

Stick it !

Job van Duijnhoven

♩=112

Intro

Snare Drum 1,
2 Tom Toms,
Splash Cymbal

Snare Drum 2,
2 Tom Toms,
Splash Cymbal

Snare Drum 3
[snares off]

Bass Drum

5

A

S.D.1
To.
Spl.C.
p

S.D.2
To.
Spl.C.
p

S.D.3
p

B.D.
p - mf

olistic [ghostnotes]
mf

9

B

$$x = backstic'$$

The musical score consists of four staves, each with a treble clef and a key signature of one sharp (F#). The staves are labeled on the left as S.D.1 To. Spl.C., S.D.2 To. Spl.C., S.D.3, and B.D. The score is divided into four measures by vertical bar lines. Dynamic markings (f, p) and fingerings (R, L, LLR, LRR, etc.) are indicated throughout. In the first measure, S.D.1 and S.D.2 start with a forte (f) dynamic and a specific fingering (R LLR). S.D.3 and B.D. also start with a forte (f) dynamic. In the second measure, S.D.1 and S.D.2 continue with a forte (f) dynamic and a new fingering (L RRL R LLR L RR). S.D.3 and B.D. continue with a forte (f) dynamic. In the third measure, S.D.1 and S.D.2 change to a piano (p) dynamic and a new fingering (L R LLR LLR LLR). S.D.3 and B.D. continue with a forte (f) dynamic. In the fourth measure, S.D.1 and S.D.2 continue with a piano (p) dynamic and a new fingering (L R LLR LLR LLR). S.D.3 and B.D. continue with a forte (f) dynamic.

13 **C**

1/2 R Flip *1/2 L Flip* *1/2 R Flip* *1/2 L Flin*

S.D.1 To. Spl.C.

S.D.2 To. Spl.C.

S.D.3

B.D.

17 *molto rit... from closed to*

S.D.1 To. Spl.C.

S.D.2 To. Spl.C.

S.D.3

B.D.

ff *ff*

10"] *give cue* *p* *play 3x and 4x only*

mf

22 **E**

S.D.1 To. Spl.C.

S.D.2 To. Spl.C.

S.D.3

B.D.

2x cresc... *2x cresc...* *2x cresc...* *2x cresc...*

ff *ff* *ff* *ff*

6 *6*

26

S.D.1
To.
Spl.C.

S.D.2
To.
Spl.C.

S.D.3

B.D.

solo

ff

f

The musical score consists of four staves:

- S.D.1 To Spl.C.:** Features a rimshot pattern starting at measure 30, transitioning from 2/4 to 4/4 time.
- S.D.2 To Spl.C.:** Features a rimshot pattern starting at measure 30, transitioning from 2/4 to 4/4 time.
- S.D.3:** Features a steady eighth-note pattern throughout the section.
- B.D.:** Features a complex rhythmic pattern with various note values and rests, including triplets.

34

S.D.1
To.
Spl.C.

S.D.2
To.
Spl.C.

S.D.3

B.D.

f

37 **F**

S.D.1 To. Spl.C. *pp* *cresc...*

S.D.2 To. Spl.C. *pp* *cresc...*

S.D.3 *pp* *cresc...*

B.D. *pp* *cresc...*

39

S.D.1 To. Spl.C. *cresc...*

S.D.2 To. Spl.C. *cresc...*

S.D.3 *cresc...*

B.D. *cresc...*

f *p subito*

ff *p subito*

ff

41 **G** *splash cymb.*

S.D.1 To. Spl.C. *fp* *cre*

S.D.2 To. Spl.C. *fp* *cresc...*

S.D.3 *3*

B.D. *3*

mf

splash cymb. *2 toms*

L.H. only [ghostnotes]

L.H. ppp , R.H. ff

I

1

1

56 *cue [one player]* **J**

S.D.1 To. Spl.C. *ff* *mf*

S.D.2 To. Spl.C. *ff* *mf*

S.D.3 *ff*

B.D. *ff*

59

S.D.1 To. Spl.C. *cresc....*

S.D.2 To. Spl.C. *cresc....*

S.D.3 *cresc....*

B.D. *cresc....*

61 **Fine**

S.D.1 To. Spl.C. *fff*

S.D.2 To. Spl.C. *fff*

S.D.3 *fff*

B.D. *fff*