

Score



# KICK IT!

Randall D. Standridge  
(ASCAP)

1 2 3 4

Vocals

Snareline

Tenorline

Bass Drums (5)

Cymbal Line

Accessories

*f* *p* *ff* *ff*

Crash

Cowbell

Go!

A 6 7 8

Vox.

S. Dr.

T. Dr.

B. Dr.

Cym.

Acc.

*mf* *mf* *mf*

Hi-Hat Effect

Hi-Hat Slide

Shaker

# Kick It! - Score

**B**

10

11

12

Vox.

S. Dr.

T. Dr.

B. Dr.

Cym.

Acc.

**C**

14

15

16

Vox.

S. Dr.

T. Dr.

B. Dr.

Cym.

Acc.

# Kick It! - Score

17 18 19 20

Vox. *Kick It! Kick It! Kick It! M! J! H! S!*

S. Dr. *p ff*

T. Dr. *p ff*

B. Dr. *R L R R L*

Cym.

Acc. *p ff*

**D**

22 23 24

Vox.

S. Dr. *mp*

T. Dr. *L R L R etc... R L R L R L L L R L R L R L*

B. Dr. *R R R L R L etc... mp*

Cym. *mp*

Acc. *mp*

# Kick It! - Score

E

26

27

28

Vox.

S. Dr. *ff*

T. Dr. *ff*

B. Dr. *ff*

Cym. *ff*

Acc. *ff*

F

30

31

32

Vox. *ff* Kick It!

S. Dr. *p* *ff*

T. Dr. *p* *ff*

B. Dr. *p* *ff*

Cym. *p* *ff*

Acc. *p* *ff*

(Choke)





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Cymbal Line

Accessories

*f* *p* *ff*

Go!

A 6 7 8

Vox.

S.Dr.

T. Dr.

B. Dr.

Cym.

Acc.

*mf*

Hi-Hat Effect

Hi-Hat Slide

Shaker

# Kick It! - Score

**B**

10

11

12

Vox.

S. Dr.

T. Dr.   
L R L R etc... R L R L R L

B. Dr.   
R R R L R L etc... R L R R R

Cym.

Acc.

**C**

14

15

16

Vox.   
*ff* Kick It! Kick It! Kick It! Whoah... Yeah!

S. Dr.   
*ff* *p* *ff*

T. Dr.   
*ff* *p* *ff*

B. Dr.   
*ff* *p* *ff*

Cym.   
*ff* *p* *ff*

Acc.   
*ff* *p* *ff*

# Kick It! - Score

17 18 19 20

Vox. *Kick It! Kick It! Kick It! M! J! H! S!*

S. Dr. *p ff*

T. Dr. *p ff*

B. Dr. *R L R R L*

Cym.

Acc. *p ff*

**D**

22 23 24

Vox.

S. Dr. *mp*

T. Dr. *L R L R etc... mp*

B. Dr. *R R R L R L etc... mp*

Cym. *mp*

Acc. *mp*

# Kick It! - Score

E

26

27

28

Vox.

S. Dr. *ff*

T. Dr. *ff*

B. Dr. *ff*

Cym. *ff*

Acc. *ff*

F

30

31

32

Vox. *ff* Kick It!

S. Dr. *p* *ff*

T. Dr. *p* *ff*

B. Dr. *p* *ff*

Cym. *p* *ff* (Choke)

Acc. *p* *ff*



# KICK IT!

Randall D. Standridge  
(ASCAP)

1 2 3 4

Vocals

Snareline

Tenorline

Bass Drums (3)

Cymbal Line

Accessories

*f* *p* *ff*

Go!

A 6 7 8

Vox.

S.Dr.

T. Dr.

B. Dr.

Cym.

Acc.

*mf*

Hi-Hat Effect

Hi-Hat Slide

Shaker

# Kick It! - Score

**B**

10

11

12

Vox. 

S. Dr. 

T. Dr. 

B. Dr. 

Cym. 

Acc. 

**C**

14

15

16

Vox. 

S. Dr. 

T. Dr. 

B. Dr. 

Cym. 

Acc. 

# Kick It! - Score

17 18 19 20

Vox. *Kick It! Kick It! Kick It! M! J! H! S!*

S. Dr. *p ff*

T. Dr. *p ff*

B. Dr. *R L R R L*

Cym.

Acc. *p ff*

**D**

22 23 24

Vox.

S. Dr. *mp*

T. Dr. *mp* *L R L R etc...* *R L R L R L* *L R L R etc...* *R L R L R L*

B. Dr. *mp* *R R R L R L etc...*

Cym. *mp*

Acc. *mp*





Snareline



# KICK IT!

Randall D. Standridge  
(ASCAP)

1 2 3 4

5 6 7 8

9 10 11 12

13 14 15 16

17 18 19 20



Tenorline



# KICK IT!

Randall D. Standridge  
(ASCAP)

1 *f* *p* *ff*

A 6 7 8 *mf*

B 10 11 12

C 14 15 16 *ff* *p* *ff*

17 18 19 20 *p* *ff*





# Kick It! - Bass Drums (5)

**D**

R R R L R L etc...  
*mp*

**E**

R L L R L L R L R R L L R L L R L L R  
*ff*

**F**

R L R R L R R L R R L R R L R L R L R L R L R L  
*p* *ff*

Bass Drums (4)



# KICK IT!

Randall D. Standridge  
(ASCAP)

1 >> >> 2 >> >> 3 4 > > > > >

*f* *p* *ff*

**A** 6 7 8

*mf*

**B** 10 11 12

R L R L R L R L R L R L R L R L etc... R L R R R

**C** 14 15 16 17 18 19 20

*ff*

R L R R L R L R L R L R L R L

# Kick It! - Bass Drums (4)

**D**

22 23 24

R R R L R L etc...

*mp*

**E**

26 27 28

R L L R L L R L R R L L R L L R L R L R

*ff*

**F**

30 31 32

R L R R L R R L R R L R R L R L R L R L R L R L

*p* *ff*



Bass Drums (3)



# KICK IT!

Randall D. Standridge  
(ASCAP)

1 >> >> >> >> 2 >> >> >> >> 3 4 > > > > > >

*f* *p* *ff*

**A** 6 7 8 >> >>

*mf*

**B** 10 11 12

R R R L R L etc... R L R R R

**C** 14 15 16 17 18 19 20

*ff*

R L R R L R L R L R L R L



Cymbal Line



# KICK IT!

Randall D. Standridge  
(ASCAP)

1 Crash **f** 2 3 4 **A** Hi-Hat Effect **mf** 6 Hi-Hat Slide

7 8 **B** 10 11 12

**C** 14 15 16 17 **ff**

18 19 20 **D** 22 **mp**

23 24 **E** 26 27 **ff**

28 **F** 30 31 32 **p** **ff** (Choke)

The musical notation for the cymbal line is written on a single staff in 4/4 time. It features various cymbal techniques: Crash (measures 1, 2, 3, 4, 7, 8, 11, 12, 14, 15, 16, 17, 18, 19, 20, 22, 23, 24, 26, 27, 28, 29, 30, 31, 32), Hi-Hat Effect (measures 5-6), Hi-Hat Slide (measures 6, 11), and Choke (measures 32-33). Dynamics range from piano (p) to fortissimo (ff). The piece is divided into six sections labeled A through F. Section A (measures 5-6) is marked 'mf' and includes 'Hi-Hat Effect' and 'Hi-Hat Slide'. Section B (measures 8-10) is marked 'ff'. Section C (measures 14-17) is marked 'ff'. Section D (measures 22-24) is marked 'mp'. Section E (measures 26-27) is marked 'ff'. Section F (measures 28-32) starts with 'p' and ends with 'ff' and '(Choke)'. The notation uses 'x' for cymbal hits, 'x-' for slides, and 'x.' for choked cymbals. Bar lines are present at the end of every measure.

# KICK IT!

The musical score is written for two accessories: Cowbell and Shaker. It is in 4/4 time and consists of 24 measures. The score is divided into four sections: A, B, C, and D. Section A (measures 1-8) features Cowbell in measures 1-4 and Shaker in measures 5-8. Section B (measures 9-11) is entirely Shaker. Section C (measures 12-16) features Shaker in measures 12-13 and Cowbell in measures 14-16. Section D (measures 17-24) features Cowbell in measures 17-20 and Shaker in measures 21-24. Dynamics include *f*, *ff*, *mp*, *p*, and *ff*. The score includes various rhythmic notations such as eighth notes, quarter notes, and rests, with accents and dynamic markings.

# Kick It! - Accessories

**E**

Website  YouTube   
2  

27 28

*ff*

**F**

30 31 32

*p* *ff*



# KICK IT!

Vocals

Randall D. Standridge  
(ASCAP)

1 3 4

**A** 4 **B** 4

*ff* Go!

**C** 14 15 16

*ff* Kick It! Kick It! Kick It! Whoah... Yeah!

17 18 19 20

**D** Kick It! **E** Kick It! **F** Kick It! M! J! H! S!

22 32

*ff* Kick It!

Detailed description: This is a musical score for the song 'Kick It!' in 4/4 time. It consists of four staves of music. The first staff (measures 1-4) starts with a treble clef and a 4/4 time signature. It features a triplet of eighth notes (measures 1-3) and a quarter note (measure 4). Section A (measures 5-8) has a quarter note (5), a quarter rest (6), a quarter note (7), and a quarter note (8). Section B (measures 9-12) has a quarter note (9), a quarter rest (10), a quarter note (11), and a quarter note (12). The second staff (measures 13-16) starts with a quarter rest (13), followed by eighth notes (14), eighth notes (15), eighth notes (16), and a quarter note (16). The third staff (measures 17-20) starts with a quarter rest (17), followed by eighth notes (18), eighth notes (19), eighth notes (20), and quarter notes (20). The fourth staff (measures 21-32) starts with a quarter rest (21), followed by eighth notes (22), eighth notes (23), eighth notes (24), eighth notes (25), eighth notes (26), eighth notes (27), eighth notes (28), eighth notes (29), eighth notes (30), eighth notes (31), eighth notes (32), and quarter notes (32). The score includes dynamic markings like *ff* and various articulations like accents and slurs. Lyrics are placed below the notes.