

# Jukka Viitasaari

*"Shut off the computer games, finish your homework and go to bed."*

# Huh!

for flexible instrument chamber ensemble

## INSTRUMENTATION\*

Parts 1/1a: Flute, Oboe, Clarinet or Violin 1

Parts 2/2a: Clarinet, Alto Saxophone, or Violin 2

Parts 3/3a: Clarinet, Alto or Tenor Saxophone, French Horn, or Viola

Parts 4/4a: Bassoon, Bass Clarinet, Baritone Saxophone, Trombone or Euphonium or Cello

Parts 5/5a: Bassoon, Baritone Saxophone, Bass Trombone, Tuba or Contrabass

Suggested optional Percussion:

6: Timpani

7: Bongos (opt. Congas)

8: Triangle, Cowbell (opt. Claves) & Tambourine

9: Cymbal(s), Snare Drum, Bass Drum (opt. Drum Set)

10: Glockenspiel

11: Piano (Condensed Score)

\*Any or all of the instruments may be used for the parts as indicated above (some parts involve slight adjustments suitable for each instrument).  
Parts 1a, 2a, 3a, 4a and 5a are intended for beginners with even less experience. This piece also can be performed with any combination of regular and beginner parts.

Duration: Approximately 1'40"

Huh! is the first piece in Jukka Viitasaari's series of compositions written for elementary level.  
The title is about what the typical adolescent might say in response to being asked to do something - like  
"Shut off the computer games, finish your homework, and go to bed."  
"Huh!"

– prof. (ret.) Paul Niemisto, St. Olaf College

U.S. premiere: 17/2/2000, Minnesota Music Educators Midwinter Clinic  
by St. Olaf College's Norseman Band conducted by Paul Niemisto

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# Full Score

# Huh!

Duration 1'40''

-for flexible chamber ensemble-

Jukka Viitasaari

With energy ♩ = 132

1 2 3 4 5 6 7 loco 8 9 10

1 *mf* opt. 8va Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Shout: Huh!

1a *mf* Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Shout: Huh!

2 *mf* Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Shout: Huh!

2a *mf* Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Shout: Huh!

3 *mf* Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Shout: Huh!

3a *mf* Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Shout: Huh!

4 *mf* Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Shout: Huh!

4a *mf* Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Shout: Huh!

5 *mf* Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Shout: Huh!

5a *mf* Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Shout: Huh!

Timpani *mf* F, Bb w/hard mallets damp l.v. damp Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Shout: Huh!

Bongos *mf* Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Shout: Huh!

Cowbell, Tambourine *mf* Cowbell Tambourine Snare Drum Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Shout: Huh!

Cymbal(s) *mf* Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Shout: Huh!

Snare Drum *mf* Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Shout: Huh!

Bass Drum (opt. Drum Set) *mf* Bass Drum Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Shout: Huh!

Glockenspiel *mf* Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Shout: Huh!

Piano *mf* 1&2 (8vb) 3 4&5 Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Stomp! Shout: Huh!

opt. 8va 1&2 3 2 + 3 (8vb) 4&5

Huh!

11 12 13 14 15 16 17 18 19 20 21 22 Huh!

1 Huh!

1a Huh!

2 Huh!

2a Huh!

3 Huh!

3a Huh!

4 Huh!

4a Huh!

5 Huh!

5a Huh!

Timp. damp Huh!

Bongos Huh!

Cowbell, Tamb. Tri. Huh!

Cym. Drs Huh!

Glock. Huh!

Pno. 1&2 2+3 (8vb) Shout: Huh! 4&5 1&2 (8vb) 3 4&5 Huh!

*p* *mf*

23

opt. 8 va

24

25

26

27

28

29

30

The musical score consists of 12 staves. The top five staves (1-5) are for various drum parts. The next five staves (6-10) are for Bongos, Cowbell/Tambourine, Cymbals/Drums, and Glockenspiel. The bottom staff (11) is for Piano. The score includes various rhythmic patterns, rests, and dynamic markings like 'Huh!' and 'damp'. There are also some performance instructions like '1, 2 & 3' and '4 & 5'.

Huh!

31 *loco* 32 33 34 35 36

1 *p*

1a *p*

2 *p*

2a *p*

3 *p*

3a *p*

4 *p*

4a *p*

5 *p*

5a *p*

Timp. *lv*

Bongos *p* *mf*

Cowbell, Tamb. *p* *mf*

Cym. Drs. *p* *mf*

Glock. *p*

Pno. *p* 1&2 (8vb) 3&4 5 3 4&5

37 *opt. 8va* 38 Stomp! 39 40 Stomp! 41 42 43 *loco* 44 45 46

1 *f* *mf*

1a *f* *mf*

2 *f* *mf*

2a *f* *mf*

3 *f* *mf*

3a *f* *mf*

4 *f* *mf*

4a *f* *mf*

5 *f* *mf*

5a *f* *mf*

Timp. *f* *mf* damp *l.v.* damp

Bongos *f* *mf* Tri.

Cowbell, Tamb. *f* *mf*

Cym. Drs *f* *mf*

Glock. *f* *mf*

Pno. *f* *mf* *opt. 8va* *mf* *1&2* *1* *4&5* *4&5 (+8vb)*

47

48

49

50

51

52

53

opt. 8va

54

Huh!

The musical score is arranged in a grand staff format with the following parts and markings:

- 1:** Snare Drum (1st staff), dynamics: *p*, *f*, articulation: *v*
- 1a:** Snare Drum (2nd staff), dynamics: *p*, *f*, articulation: *v*
- 2:** Snare Drum (3rd staff), dynamics: *p*, *f*, articulation: *v*
- 2a:** Snare Drum (4th staff), dynamics: *p*, *f*, articulation: *v*
- 3:** Snare Drum (5th staff), dynamics: *p*, *f*, articulation: *v*
- 3a:** Snare Drum (6th staff), dynamics: *p*, *f*, articulation: *v*
- 4:** Bass Drum (7th staff), dynamics: *p*, *f*, articulation: *v*
- 4a:** Bass Drum (8th staff), dynamics: *p*, *f*, articulation: *v*
- 5:** Bass Drum (9th staff), dynamics: *p*, *f*, articulation: *v*
- 5a:** Bass Drum (10th staff), dynamics: *p*, *f*, articulation: *v*
- Timp.:** Timpani (11th staff), dynamics: *p*, *f*, articulation: *lv.*, *damp*, *v*
- Bongos:** Bongos (12th staff), dynamics: *p*, *f*, articulation: *v*
- Cowbell, Tamb.:** Cowbell/Tambourine (13th staff), dynamics: *p*, *mf*, *f*, articulation: *v*
- Cym. Drs:** Cymbal Drums (14th staff), dynamics: *p*, *f*, articulation: *Cym.*, *v*
- Glock.:** Glockenspiel (15th staff), dynamics: *p*, *f*, articulation: *v*
- Pno.:** Piano (16th staff), dynamics: *p*, *f*, articulation: *v*, fingerings: 1&2 (8vb), 3&4, 5, 3, 4, 5, 4&5