

MINISICLES!

by Christian Kilgore

*Eight unique quartets designed for minimal set-up and equipment. (Grade I-II)
Includes ensembles for body percussion, sticks, tables, chairs, and more!
(For four or more players.)*

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Performance Notes for Minisicles

Hand Held

Performance Notes: *Hand Held* is a piece that welcomes you to join in with any instrument you can hold in your hand! There are common percussion instrument recommendations, but this piece invites you to get creative and use whatever you have around. You can use a triangle, claves, castanets, shakers, a cabasa, woodblocks, cowbells, tambourines, or anything else you can carry. This is a great piece to teach students how to play auxiliary percussion and get them to start making music! Pair up with similar instruments and get to grooving!

Set-up (from the audience perspective): P1, P2, P3, P4

Table Top

Performance Notes: *Table Top* takes you back to the school cafeteria, as all you need to play is a table and your hands! Players in this piece face each other and use the sounds of their first, palm, and clapping to create a fun and funky groove. Players are encouraged to place their music on their playing surface and face each other like it is about to go down! Join in on this friendly competition with this fun and engaging tune!

Set-up (from the audience perspective): P1 (front left side of table), P2 (back left side of table), P3 (back right side of table), P4 (front right side of table)

Thunder!

Performance Notes: *Thunder* is an intense piece that utilizes every drum you can get your hands on to get that thunderous sound! Performers can use any drum including (but not limited to): Snare drums, field drums, toms, timbales, congas, floor toms, bass drum, and even timpani with towels on them. This is a great piece to get students to better understand intense dynamic changes and group coordination. Have as many students on this as you like to make the *Thunder* happen!

Set-up (from the audience perspective): P1, P2, P3, P4

Pick Up Sticks

Performance Notes: *Pick Up Sticks* is a piece for drumsticks to be played on the ground! This piece is what inspired the whole collection as I have often found myself with no instrument but my drumsticks. Players can sit crisscross applesauce on the ground and explore the grooves they can make with just their sticks. This piece utilizes three main sounds: the butts of the sticks, a regular stroke, and clicking your sticks together. This piece is perfect for getting students to sit down and learn to groove!

Set-up (from the audience perspective): P1, P2, P3, P4

Performance Notes - continued

I Do. You Do. (Who do? We do!)

Performance Notes: *I Do. You Do. (Who do? We do!)* is the perfect piece to introduce your young percussion ensemble to body percussion. With three simple sounds (stomp your feet, pat your leg, and clap your hands), you are sure to get your kids excited about making music with nothing but themselves! Performers are encouraged to sit in a semi-circle and place their music on the ground. Make sure you have one star player in percussion 1 to show off a ridiculous sound or talent he can make with his body!

Set-up (from the audience perspective): P4, P3, P2, P1

Metal Head

Performance Notes: *Metal Head* is a piece made for anyone who loves putting pedal to the metal! Find a brake drum, anvil, metal pipe, dampened cymbal, trash can, or something similar and get to playing! This piece has lots of moments that are great for introducing students to splits and opportunities for each player to solo. Get creative and start head banging to this tune!

Set-up (from the audience perspective): P1, P2, P3, P4

Stand Old Time

Performance Notes: *Stand Old Time* turns all your old broken music stands into the newest instrument for your percussion ensemble! Using drumsticks, players mimic a drum machine by playing in the center of the stand, striking the lip that holds music, and clicking their sticks together. Players should directly face the audience but work together to groove. Separate music stands for reading music is encouraged!

Set-up (from the audience perspective): P1, P2, P3, P4

Seat Beat

Performance Notes: *Seat Beat* is the perfect piece to jam to when you have nothing but drumsticks and a couple of chairs. Players should sit down in a row with another row of chairs facing themselves. The center of the chair acts as a kick drum and the top of the back of the chair acts as a snare. This piece really tests performers' coordination and cooperation. At E, each player gets a chance to solo; make it obvious by getting them to stand up and having everyone else look over. Near the end, players get the chance to play on other people's chairs! Have fun with this *Seat Beat*!

Set-up (from the audience perspective): P1, P2, P3, P4

Hand Held

pg. 2

Player 1
Triangle,
Claves,
Castanets,
or sim.

Musical score for measures 11-15, measures 13-15. The score is written for four players. Player 1 (Triangle, Claves, Castanets, or sim.) plays a rhythmic pattern of eighth notes in measures 11, 13, and 15. Player 2 (Cabasa, Shaker, Tamborim, or sim.) plays a rhythmic pattern of eighth notes in measures 11, 13, and 15. Player 3 (Woodblock, Cowbell, or sim.) plays a rhythmic pattern of eighth notes in measures 11, 13, and 15. Player 4 (Tambourine, Bongo, or sim.) plays a rhythmic pattern of eighth notes in measures 11, 13, and 15. The dynamic *mf* is indicated for measures 13 and 15.

A

Player 1
Triangle,
Claves,
Castanets,
or sim.

Musical score for measures 16-20. The score is written for four players. Player 1 (Triangle, Claves, Castanets, or sim.) plays a rhythmic pattern of eighth notes in measures 16, 18, and 20. Player 2 (Cabasa, Shaker, Tamborim, or sim.) plays a rhythmic pattern of eighth notes in measures 16, 18, and 20. Player 3 (Woodblock, Cowbell, or sim.) plays a rhythmic pattern of eighth notes in measures 16, 18, and 20. Player 4 (Tambourine, Bongo, or sim.) plays a rhythmic pattern of eighth notes in measures 16, 18, and 20. The dynamic *p* is indicated for measures 16 and 18, and *f* is indicated for measures 17, 19, and 20.

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Table Top

pg. 3

Player 1 Hands

Player 2 Hands

Player 3 Hands

Player 4 Hands

Clap

This musical score block contains measures 17 through 20. It is arranged in four staves, each labeled 'Player 1 Hands', 'Player 2 Hands', 'Player 3 Hands', and 'Player 4 Hands' on the left. Above the first staff, there are four 'Clap' markings, each with a downward-pointing arrow. The notation includes various rhythmic values such as eighth and sixteenth notes, rests, and beams. Measures 17, 18, and 19 end with repeat signs. Measure 20 concludes with a final double bar line.

C

Player 1 Hands

Player 2 Hands

Player 3 Hands

Player 4 Hands

ff

f

ff

f

ff

This musical score block contains measures 22 through 24, preceded by a section marker 'C' in a box. It features four staves for 'Player 1 Hands', 'Player 2 Hands', 'Player 3 Hands', and 'Player 4 Hands'. Dynamic markings are present: *ff* (fortissimo) at the start of the first staff, *f* (forte) at the start of the second and third staves, and *ff* at the start of the fourth staff. The notation includes eighth and sixteenth notes, rests, and beams. Measures 22, 23, and 24 end with repeat signs. Measure 24 concludes with a final double bar line.

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Thunder!

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♩ = 160+

Player 1
High Drum

Player 2
Mid-High
Drum

Player 3
Mid-Low
Drum

Player 4
Low Drum

Player 1
High Drum

Player 2
Mid-High
Drum

Player 3
Mid-Low
Drum

Player 4
Low Drum

The musical score for "Thunder!" is written for four drum players. The tempo is marked as 160+ BPM. The score is divided into two systems. The first system contains four staves, each for a different drum player. Player 1 (High Drum) starts with a forte (ff) dynamic. Players 2, 3, and 4 also start with ff. The first system includes a repeat sign with first and second endings. The second system begins with a section marker 'A' and continues with the same four players. The dynamics for the second system are marked as fp (fortissimo piano) for all players. The score uses various drum notations, including eighth notes, sixteenth notes, and rests, to create a rhythmic pattern.

Pick Up Sticks

pg. 2

A

Player 1
Drumsticks

Player 2
Drumsticks

Player 3
Drumsticks

Player 4
Drumsticks

1.

B

Player 1
Drumsticks

Player 2
Drumsticks

Player 3
Drumsticks

Player 4
Drumsticks

2.

13

mp

15

f

16

mp

f

f

f

I Do. You Do. (Who Do? We Do!)

pg. 2

A

Player 1
Body
Percussion

Clap

10

11

12

f

Clap

f

Clap

f

Clap

f

Player 1
Body
Percussion

13

14

15

16

Player 2
Body
Percussion

Player 3
Body
Percussion

Player 4
Body
Percussion

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Metal Head

by Christian Kilgore

$\text{♩} = 68$

Player 1

Brake Drum,
Metal Pipe,
Metal Bowl,
Muted Cymb,
or sim.

Player 2

Brake Drum,
Metal Pipe,
Metal Bowl,
Muted Cymb,
or sim.

Player 3

Brake Drum,
Metal Pipe,
Metal Bowl,
Muted Cymb,
or sim.

Player 4

Brake Drum,
Metal Pipe,
Metal Bowl,
Muted Cymb,
or sim.

Player 1

Player 2

Player 3

Player 4

Musical score for measures 1 through 5. The score is written for four players. Player 1 has rests in measures 1-4 and a half note in measure 5. Player 2 has eighth notes in measures 3-5. Player 3 has eighth notes in measures 1-5. Player 4 has rests in measures 1-5. Dynamics include *f* (forte) in measures 3 and 5.

Musical score for measures 6 through 10. The score is written for four players. Player 1 has eighth notes in measures 6-9 and a quarter note in measure 10. Player 2 has eighth notes in measures 6-9 and a quarter note in measure 10. Player 3 has eighth notes in measures 6-9 and a quarter note in measure 10. Player 4 has eighth notes in measures 6-9 and a quarter note in measure 10. Dynamics include *f* (forte) in measure 6 and *p* (piano) in measure 10.

Stand Old Time

pg. 4

C

Player 1
Music Stand

Player 2
Music Stand

Player 3
Music Stand

Player 4
Music Stand

Section C, measures 26-28. The score is for four players. Player 1 has a continuous eighth-note pattern with accents. Player 2 has a dotted quarter note followed by eighth notes. Player 3 has a dotted quarter note followed by eighth notes. Player 4 has a continuous eighth-note pattern. All players start at measure 26. Measure 27 continues the patterns. Measure 28 is the first measure of the first ending, marked with a '1.' and a repeat sign. The dynamic *f* is indicated at the beginning of each staff.

2.

D

Player 1
Music Stand

Player 2
Music Stand

Player 3
Music Stand

Player 4
Music Stand

Section D, measures 29-32. The score is for four players. Player 1 has a dotted quarter note followed by eighth notes. Player 2 has a dotted quarter note followed by eighth notes. Player 3 has a dotted quarter note followed by eighth notes. Player 4 has a dotted quarter note followed by eighth notes. All players start at measure 29. Measure 30 is the first measure of the second ending, marked with a '2.' and a repeat sign. Measures 31 and 32 continue the patterns. The dynamic *mp* is indicated at the beginning of each staff.

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Seat Beat

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♩ = 120

Player 1
Chair

mf

Seat of Chair

Player 2
Chair

mf

Back of Chair

Player 3
Chair

mf

Back of Chair

Player 4
Chair

mf

Seat of Chair

Back of Chair

A

Player 1
Chair

Player 2
Chair

mf

Seat of Chair

Player 3
Chair

mf

Seat of Chair

Player 4
Chair

mf

Seat of Chair

Back of Chair