

Little Things for percussion duo
Commissioned by Steady State
Wally Gunn . January 2015

## Little Things (22:00)

1. Frequently Asked Questions (3:00)
2. Stop It (3:30)
3. Kid (4:00)
4. Moving (4:30)
5. Thank You For Calling $(7: 00)$

## Steady State

Eric Shuster
Tim Shuster

Thanks to
Eric Beach, Josh Quillen,
Adam Sliwinski, and Jason Treuting
of Sō Percussion,
Max Fahland (SōSI 2015)
Luz Carime Santa-Coloma (SōSI 2015) and Becca Doughty
for workshopping sketches and early drafts
Thanks also to
Terrence Hunt
Debbie Shuster
Tom Shuster
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This score current to 2015.10.01
wallygunn.com
wg@wallygunn.com

## Instrumentation

## Frequently Asked Questions

Player 1
$1 \times$ triangle

Player 2
$1 \times$ triangle

Mallets: hard rubber mallet with rattan handle

## Stop It

Player 1
$1 \times$ (cencerro) cowbell, high
(minor 3rd higher than Player 2)
Mallets: hard rubber mallet with rattan handle

## Kid

Player 1
1 x crotale (m6 above Player 2), Ab
$1 \times$ temple bowl (M2 above Player 2), Eb
$1 \times$ (nipple) gong (P5 above 2), F
$1 \times$ highest tom, Bb
$1 \times$ second lowest tom, F

Player 2
$1 \times$ (cencerro) cowbell, low
(minor 3rd lower than Player 1)

Player 2
$1 \times$ crotale (m6 below Player 1), C
$1 \times$ temple bowl (M2 below Player 1), Db
$1 \times$ (nipple) gong (P5 below Player 1), Bb
$1 \times$ second highest tom, Ab
$1 \times$ lowest tom, Eb

Mallets: Soft felt/timpani mallets; tom and gong played with felt, temple bowl and crotale played with shoulder of mallet (possibly wrapped in moleskin)

NB: This tuning is in Bb natural minor. The tunings of the instruments may be transposed to any natural minor key, omitting the 6th degree. The toms may be tuned to any 4 consecutive notes of the scale, again, skipping the 6th degree.


## Moving

Player 1
1 x woodblock (higher than Player 2)
$1 \times$ snare drum, snares off, with these objects sitting on top skin:
$1 \times 3$ inch triangle
$1 \times$ crotale (sitting so it rings a little)
1 or $2 x$ finger cymbals, curved side down
$1 \times$ elephant bell,
or $1 \times$ tin can,
or $1 \times$ short metal pipe,
any one of these lying on its side

Player 2
$1 \times$ woodblock (lower than Player 1)
$1 \times$ snare drum, snares off,
with these objects sitting on top skin:
$1 \times 3$ inch triangle
$1 \times$ crotale (sitting so it rings a little)
1 or $2 x$ finger cymbals, curved side down
$1 \times$ elephant bell,
or $1 \times$ tin can,
or $1 \times$ short metal pipe,
any one of these lying on its side

Mallets: rattan, using rattan end to play


## Thank You For Calling

Player 1 Vibraphone, Player 2 Marimba (5 octaves)

Stage Plan


## Frequently Asked Questions

Where can I buy a small sibling?
What do I need to know before I bring my new sibling home?
Baby siblings are adorable. Are they easy to breed?
How much care does a sibling require?
Does a sibling need to be groomed?
What do siblings eat?
How much does the average sibling weigh?
How much does it cost to keep a sibling?
Do siblings live indoors?
Do siblings smell bad?
Do siblings bite and kick?
Do siblings make good companions?

## Stop It

Stop it
You stop
I said stop
Just stop
No, you stop
Stop it now
Stop it

## Kid

| feet | street | light |
| :--- | :--- | :--- |
| dirt | bike | day |
| rock | bell | face |
| grass | hands | sky |
| bug | friend | cloud |
| shirt | joke | wind |
| shoe | laugh | leaf |
| yard | wheel | tree |
| path | eyes | sun |
| gate |  | knee |
|  |  | blood |
| house |  | tears |
|  |  | night |

## Moving

| crawling | jogging | driving |
| :--- | :--- | :--- |
| creeping | running | darting |
| strolling | skating | dashing |
| slinking | slipping | veering |
| walking | falling | swerving |
| hiking | sailing | turning |
| jumping | boating | passing |
| dancing | slowing |  |
| prancing | swimming | speeding, speeding |
| marching | diving | lifting |
|  | riding | rising, rushing, |
|  |  | climbing, soaring |
|  |  | flying |

## Thank You For Calling

Player 1: Hello?
Player 2: Hello.
Player 1: How may I help you?
Player 2: I'd like to speak with [Player 1 name] please.
Player 1: May I ask who's calling?
Player 2: This is [Player 2 name].
Player 1: [Player 2 name], let me see if [Player 1 name]'s available.
Do you mind if I place you on hold?
Player 2: No, that's fine.
Player 1: Are you there?
Player 2: Yes.
Player 1: [Player 1 name] is not available right now.
Player 2: Oh.
Player 1: May I take a message?
Player 2: Yeah, uh... Can you please tell [him/her] that [Player 2 name] called?
Player 1: Sure. Would you like to leave a number?
Player 2: [He/She] has my number.
Player 1: Great. I'll be sure to pass on the message.
Player 2: Thanks.
Player 1: Is there anything else I can help you with today?
Player 2: I don't think so.
Player 1: Okay. Well... Thank you for calling.
Player 2: Goodbye.
Player 1: Goodbye.

## 1. Frequently Asked Questions

Players enter from offstage wings, or from back of peformance hall.
Players gradually make their way to Station 1 whilst performing this movement.
By the end of 1. FAQ they should be in position to perform 2. Stop It.
Alternatively, Players stand in place in Station 1, facing audience.
Start with a single unison strike of rattan on triangles and let ring for 10 seconds.
Player 1 speaks the first line.
Speech is in unmeasured conversational rhythm. Pause for 1 second.
Both Players perform the rhythm just spoken, in unison on triangles with rubber. Pause for $3-5$ seconds.
Player 2 speaks the next line. Pause for 1 second.
Both Players perform the rhythm just spoken, in unison on triangles with rubber. Pause for $3-5$ seconds.

Repeat, alternating text between Players $1 \& 2$, until all text has been spoken.
End with a single unison strike of rattan on triangles and let ring for 10 seconds.

EXAMPLE:

(Where can I buy a small sib - ling?)
Repeat until all text has been spoken

