

**Anthony Caulkins**

# **Stuck Out**

*for solo snare drum*

## Performance Notes:

### Equipment Required:

- Snare Drum
- 2 Wooden Drum Sticks ||
- 2 Soft Rubber Mallets ∩∩

### General Notes

- All tremoli are unmeasured

### Notation Key

⊙ - indicates to play in the center (or normal) zone of the drum head

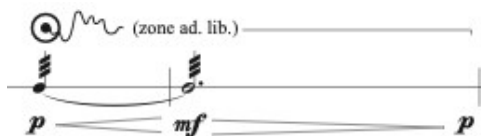
◉ - indicates to play near the rim zone of the drum head

⊙ - indicates to play on the rim of the drum

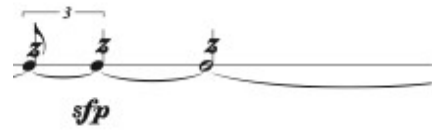
- Arrows between zones indicate gradual movement from one zone to another



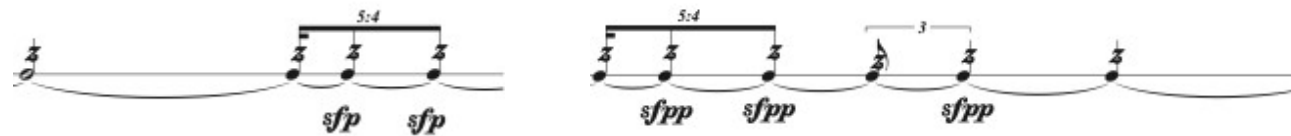
- A squiggly line coming from the drum zone symbol indicated an ad. Lib. movement over the drum head for the duration of a note



- A 'z' on the stem of a note indicates a buzz roll



- *sfp* and *sfpp* indicate fast swells and drops in dynamic, rather than change of attack



- A standard black notehead (●) above the staff indicates playing on the neck of the drum stick



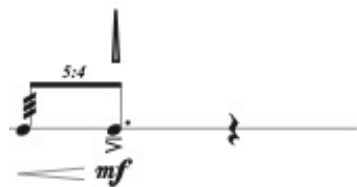
- A triangle notehead (▲) above the staff indicates playing on the tip of the drum stick



- Sticks and mallets are indicated to the left of the system that they are required



- Mallet and stick indications over a note indicate which should be used for that particular note



Snare Drum

Anthony Caulkins

A

# Stuck Out

for solo snare drum

♩ = 58

(center zone)

(rim zone)

snare on

(sticks)

1 (center zone) (buzz roll) *mf* *p* *sfp* *sfp* *sfp* *sfp* *sfp* *sfp* *sfp* *sfp* *sfp* (rim zone) *ppp*

5 *mf* *p* *sfp* *sfp* *sfp* *sfp* *sfp* *sfp* *sfp* *sfp* *sfp* *sfp* *ppp*

9 *sfp* *sfp* *sfp* *sfp* *sfp* *sfp* *sfp* *sfp* *sfp* *sfp* *sfp* *sfp* *pp*

13 *sfpp* *sfpp* *sfpp* *sfpp* *sfpp* *sfpp* *sfpp* *sfpp* *sfpp* *sfpp* *mf*

17 *pp* *mf* *pp* *sfpp* *sfpp* *sfpp* *sfpp* *ppp*

21 *f* *pp* *sfpp* *sfpp* *sfpp* *sfpp* *f* *pp* *sfpp* *sfpp* *sfpp* *sfpp* *sfpp* *f* snare off

Stuck Out

**B**

(on rim)



(stick neck) 5

(stick tip) 6

Musical staff 1: 3/4 time signature, *p* dynamic. Notes are grouped with slurs and labeled with '5' and '6'. A *mf* dynamic marking appears later in the staff.

Musical staff 2: Starts at measure 28. *p* dynamic. Includes a 4/4 time signature change. Ends with a *f* dynamic marking.

Musical staff 3: Starts at measure 31. Includes a stick diagram. Dynamics range from *p* to *f*. Includes a 4/4 time signature change.

Musical staff 4: Starts at measure 34. Includes a stick diagram. Dynamics range from *f* to *p sub.* to *f*. Includes a 4/4 time signature change.

Musical staff 5: Starts at measure 37. Includes a stick diagram. Dynamics range from *mf* to *f*. Includes a 4/4 time signature change.

Musical staff 6: Starts at measure 40. Includes a stick diagram. *p* dynamic. Includes a 4/4 time signature change.

Musical staff 7: Starts at measure 43. Includes multiple stick diagrams. Dynamics range from *f* to *f*. Includes a 4/4 time signature change.



Stuck Out

Musical score for 'Stuck Out' featuring measures 76 through 88. The score is written on a single staff with a treble clef and a key signature of one sharp (F#). The music is characterized by dynamic contrasts and specific articulations.

**Measure 76:** Starts with a fermata. The first measure contains a half note with dynamics *f*, *p*, *f*, and *p*. The second measure contains a dotted half note with dynamics *f* and *p*. The third measure contains a dotted half note with dynamics *f* and *p*. The measure concludes with a fermata.

**Measure 77:** Starts with a fermata. The first measure contains a quarter note with dynamics *f* and *p*. The second measure contains a quarter note with dynamics *p* and *f*. The third measure contains a dotted quarter note with dynamics *f* and *p*. The measure concludes with a fermata.

**Measure 80:** Starts with a fermata. The first measure contains a half note with dynamics *f*. The second measure contains a dotted half note with dynamics *p sub.* and *ff*. The third measure contains a dotted half note with dynamics *ff* and *p*. The measure concludes with a fermata.

**Measure 81:** Starts with a fermata. The first measure contains a quarter note with dynamics *f*. The second measure contains a quarter note with dynamics *f* and *p*. The third measure contains a dotted quarter note with dynamics *p* and *ff*. The measure concludes with a fermata.

**Measure 84:** Starts with a fermata. The first measure contains a quarter note with dynamics *mf* and *p*. The second measure contains a dotted quarter note with dynamics *p* and *ff*. The third measure contains a dotted quarter note with dynamics *ff* and *p*. The measure concludes with a fermata.

**Measure 85:** Starts with a fermata. The first measure contains a quarter note with dynamics *ff*. The second measure contains a quarter note with dynamics *ff* and *p*. The third measure contains a dotted quarter note with dynamics *p* and *ff*. The measure concludes with a fermata.

**Measure 88:** Starts with a fermata. The first measure contains a quarter note with dynamics *mf* and *ff*. The second measure contains a quarter note with dynamics *mf* and *ff*. The third measure contains a dotted quarter note with dynamics *mf* and *ff*. The measure concludes with a fermata.

The score includes various musical notations such as slurs, ties, and dynamic markings (*f*, *p*, *mf*, *ff*, *p sub.*). It also features specific articulations like triplets (marked '3') and 5:4 ratios (marked '5:4').