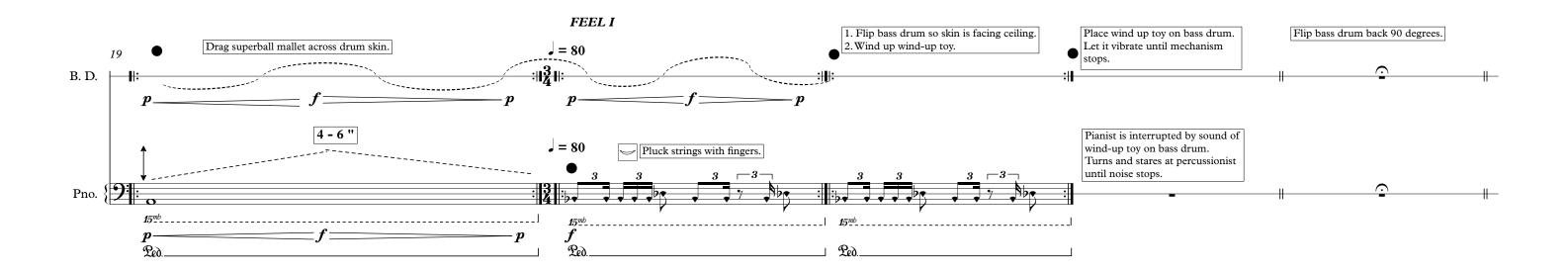
FEEL i: A tempo marking is given. To be played with a strict pulse.

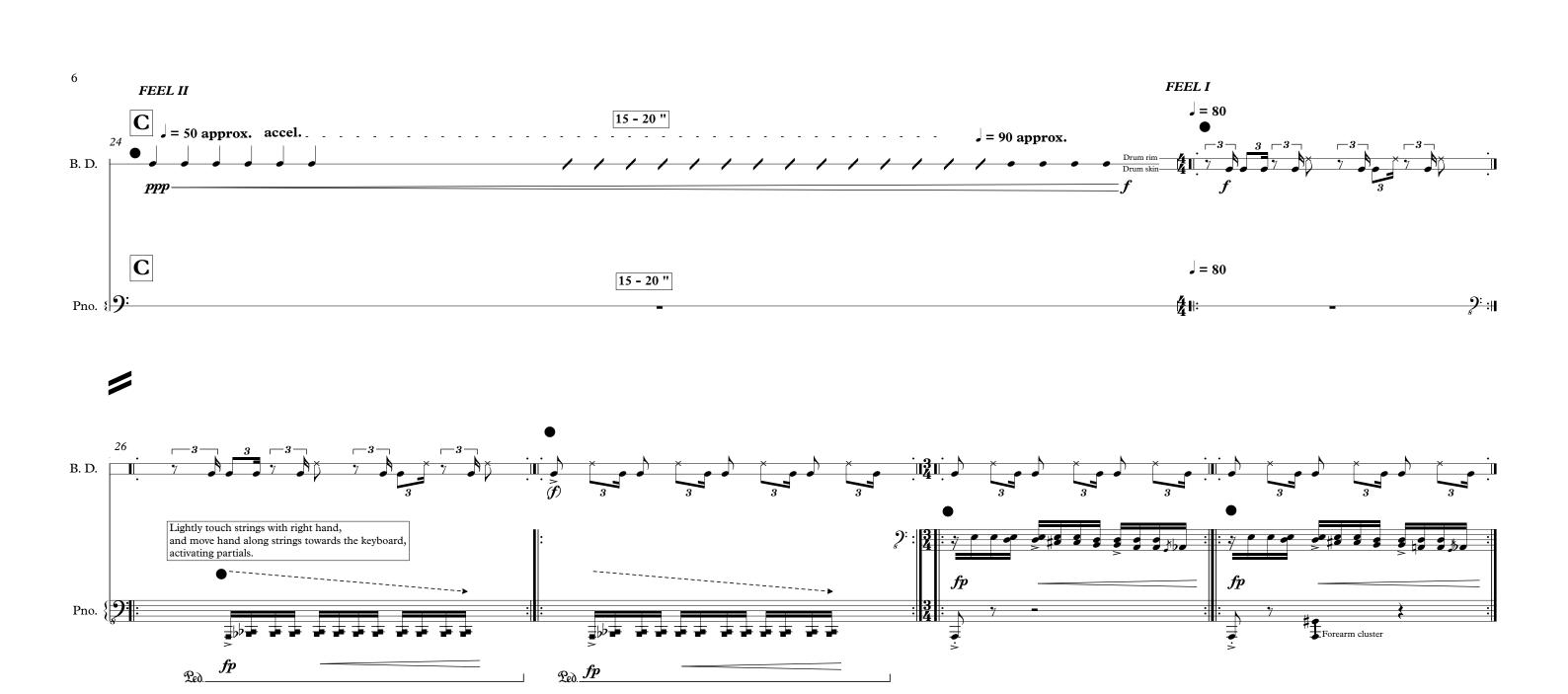
FEEL ii: Much freer: duration measured in seconds.



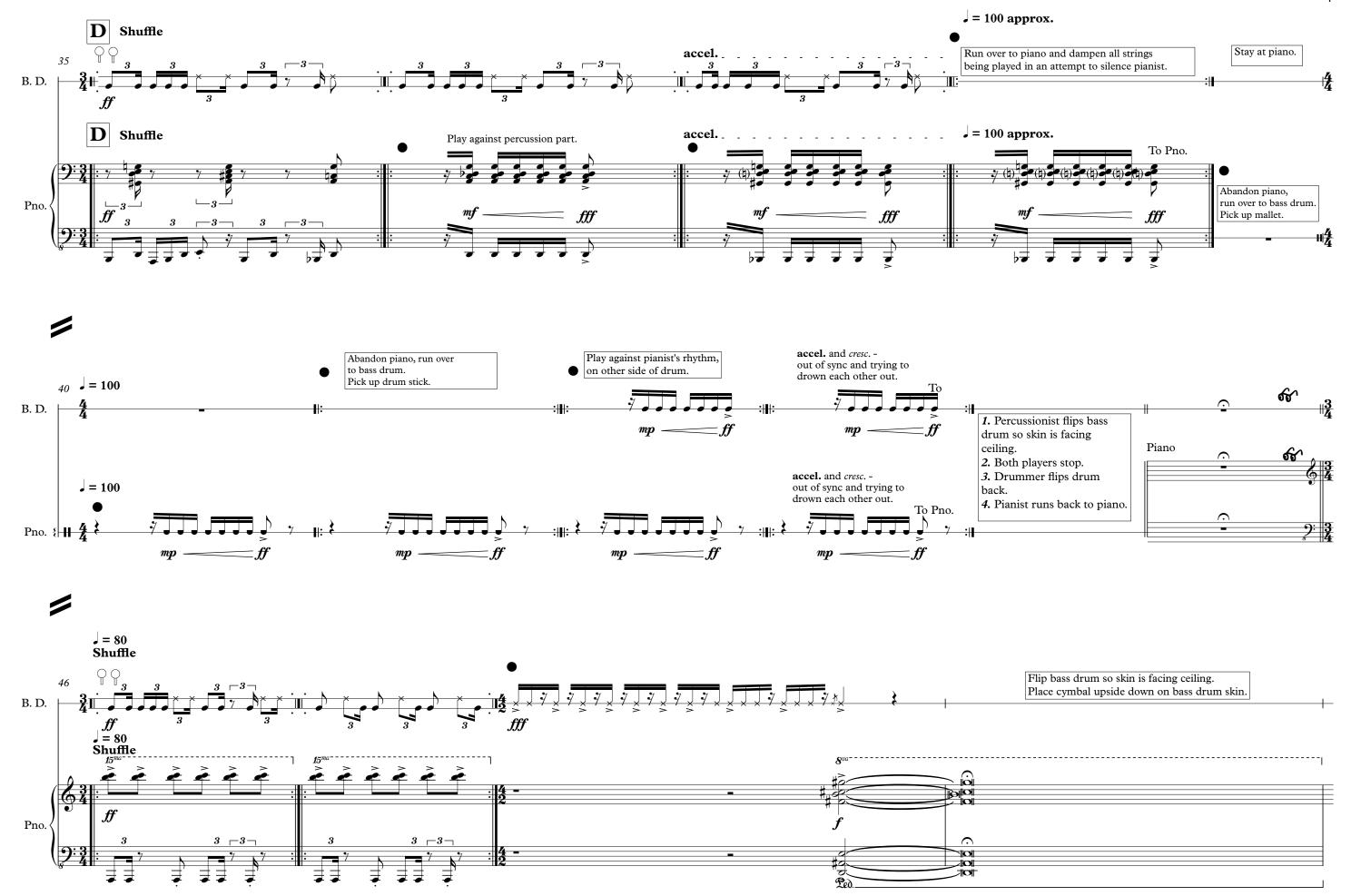






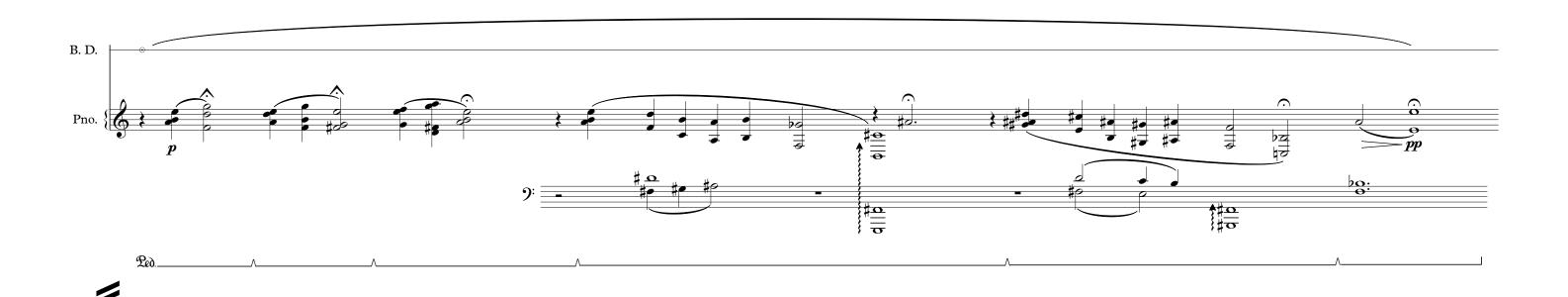


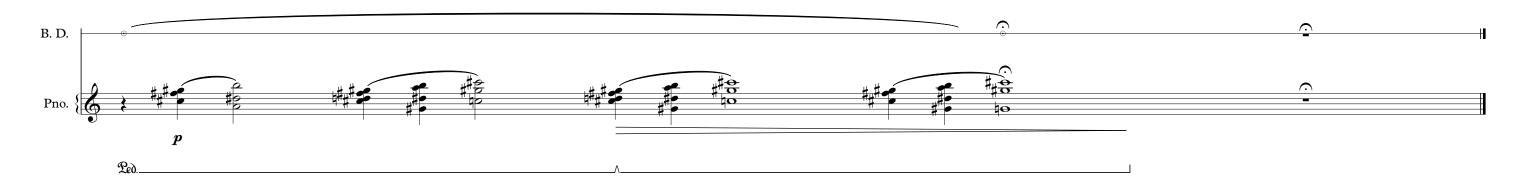




Very slow, freely.







^{*} Accidentals only apply to notes they directly precede.