

Scott Higgins
Funkadunk
for percussion ensemble



Funkadunk by Scott Higgins
© 2013 Tapspace Publications, LLC (ASCAP). Portland, OR.
All rights reserved. International copyright secured. Printed in USA.

www.tapspace.com

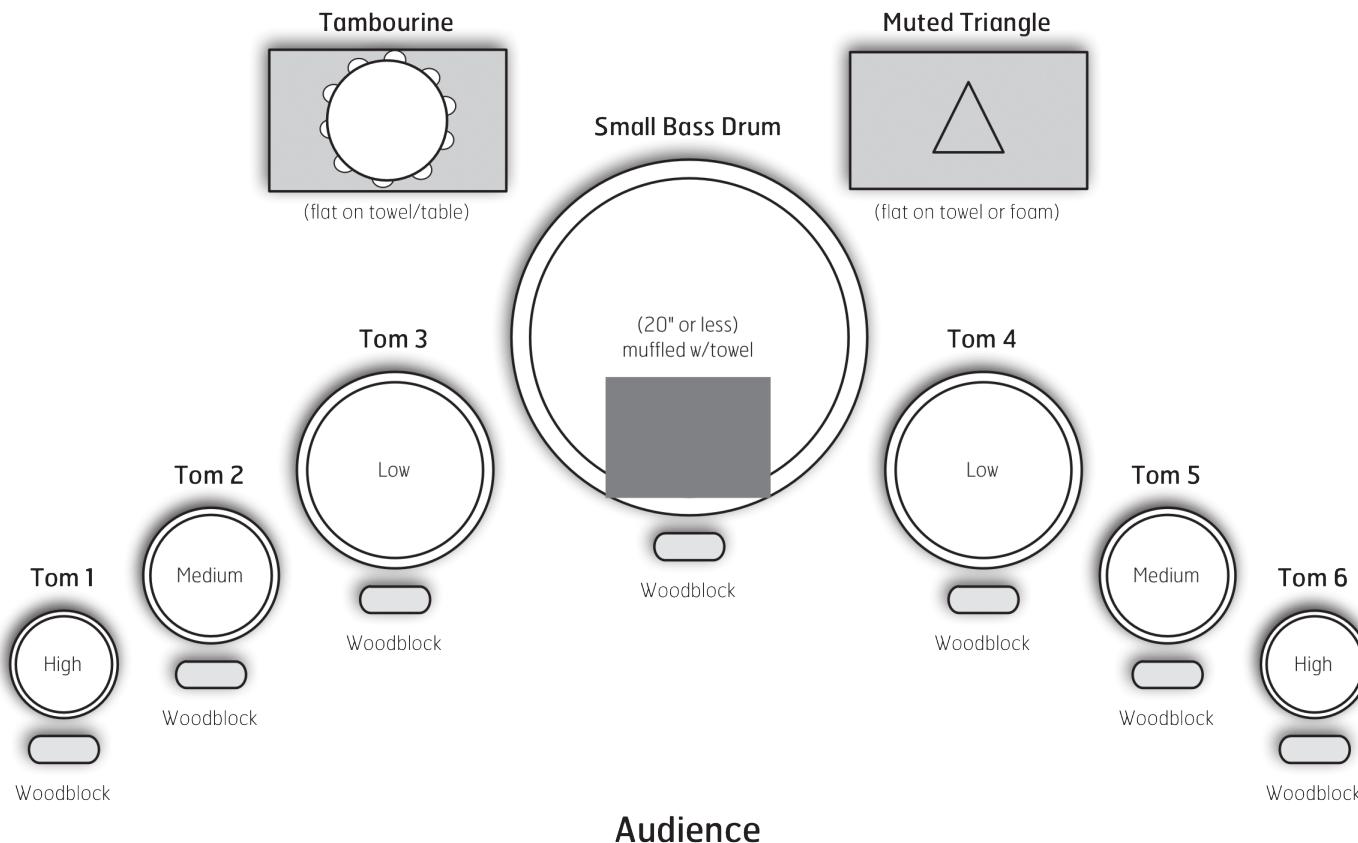
Notice of Liability: Any duplication, adaptation, or arrangement of this composition requires the written consent of the copyright owner. No part of this composition may be photocopied or reproduced in any way without permission. Unauthorized uses are an infringement of the U.S. Copyright Act and are punishable by law.

Players and Instrumentation

Funkadunk requires **9 players** with the following instrumentation:

- **1 muted triangle with 2 beaters** (flat on towel or foam)
- **1 tambourine** (flat on towel)
- **6 toms** (2 high, 2 med, 2 low)
- **1 small bass drum** (20" or less, flat with towel for muffling)
- **7 woodblocks** (varying sizes/pitches)

Suggested Setup



Funkadunk

Scott Higgins

Groovy $\text{♩} = 100$

Muted Triangle

Tambourine

Tom 1-High + Woodblock

Tom 2-Med + Woodblock

Low

Tom 3-Med + Woodblock

Tom 6-High + Woodblock

f

f

mp

mp

**Sample
Image**

Funkadunk – Higgins

Sample Image

19

Tri $\frac{5}{8}$

Tamb $\frac{5}{8}$

T1 High $\frac{5}{8}$

T2 Med $\frac{5}{8}$

T3 Low $\frac{5}{8}$

mf

f

Sample Image

This figure shows a sample image of a musical score page. The page features eight staves, each representing a different percussion instrument. The instruments are labeled on the left side of each staff: Tri (Triangle), Tamb (Tambourine), T1 (High Tom), T2 (Med Tom), T3 (Low Tom), T4 (Low Tom), T5 (Med Tom), T6 (High Tom), and BD (Bass Drum). The music is written in common time (indicated by 'C' at the beginning of each staff) and includes measures with 6/8 and 5/8 time signatures. Various rhythmic patterns are shown, including eighth-note and sixteenth-note patterns with accents (marked with 'v') and grace notes (marked with asterisks '*'). The score is set against a background featuring a stylized globe graphic.

Sample Image

B

36

Tri:

Tamb:

T1 High:

T2 Med:

T3 DW:

Sample Image

Funkadunk – Higgins

44

Tri  5/8 > > > > > | 1st x only | 6/8 5/8 6/8 5/8

Tamb  5/8 > > > > > | 1st x only | 6/8 5/8 6/8 5/8

T1 High  5/8 * v | pp | 6/8 5/8 6/8 5/8

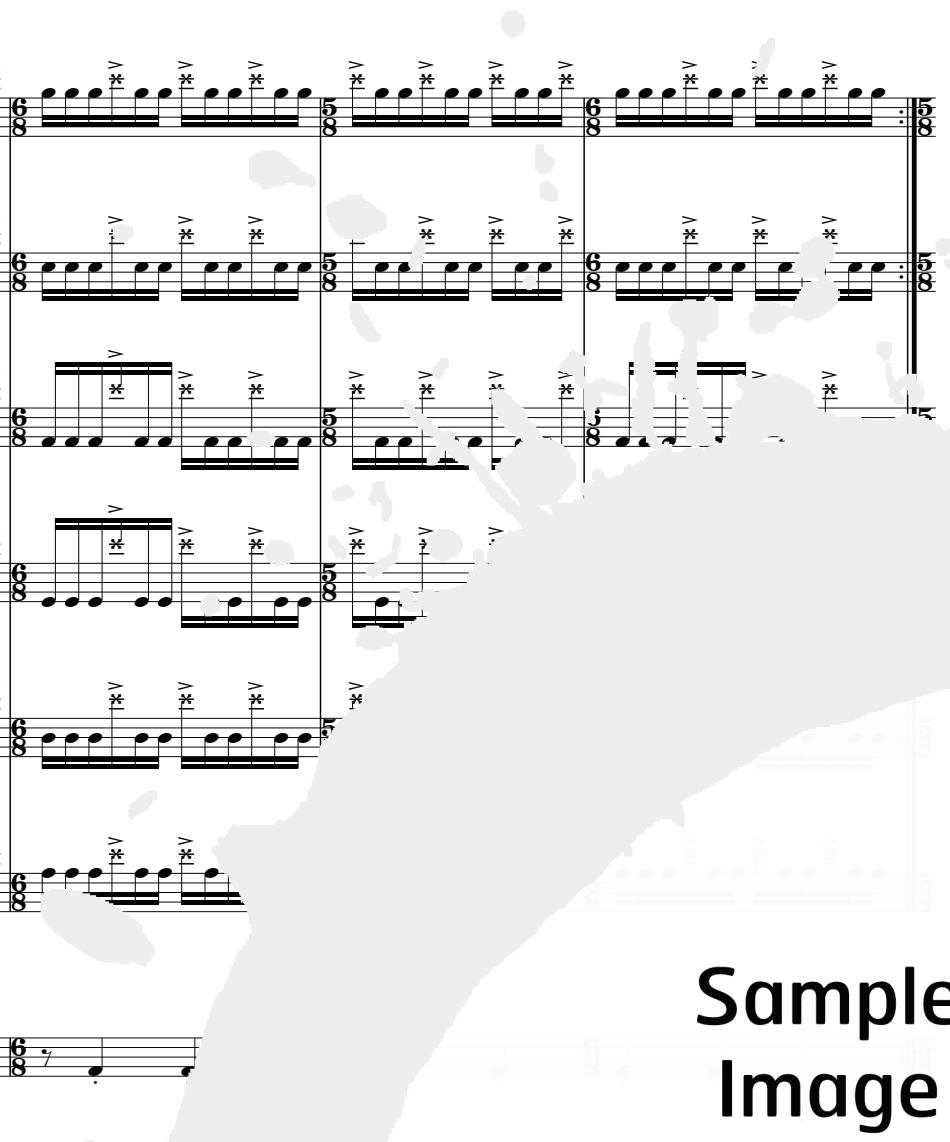
T2 Med  5/8 * v | pp | 6/8 5/8 6/8 5/8

T3 Low  5/8 * v | pp | 6/8 5/8 6/8 5/8

T4 Low  5/8 * v | pp | 6/8 5/8 6/8 5/8

T5 Med  5/8 * v | pp | 6/8 5/8 6/8 5/8

T6 High  5/8 * v | pp | center of head | mf | 6/8 7/8 6/8



Sample Image

C

51

Tri $\frac{5}{8}$ f

Tamb $\frac{5}{8}$ f

T1 High $\frac{5}{8} \frac{6}{8} - \frac{5}{8} \frac{6}{8} - \frac{5}{8}$

T2 Med $\frac{5}{8} \frac{6}{8} - \frac{5}{8} \frac{6}{8} - \frac{5}{8}$

T3 Low $\frac{5}{8} \frac{6}{8} - \frac{5}{8} \frac{6}{8} - \frac{5}{8}$

p

p

p

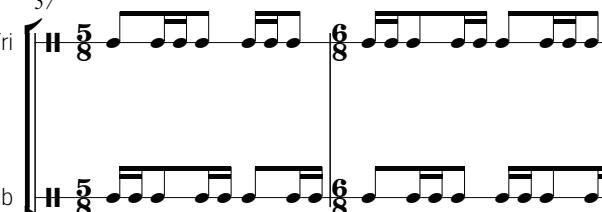
p

Sample Image



Funkadunk – Higgins

57

Tri 

Tamb 

T1 High 

p

f

T2 Med 

f

T3 Low 

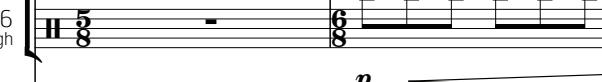
f

T4 Low 

f

T5 Med 

f

T6 High 

p *f*

BD 

f



Sample Image

Sample Image

69

Tri

Tamb

T1 High

play on T2

f

play on T1/T3

T2 Med

f

play on T2

f

play on T5

f

play on T4/T6

f

play on T5

f

BD

ff

ff

pp

pp

p

Sample
Image

Sample Image

E

77

Tri **E**

Tamb *sffz*

T1 High *sffz* *p* *mp* *f* *sffz*

T2 Med *sffz* *p* *mp* *mf* *sffz*

T3 Low *sffz* *p* *mp* *mf* *sffz*

T4 Low *sffz* *p* *mp* *mf* *sffz*

T5 Med *sffz* *p* *mp* *mf* *sffz*

T6 High *sffz* *p* *mp* *mf* *cuz*

BD *f* *sffz*

Sample
Image

Sample Image

89

Tri Tamb

T1 High press down in drum (dead stroke) normal

T2 Med press down in drum (dead stroke) normal

T3 Low press down in drum (dead stroke) normal

T4 Low press down in drum (dead stroke) normal

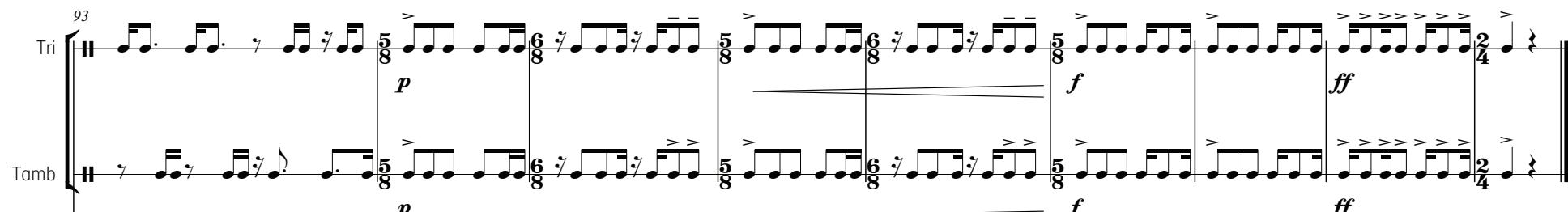
T5 Med press down in drum (dead stroke) normal

T6 High press down in drum (dead stroke) normal

BD dry

Sample Image

93

Tri 

Tamb 

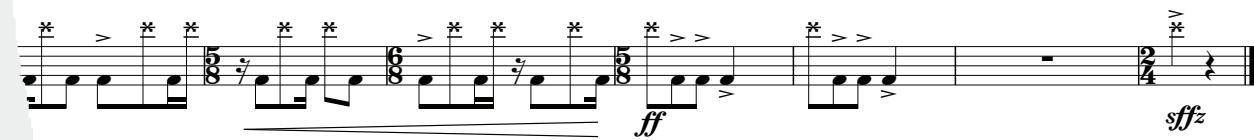
T1 High 

T2 Med 

T3 Low 



Sample Image





www.tapspace.com