

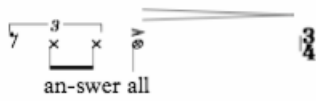
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Taxidermic Peter
(2014, rev. 2016 / 2021)

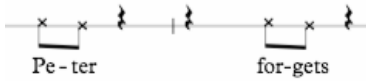
commissioned by
the Tapiola Chamber Choir

Performance instructions:

Everybody needs a music stand and a chair(s) where to put objects.



0-line staff & cross-headed notes: whispered. Whispered sounds always as loud as possible even if not indicated, exaggerate consonant noises and their friction.



1-line staff: half-whispered, ie. app. ¼ voiced. Prosody is indicated approximately. the line indicates normal speaking register of voice).



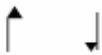
3-line staff & cross headed notes: spoken. Registers should always be audible and exaggerated: the upper line = very high voice, the middle line = normal speaking voice, the lower line = very low voice.



3-line staff & normal note heads: speech-sung. Registers should always be audible and exaggerated: the upper line = very high voice, the middle line = normal speaking voice, the lower line = very low voice.

PLEASE NOTE!

Sometimes types of staves are changing rapidly, so please be sure what kind of technic to apply.



as high as possible / as low as possible.



for male voices: falsetto.



creaking: quiet creaking from vocal cords, as low sound as it is naturally possible (very relaxed). Vowel colours are determined with the text.

Dynamic markings in quotation marks indicate relative dynamics, not the actual ones.

Singers should play some objects when singing. The number of objects to be used is some times indicated in the score, but exact number depends on quality of available objects. This can be decided by the conductor.

There is one solo object player (on the bottom of the score), who may be anyone from the choir or even change during the piece.

LIST OF THE OBJECTS TO BE PLAYED BY THE SINGERS

SOPRANOS:

- wheezing dog/baby toys, different kinds of
- big scissors / light pruning shears with relatively loud cutting sound
- big metal salad spoons or similar (2) to be played like claves
- carnaval/the first of May whistles (plastic ones with rolled paper which straightens when blown)
- sheets of paper (different kind qualities ad lib)
- low pitched ceramic rooster whistles (other animals also acceptable), different sizes

ALTOS:

- wheezing dog/baby toys, different kinds of
- big scissors / light pruning shears with relatively loud cutting sound
- big metal salad spoons or similar (2) to be played like claves
- thin pieces of glass (f. ex. a thin wine glasses of a poor quality) to be smashed into a metal bucket
 - a relatively big rock could be positioned inside and on the bottom of the bucket in order to ease the breaking of glasses
 - for safety reasons smashing could be done inside a transparent thin plastic garment bag
- a bucket, which gives resonance (metal one, a plastic one does not work properly)
- sheets of paper (different kind qualities ad lib)
- high pitched ceramic rooster (or other animal) whistles

TENORS:

- wheezing dog/baby toys, different kinds of
- sheets of paper (different kind qualities ad lib)
- wooden chopping board to be played with the a big wooden spoon
- a big wooden spoon
- big scissors / light pruning shears with relatively loud cutting sound
- a long thin metal rod (to "sharpen" secateurs)
 - the surface of the rod must be a bit coarse or rusty in order to give some friction
 - preferred materials: forged iron, non-galvanized iron (f. ex. a long slightly coarse (IKEA) thin salad spoon)
 - if a real old fashioned metal stick used to sharpen knives exists that's preferable
- heavy metal chains (2-3) & the same number of baking trays
- low pitched ceramic rooster ((preferably roosters, but other animals also acceptable) whistles, different sizes

BASSES:

- wheezing dog/baby toys, different kinds of
- sheets of paper (different kind qualities ad lib)
- big scissors / light pruning shears with relatively loud cutting sound
- wooden chopping board to be played with the a big wooden spoon
- a big wooden spoon
- referee's whistles (different kinds of for bass 1 and bass 2)

SOLO OBJECT PLAYER:

- 1 start pistol/ toy gun with percussion cap (must work reliably)
- a tree stump/a big log with an axe (bigger the better) as if chopping wood
- electric chainsaw/ big electric drilling machine

NOTES:

- Select scissors where cutting noise is clearly audible (enough friction between blades) and avoid ones with a plastic "stopper" producing a clicking sound when cut (sound should be produced primarily by the blades).
- Please check that the "release" period of the motor of the electric drilling machine is long enough, so that the sound does not die out too soon after releasing the trigger)
- The exact amount of objects being used at the same time must be decided according to the qualities of the objects.
- Everybody needs a music stand in order to play objects by hands and a chair for the objects.

PLAYING OF THE OBJECTS:

Scissors: play with the both hands in order to produce precise rhythms. Cutting action (open/close) indicated by arrows (downwards: close, upwards: open).

8

S.1 *p*
 one grow up and the way and the way

S.2 *p*
 one grow up and the way and the way and the

A.1
 They soon know that they will grow up

Obj. (A1) wheezing baby / dog toys

A.2
 They soon know that they will grow up

Obj. (A2) wheezing baby / dog toys

T.1
 and the way Wen - dy knew was

Obj. (T1) paper sheet

T.2 *p*
 and the way and the way

Obj. (T2) paper sheet

B.1

Obj. (B1) paper sheet

B.2 *p*
 and the way and the way and the

Obj. (B2) paper sheet

11 *accel.* *p* *frightened inhale* ♩=108 *mechanically, like a robot telling a tale*

S.1 and the way and the way

Obj. (S1) scissors

S.2 way and the way and the... *p* *frightened inhale* *ppp*

A.1 day

A.2

T.1 this: day

Obj. (T1) tear the sheet partly, sharply and shortly

T.2 and the way and the way tear the sheet partly, sharply and shortly

Obj. (T2) tear the sheet partly, sharply and shortly

B.1 like an incantation, exageerate consonants

Obj. (B1) tear the sheet partly, sharply and shortly one day wa-s when she. day

B.2 way and the way and the... one day wa-s when she. day

Obj. (B2) *accel.* tear the sheet partly, sharply and shortly

15

Obj. (S1) *sim.*

A.1 *ppp* an

T.1 *ppp* an-oth-er

Obj. (T1) tearing continues (the same sheet)

Obj. (T2) tearing continues (the same sheet)

B.1 ye-ars wa-s two she she ye-ars old two an-oth-er she plu-ck-ed old and an

Obj. (B1) tearing continues (the same sheet)

B.2 ye-ars wa-s two she she ye-ars old two an-oth-er she plu-ck-ed old and an

Obj. (B2) tearing continues (the same sheet)

20

Obj. (S1)

A.1
oth-er

Obj. (A1)

Obj. (A2)

T.1
moth-er

Obj. (T1)

Obj. (T2)

B.1
oth-er flow-er plu-ck-ed with and ran flow-er to with it ran moth-er to her it darl-ing

Obj. (B1)

B.2
oth-er flow-er plu-ck-ed with and ran flow-er to with it ran moth-er to her it darl-ing

Obj. (B2)



25

Obj. (S1)

A.1
moth-er

T.1

Obj. (T1)

Obj. (T2)

B.1
moth-er [mis' e-ss] her her darl-ing put [mis' e-ss] to her hand put hear-t to her

Obj. (B1)

B.2
moth-er [mis' e-ss] her her darl-ing put [mis' e-ss] to her hand put hear-t to her

Obj. (B2)

30

S.1+2 *frightened inhale* *f* C-C-C-C-C

Obj. (S1)

A.1 *ppp* 3 cri

T.1 *ppp* 3 cri ed

Obj. (T1)

Obj. (T2)

B.1 *falsetto* 3 *ord.* *falsetto* 3
_ hand cri-ed hear - t and her why cri-ed oh and you why ca

Obj. (B1)

B.2 *falsetto* 3 *ord.* *falsetto* 3
_ hand cri-ed hear - t and her why cri-ed oh and you why ca

Obj. (B2)

35

S.1+2 *p* *frightened inhale* *f* C-C-C-C-C

A.1 *ppp* ed for

A.2 *ppp* for

T.1 *ppp* for

Obj. (T1)

T.2 *ppp* for

Obj. (T2)

B.1 n't oh like you re-main ca-n't for. like this re-main for

Obj. (B1)

B.2 n't oh like you re-main ca-n't for. like this re-main for

Obj. (B2)

rit. *p* *frightened inhale* ♩=84 like an alternating word game articulating very clearly, *tutti mp pp mp*

S.1 bath-room slight-est mush-room

S.2 m mush-room

A.1 *p* *frightened inhale* ev-er

A.2 *p* *frightened inhale* ev-er

T.1 *p* *frightened inhale* ev-er de-light-ful

Obj. (T1) *p* tear the sheet into two halves (the "dynamics" depends on how much paper you have left)

T.2 *p* *frightened inhale* ev-er de-light-ful

Obj. (T2) *p* tear the sheet into two halves (the "dynamics" depends on how much paper you have left)

B.1 *p* *frightened inhale* *pp* ev-er m mis-chief ap-pear

Obj. (B1) *p* tear the sheet into two halves (the "dynamics" depends on how much paper you have left)

B.2 *p* *frightened inhale* *mp pp mp* ev-er pound tin-kle cheque-book mis-chief ap-pear

Obj. (B2) *p* tear the sheet into two halves (the "dynamics" depends on how much paper you have left)

45

S.1 *mp pp mp* love-liest *solo p* gloo-m *tutti p* Eng-land mer-maid

S.2 *mp pp mp* love-liest *p* Eng-land mer-maid

A.1 *pp mp* leaf

Obj. (A1) wheezing baby / dog toys *f* leaf

A.2 *pp mp* leaf

Obj. (A2) wheezing baby / dog toys *f* leaf

T.1 *falsetto solo p < mf* chief *tutti "f"* sleuth-hound

T.2 *f* sleuth-hound *p*

B.1 *<mp pp* roof Cin-der-el-la great-est

Obj. (B1) wheezing baby / dog toys *f* roof Cin-der-el-la great-est

B.2 *<mp pp* roof Cin-der-el-la great-est

Obj. (B2) wheezing baby / dog toys *f* roof Cin-der-el-la great-est

50

S.1 *solo pp < mp* ei - ght *squeak pp < mp* eat *accel. tutti p* tea

Obj. (S1) 1 wheezing baby / dog toy (1), extraordinary sound *f* ei - ght 1 wheezing baby / dog toy (2), extraordinary sound *f* eat *pp* tea

S.2 *pp* m

A.1 *p < mp* piece *p < mp* food *pp* m

A.2 *p < mp* piece *p < mp* food *pp* m

T.1 *solo* o-ver-head *tutti pp* m

T.2 *pp* m

B.1 *pp 3* treas-ure harp-si-chord *p* meal

B.2 *pp 3* treas-ure harp-si-chord *p* meal

♩=112 truculently,
unexpectedly but lightly

55

S.1 pleas-ant per - sist-ance in-scru-ta

S.2 m - - make-be - lie - ve per - sist-ance in-scru-ta

A.1 m - - make-be - lie - ve per - sist-ance ca-tas-trophe in-dom-i-ta-ble

A.2 m - - make-be - lie - ve per - sist-ance ca-tas-trophe in-dom-i-ta-ble

T.1 m - - - make-be - lie - ve in-dom-i-ta-ble

T.2 m - - - make-be - lie - ve per - sist-ance ca-tas-trophe in-scru-ta

B.1 heav-y make-be - lie - ve per - sist-ance ca-tas-trophe

B.2 heav-y make-be - lie - ve ca-tas-trophe



61

S.1 ble half-pen-ny-worth pan-de-mo-ni-um

S.2 ble af-firm-a-tive un-gram-mat-i-cal fruit-blos-som

A.1 af-firm-a-tive half-pen-ny-worth fruit-blos-som

A.2 lat-in-eng-lish pan-de-mo-ni-um

T.1 lat-in-eng-lish fruit-blos-som

T.2 ble half-pen-ny-worth pan-de-mo-ni-um

B.1 lat-in-eng-lish un-gram-mat-i-cal

B.2 af-firm-a-tive un-gram-mat-i-cal

66

mf *f* *f*

S.1 ci-gar hold - er sto - ry tell-er

S.2 bac-cha-na-li-an kin-der-gar-ten bread-win-ner

A.1 bac-cha-na-li-an *f* bread-win-ner

A.2 kin-der-gar-ten *f* quar

T.1 ci-gar hold - er *f* quar

T.2 ci-gar hold - er sto - ry tell-er *f*

B.1 bac-cha-na-li-an *mf* sto - ry tell-er *f*

B.2 kin-der-gar-ten *f* bread-win-ner

71

accel. *p* *f* $\text{♩} = 132$ agitato

S.1 cir-cum-stan-ces cau-li-flow-ers

S.2 cir-cum-stan-ces cau-li-flow-ers un-hap-pi-ness

A.1 tid-dly-win ks puss-in-boots

A.2 ter-mas-ter re-crim-i-na - - tions in

T.1 ter-mas-ter re-crim-i-na - - tions in

T.2 re-crim-i-na tions puss-in-boots

B.1 cir-cum-stan-ces cau-li-flow-ers un-hap-pi-ness

B.2 tid-dly-win ks n

75 half-whispered

S.1 *f* im-per-ti-nent

S.2 *p* treach³-er-ous

A.1 half-whispered *f* per-ti - nac³-i - ty

A.2 *f* half-whispered *f* dus-tri - ous un-sat-is-fac-to-ry

T.1 *f* half-whispered ord. *f* dus-tri - ous un-sat-is-fac-to-ry

T.2 *p* treach-er-ous

B.1 half-whispered *f* im-per-ti-nent *f* per-ti - nac³-i - ty

B.2



♩=66 *p* spoken childishly

78 *p* childishly *pp*

S.1 /ð/ /ð/ /ð/ /ð/ /ð/ /ð/ /ð/ sh t-t-t-t-t-t-t sh

S.2 /ð/ /ð/ /ð/ /ð/ /ð/ /ð/ sh t-t-t-t-t-t-t sh

A.1 *p* some-thing to be to me she

A.2 *p* some-thing to be to me she

T.1 *mf* but

T.2 *mf* but

B.1 *p* there is she wants it is not

B.2 *p* there is she wants it is not

82 *p* *accel.* *p* *whining like a dog* *p* *p* *gently sighing* *p* *scissors*

S.1 *t-t-t-t-t* *m* *m* *m* *dear*

Obj. (S1) *scissors*

S.2 *t-t-t-t-t* *s* *f* *gently sighing* *p* *dear..*

Obj. (S2) *scissors*

A.1 *p tensely, stiffly* *says* *migh-t*

A.2 *p tensely, stiffly* *says* *migh-t*

T.1 *briskly, exaggeratedly* *f* *my moth-er* *grea-t!* *right!*

Obj. (T1) *wheezing dog/baby toys*

T.2 *f* *my moth-er* *grea-t!* *right!*

Obj. (T2) *wheezing dog/baby toys*

B.1 *mf* *p* *my moth-er* *groun-d* *goo-d* *scissors*

Obj. (B1) *scissors*

B.2 *mf* *p* *my moth-er* *groun-d* *goo-d* *scissors*

Obj. (B2) *scissors*

94

frightened p stiffly
 S.1 Tink! loo-k! *(whispered)* Mich-ael *f* Hook! Pe-ter *frightened*

frightened p stiffly
 S.2 Tink! loo-k! *(whispered)* Mich-ael *f* Hook! Pe-ter *frightened*

tensely, stiffly p
 A.1 heard han-d will *solo, relieved p* darl- ing... *subito commanding p* John! said! and! *mf*

Obj. (A1) *p* *scissors* ↓ ↑ ↓ ↓ ↓ ↑

p tensely, stiffly
 A.2 heard han-d will *subito commanding p* John! said! and! *mf*

Obj. (A2) *p* *scissors* ↓ ↑ ↓ ↓ ↓ ↑

briskly, exaggeratedly
 T.1 nigh-t! *whispered* Mich-ael *frightened* Wen-dy

Obj. (T1) *p*

briskly, exaggeratedly
 T.2 nigh-t! *whispered* Mich-ael *frightened* Wen-dy

Obj. (T2) *p*

mf *mf* *f subito stiffly, tensely*
 B.1 Smee roun-d still *frightened* Wen-dy

mf *mf* *f subito stiffly, tensely*
 B.2 Smee roun-d still *frightened* Wen-dy

rhythmically, playfully
but seriously and rigorously
exaggerating articulations

101 Presto ♩ = 96-104

A.1 *pp* won warm warn wind vain went want went want *f* Wen-dy!

Obj. (A1) *pp* *f*

A.2 *pp* won warm warn wind vain went want went want *f* Wen-dy!

Obj. (A2) *pp* *f*

T.1 *pp* whim worn whim warm warn wind vain when when Wen-dy!

Obj. (T1) *pp* *f* wooden chopping board with a big wooden spoon

T.2 *pp* whim worn whim warm warn wind vain when when Wen-dy!

Obj. (T2) *pp* *f* wooden chopping board with a big wooden spoon

B.1 *f* Wen-dy!

Obj. (B1) *f* wooden chopping board with a big wooden spoon

B.2 *f* Wen-dy! *pp* oo...

Obj. (B2) *f* *pp* wooden chopping board with a big wooden spoon



105 solo *mf*

S.1 *mf* ti-dy *mf* la dy bod-y un-der la dy wind-y un-der dad-dy

S.2 *mf* bod-y ti-dy la dy bod-y un-der la dy wind-y un-der

(only one pair of scissors, but fast tempo is easier to play with the both hands)

Obj. (A1) *p*

Obj. (A2) *p*

B.1 *pp* too

B.2 oo...

107

S.1 *tutti f*
wind-y read-y dad-dy root

S.2 *tutti f*
dad-dy wind-y read-y root

Obj. (A1) *f*

A.2 *f*
Wen-dy!

Obj. (A2) *f*

T.1 *f* *solo mp*
Wen-dy! cloud-y cus-to-dy un-stead-y

T.2 *f* *solo mp*
Wen-dy! sted-y gree-dy al-read-y

B.1 *pp*

Obj. (B1) *f* *pp*
tool

B.2 *f*
cool

Obj. (B2) *f*

110

S.1 *f* *p*
Hook! with-drawn

S.2 *f* *p*
Hook! with-drawn

A.1 *f* *pp*
Hook! with-drawn
Wen-dy! vi-o-lence wash-stand vol-un-teer

Obj. (A1) *f* *pp*

A.2 *f* *pp*
Wen-dy! vi-o-lence wash-stand vol-un-teer

Obj. (A2) *f* *pp*

T.1 *tutti f* *pp*
no-bod-y Wen-dy! vir-u-lent won-der-ful

Obj. (T1) *tutti f* *pp*

T.2 *tutti f* *pp*
some-bod-y Wen-dy! vir-u-lent won-der-ful

Obj. (T2) *tutti f* *pp*

B.1 *pp* *gliss.*
loose

B.2 *pp*
tooth

114 *f tutti* *f* *p* *sim.*

S.1 shook! blood! peep peep peep peep

S.2 shook! blood!

A.1 *f* *p solo like one word* *tutti sub f*
Wen-dy! what-are-you-quack-ing about? bee - f

A.2 *f* *sub f*
Wen-dy! bee - f

T.1 *f* *falsetto sub f*
Wen-dy! blood! bee - f

Obj. (T1)

T.2 *f* *falsetto sub f*
Wen-dy! blood! bee - f

Obj. (T2)

B.1 *f* *pp*
cuck-oo. school

Obj. (B1)

B.2 *f* *pp*
cuck-oo. choose

Obj. (B2)

119 *gliss.* *sim.* *f*

S.1 *gliss.* *sim.* *f*
bees beesbees bees bees bees bees bees bees beebees

Obj. (S1) big metal salad spoons or similar (play like claves)

Obj. (S2) big metal salad spoons or similar (play like claves)

A.1 *gliss.* *sim.* *f*
bees beesbees bees bees bees bees bees bees beebees

Obj. (A1) big metal salad spoons or similar (play like claves)

A.2 *f* *sim.*
beast beast

Obj. (A2) big metal salad spoons or similar (play like claves)

T.1 *p falsetto* *sim.* *gliss.*
beat beat beat beat beat beat

B.1 *f* *sim.*
man - hood_ beast beast

B.2 *f* *sim.*
la-noon bed - room beast beast

122 *f* *p* *gliss.* *mp* *p* *gliss.* *mp* *p* *gliss.* *mp*

S.1 *f* Pe-ter! but-ter but-er bit-ter bit-er mut-ter mut-ter

Obj. (S1)

S.2 *f* Pe-ter! *p* win-ter *p* win-ter *gliss.* soft-er *p* soft-er *gliss.* fast-er *p* fast-er

Obj. (S2)

A.1 *f* Pe-ter! *p* win-ter *p* win-ter *gliss.* soft-er *p* soft-er *gliss.* fast-er *p* fast-er

Obj. (A1)

A.2 *f* Pe-ter! *mf* scat-ter tight-er chat-ter

Obj. (A2)

T.1 *mf* scat-ter tight-er chat-ter

B.1 *f* foot-ball! *p* sweet-er short-er bright-er

B.2 *f* foot-ball! *p* sweet-er short-er bright-er

125 *rit.* *sub.f* *f* *c. 52* *♩ = ♩*

S.1 *sub.f* sin-is-ter Pe-ter

S.2 *mp* *p* *mp* *p* *mf* *sub.f* mas-ter mas-ter faint-er sin-is-ter Pe-ter

A.1 *mp* *p* *mp* *p* *mf* *sub.f* mas-ter mas-ter faint-er sin-is-ter

A.2 *sub.f* sin-is-ter

T.1 *mf* good-night *f* doo-dle-doo!

T.2 *mf* good-night *f* doo-dle-doo!

B.1 *p* moon- *f* light

B.2 *p* moon- *f* light

128 *f* = c. 104 explosive articulation

S.1 *f* *p* *f* *p*
 pes - ti-lent p p p p p p p pet - u - lant - ly p p p p p p

S.2 *p* *f* *p* *f* *p*
 p p p p p p pet - tish - ly p p p p p p p per - sist - ence p p p

A.1 *p* *f* *p* *f*
 p p p p p p p per - fect - ly p p p p p p p per - am - bu - la - tors

A.2 *p* *f* *p* *f* *p*
 p p p p p p pet - tish - ly p p p p p p p per - sist - ence p p p

T.1 *p* *f* *p* *f* *p*
 p p p per - ma - nent p p p p p per - turb - ed p p p p

T.2 *p* *f* *p* *f*
 p p p p p p p per - fect - ly p p p p p p p per - am - bu - la - tors

B.1 *f*
 per - ma - nent per - fect - ly per - turb - ed per - am - bu - la - tors

B.2 *f*
 pes - ti - lent pet - tish - ly pet - u - lant - ly per - sist - ence

130 *f*

S.1 *p* per-ti-nac-i-ty *b-b-b-b - b - b - b-b but!b - b - b - b-b-b-b*

S.2 *pp p pppp* pe-cu-li-ar-i-ties *b-b-b-b - b - b - b-b but!b - b - b - b-b-b-b*

A.1 *pp p ppp pp* per-son-i-fi-ca-tion *gliss.* *but!b - b - b - b-b-b-b*

A.2 *pp p pppp* pe-cu-li-ar-i-ties *b-b-b-b - b - b - b-b but!b - b - b - b-b-b-b*

T.1 *ppp p* per-spi-ra - tion *b-b-b-b - b - b - b-b but!b - b - b - b-b-b-b*

T.2 *pp p ppp pp* per-son-i-fi-ca-tion *gliss.* *but!b - b - b - b-b-b-b*

B.1 per-spi-ra - tion per-son-i-fi-ca-tion *rak-ishlook-ing* *fin-ger whoop-ing*

B.2 per-ti-nac-i-ty pe-cu-li-ar-i-ties *rak-ishlook-ing* *fin-ger whoop-ing*

♩ = c. 96

laconically,
beautifully,
lightly flyinglet overall dynamics grow naturally via local peaks
towards bar 168, but not too soon

143

S.1 — must try I would

S.2 — must try I would

A.1 — must try for she thought he was kill-ed

A.2 — must try for she thought he was

T.1 when chil-dren died he went part of the way with them kill

T.2 when chil-dren died he went part of the way with them kill

B.1 when chil-dren died well, go- down

B.2 — must try chil dren died well, go- down

149

S.1 kill him while he was sleep-ing once a - n ush-er

S.2 kill him while he was sleep-ing once a - n ush er

A.1 do you kill man- y? and

A.2 do you kill man- y? and

T.1 kill kill kill I cut off a bit of hi - m! kill

T.2 kill kill kill I cut hi - m! kill

B.1 and kill him ac-cord - - ing as they get kill-ed and

B.2 and kill him ac-cord - - ing as they get kill-ed and

solo joyfully

tutti

155

S.1 in a pub-lic school and still dain-ty in his ways of kill - ing

S.2 in a pub-lic school and still dain-ty in his ways of kill - ing

A.1 so on and still dain-ty kill and

A.2 so on and still dain-ty kill and

T.1 let us now kill a pi-rate

T.2 let us now kill a pi-rate

B.1 so on and their

B.2 so on and their

160

S.1 and his cut lass was John-y Cork - screw cut

S.2 and his cut lass was John-y Cork - screw cut

A.1 his cut-lass was john-y Cork - screw cut

A.2 his cut-lass cut

T.1 cut it was his spec - ta-cles he wiped in

T.2 cut it was his spec - ta-cles he wiped in

B.1 nak-ed bod - ies gleam with paint and oil he cut off my arm

B.2 nak-ed bod - ies gleam with paint and oil he cut off my arm

165

S.1 Pe - - - ter wants you to shoot the wendy

S.2 Pe - - - ter wants you to shoot the wendy

A.1 and we have killed her and you__ have

A.2 and we have killed her and you__ have

T.1 ³stead of his weap-on we__ kill when la -

T.2 ³stead of his weap-on we__ kill when la -

B.1 they will die kill

B.2 they will die kill

allargando.

170

S.1 *f* that is what one does with la - die - s m *p* -84

S.2 *f* that is what one does with la - die - s m *p*

A.1 killed her what one does with la - die - s and their *mf* ecstatic

A.2 killed her what one does with la - die - s and their *mf* ecstatic

T.1 *p* dies used to come to me__ *f* in drea - m-s she must *mf* aggressively spitting ³d-d-d-d

T.2 *p* dies used to come to me__ *f* in drea - m-s she must *mf* aggressively spitting ³d-d-d-d

B.1 kill come she will die. A grown-up *mf*

B.2 kill come she will die. A grown-up *mf*

low d may be sung an octave higher

177

very aggressively, spitting

S.1
k-k-k-k-k-k-k-k-k - kill k-k k-k-k-k-k

Obj. (S1) *big metal salad spoons or similar (play like claves)*

S.2
k-k-k-k-k-k-k-k-k - kill k-k k-k-k-k-k

Obj. (S2) *big metal salad spoons or similar (play like claves)*

A.1
p mf p
bod-ie - s glis-te - n n - - -

A.2
p
bod-ies glis-te - n n - - -

T.1
p
die as a chief daugh -

T.2
p *very aggressively, spitting*
die as a chief k-k-k-k-k-k-k-k-k - kill k-k k-k-k-k-k

Obj. (T2) *wooden chopping board with a big wooden spoon*

B.1
p
dies and Pe-ter was kill-ing them off vin

Obj. (B1) *wooden chopping board with a big wooden spoon*

B.2
p
dies and Pe-ter was kill-ing them off vin

Obj. (B2) *wooden chopping board with a big wooden spoon*

182 rit.

S.1
 k-k - k-k-k-k-k-k k-k-k k-k k-k-kill!

Obj. (S1)

S.2
 k-k - k-k-k-k-k-k k-k-k k-k k-k-kill!

Obj. (S2)

A.1
 n

A.2
 n

T.1
 ter

T.2
 k-k - k-k-k-k-k-k k-k-k k-k k-k-kill!

Obj. (T2)

B.1
 dic-tive - ly as fast a - s pos - si-ble

Obj. (B1)

B.2
 dic-tive - ly as fast a - s pos - si-ble

Obj. (B2)

♩=66 with stiff melancholy

186 *subito* *f* solo *aggressive articulation* *tutti* *p*

S.1 don't let Tink d-d-d-d die

Obj. (S1) *big scissors / scissors* *p* close ↓ open ↑

S.2 d-d-d-d-d die

Obj. (S2) *aggressive articulation* *big scissors / scissors* *p* close ↓ open ↑

A.1 *pp* mind slouch-ing play-ing

Obj. (A1) *big scissors / scissors* *p* close ↓ open ↑

A.2 *ppp* m

Obj. (A2) *big scissors / scissors* *p* close ↓ open ↑

T.1 *pp* his was in the

Obj. (T1) *big scissors / scissors* *p* close ↓ open ↑

Obj. (T2) *big scissors / scissors* *p* close ↓ open ↑

B.1 *aggressive articulation* *ppp* creaking

Obj. (B1) *big scissors / scissors* *p* close ↓ open ↑

B.2 *aggressive articulation* *ppp* diee...

Obj. (B2) *big scissors / scissors* *p* close ↓ open ↑

Solo. obj. *f* strike a tree stump with an axe as if chopping wood

192

S.1 *pp* *< mp* *pp* *mp* *rit.*
 and his shoes were right

Obj. (S1)

S.2 *pp* *< mp* *pp* *mp*
 and his shoes were right

Obj. (S2)

A.1 *pp* *< mp* *pp* *mp*
 fields long and his waist - coat was right

Obj. (A1)

A.2 *pp* *< mp* *pp* *mp*
 and his waist - coat was right

Obj. (A2)

T.1 *pp* *< mp*
 o-f a-go and his tie was

Obj. (T1)

T.2 *pp* *< mp*
 and his tie was

Obj. (T2) "sharpen" scissors / scissors with a long thin metal rod

B.1 *p* *mp*
 and his socks were

Obj. (B1) "sharpen" scissors / scissors with a long thin metal rod

meno mosso ♩=46
(like in slow motion)

♩ = ♩ = c 92

197 solo like a sigh in slow motionj

S. Solo

and he fell for-ward

S.1

right right

S.2

right right

A. Solo

like

A.1

right right right! I al-ways

A.2

right right right!

T. Solo

a cut

T.1

right right! he is not so big as the pi-rate I

T.2

right right!

Obj. (T2)

pp

B.1

right

Obj. (B1)

pp tutti - 1

B.2

flow-er

Obj. (B2)

1 referee's whistle
p p < mp

202

S. Solo *solo p joyfully*
how you killed him?

S.2
an-swer all three

Obj. (S2)

A.1
cut their hair my-self
tutti
an-swer all three

Obj. (A1)

A.2
solo *p*
an-swer all
gliss.
three

T.1
killed
tutti
an-swer all three

T.2
tutti
an-swer all three

Obj. (T2)

B.1
solo *p joyfully*
I for-get them aft - er I kill them
3
falsetto

Obj. (B1)

piu mosso
♩ = c. 108

wait until the electric
saw has quieten down
and toy cars
are audible

S.1

Obj. (S1) 2-3 carnival/first of May whistles
avoid synchronization with others
accelerando (hysteric) until the sign
ff

Obj. (S2) 2-3 carnival/first of May whistles
avoid synchronization with others
accelerando (hysteric) until the sign
ff

A.1 *f*
ques-tion - - - (n)-s

A.2 *f tutti*
ques-tion - - - (n)-s

T.1 *f*
ques-tion - - - (n)-s

T.2 *f tutti*
ques-tion - - - (n)-s

B.1 *tutti - 1 p* rolled r
th/r/ *ff*
accelerando until the sign

Obj. (B1) [1 referee's whistle]
ff *f rinf.* *sim.*
accelerando until the sign

B.2 *tutti - 1* rolled r
th/r/ *ff*
accelerando similarly until the sign

Obj. (B2) [1 referee's whistle]
f *rinf.* *ff* *sim.*
accelerando similarly until the sign

Solo. obj. electric chainsaw/
electric drilling
machine
ff

♩=84 *meno mosso*

S.1 *pp* an-swer all three ques-tions if pos-sible

S.2 *pp* an-swer all three ques-tions if pos-sible

A.1 *with militant aggression* right! *f* P

Obj. (A1) smash 2-3 pieces of glass into a bucket *f*

A.2 *with militant aggression* right! *f* *ppp* m

Obj. (A2) smash 2-3 pieces of glass into a bucket *f*

T.1 *with militant aggression* right! *f* like bellows, exaggerate "w"/"t"/"s" what was what

Obj. (T1) drop one heavy chain on a metal baking tray

T.2 *with militant aggression* right! *f* whispered like bellows, exaggerate "w"/"t"/"s" what was what

Obj. (T2) drop one heavy chain on a metal baking tray

B.1 *with militant aggression* right! *f* like bellows, exaggerate "w"/"t"/"s" what was what was

B.2 *with militant aggression* right! *f* like bellows, exaggerate "w"/"t"/"s" what was what was

220

S. Solo *mp* solo *mp*
a col-our

like bellows, exaggerate "w"/"t"/"s"

S.1 *p*
what was what was what was what was what was what was what was

S.2 *ppp*
m

Obj. (S2) *pp*
2 sheets of paper rub them circularly against each other, only noise avoid flapping sound

A. Solo *mp* solo *mp*
what was...

like bellows, exaggerate "w"/"t"/"s"

A.1 *p*
what was what was what was what was what was what was what was

A.2

Obj. (A2) *pp*
2 sheets of paper rub them circularly against each other, only noise avoid flapping sound

T.1
was what was what was what was what was what

T.2
was what was what was what was what was what

B.1
what was what was what was

B.2
what was what was

223

S. Solo
moth-er's

S.1
de-scribe de-scribe eyes de-scribe de-scribe laugh

Obj. (S1)
pp
2 sheets of paper rub them circularly against each other, only noise avoid flapping sound

S.2
moth-er's moth-er's de-scribe

Obj. (S2)
pp

A. Solo
of your...

A.1
de-scribe de-scribe eyes de-scribe de-scribe laugh

Obj. (A1)
pp
2 sheets of paper rub them circularly against each other, only noise avoid flapping sound

A.2
moth-er's de-scribe

Obj. (A2)
pp

T.1
was de-scribe eyes de-scribe de-scribe laugh

Obj. (T1)
pp
2 sheets of paper rub them circularly against each other, only noise avoid flapping sound

T.2
was de-scribe eyes de-scribe de-scribe laugh

Obj. (T2)
pp
2 sheets of paper rub them circularly against each other, only noise avoid flapping sound

B.1
de-scribe de-scribe eyes de-scribe de-scribe laugh

B.2
de-scribe de-scribe eyes de-scribe de-scribe laugh

Solo. obj.
stump with the axe
ff resolutely

rit. $\text{♩} = c.54$ $\text{♩} = 108$

frightened inhale

S.1 $\text{♩} = 108$ *p* tutti *frightened inhale*
par ty dress

Obj. (S1) *crumple the sheets*

S.2 *p* tutti *frightened inhale*
moth-er's de-scribe moth-er's par - ty - dress

Obj. (S2) *crumple the sheets*

A.1 *tutti pp* *p* tutti *frightened inhale*
moth-er's de-scribe moth-er's par - ty - dress

Obj. (A1) *crumple the sheets*

A.2 *pp* *p* *frightened inhale*
moth-er's de-scribe moth-er's par - ty - dress

Obj. (A2) *crumple the sheets*

T.1 *tutti pp* *p* *frightened inhale*
moth-er's de-scribe moth-er's par - ty - dress

Obj. (T1) *pp* *p* *crumple the sheets*

T.2 *ord.* *pp* *m*

Obj. (T2) *pp* *crumple the sheets*

B.1 *ord.* *pp* *m*

B.2 *p* *frightened inhale*
par - ty - dress

Solo. obj.

**Mechanically, like
in the beginning**

235 *p* *solo*

S.1 as at you look as you at Wen-dy see you may Wen-dy hair see_ her may
solos always by the same singer (characteristic voice) in each voice

S.2 *p* as at you look as you at Wen-dy see you may Wen-dy hair see_ her

A.1 *p* as at you look as you at Wen-dy see you may Wen-dy hair see_ her

A.2 *p* as at you look as you at Wen-dy see you may Wen-dy hair see_ her

T.1 *p* as at you look as you at Wen-dy see you may Wen-dy hair see_ her

T.2 *pp* *m*

B.1 *p* *solo* *tutti*
Wen-dy see you may Wen-dy hair see_ her

B.2 *p* *solo* *tutti*
as at you look as you at Wen-dy look see you may Wen-dy hair see_ her
solos always by the same singer (characteristic voice) in each voice



241 *tutti* *solo* *tutti*

S.1 white becom-ing her_ and becom-ing lit-tle fig-ure and for a

S.2 white becom-ing her_ and lit-tle fig-ure and for a

A.1 white becom-ing her_ and lit-tle fig-ure and for a

A.2 *solo* *tutti* *solo* *tutti*
white becom-ing her her_ and lit-tle fig-ure and for lit-tle a
solos always by the same singer (characteristic voice) in each voice

T.1 white becom-ing her_ white and lit-tle fig-ure and for a
solos always by the same singer (characteristic voice) in each voice

T.2 *pp* *m* *pp* *m*

B.1 white becom-ing her_ and lit-tle fig-ure and for a

B.2 *solo* *tutti* *solo* *tutti*
white hair becom-ing her_ and lit-tle her_ fig-ure and for a

247

S.1 *solo* *tutti* *solo* *tutti*
 gain this for all long hap-pen-ed Janelong a-go

S.2
 gain this all long hap-pen-ed Jane a-go

A.1
 gain this all long hap-pen-ed Jane a-go

high pitched rooster whistles ad lib. (quiet whistle tones)

Obj. (A1)

A.2 *solo* *tutti*
 gain this all long this hap-pen-ed Jane a-go

high pitched rooster whistles ad lib. (quiet whistle tones)

Obj. (A2)

T.1 *solo* *tutti* *solo* *tutti*
 gain fig-ure this all long hap-pen-ed all Jane a-go

T.2

B.1
 gain this all long hap-pen-ed Jane a-go a...

B.2 *solo* *tutti*
 gain this all a gain long hap-pen-ed Jane a-go a...

254 *tutti* *solo* *tutti* *solo*

S.1 daugh-ter a Marga-ret called_ a...

Obj. (S1) low pitched rooster whistles ad lib. (quiet whistle tones) *pppp*

S.2 daugh-ter Marga-ret called_

Obj. (S2) low pitched rooster whistles ad lib. (quiet whistle tones) *pppp*

A.1 daugh-ter Marga-ret called_

Obj. (A1) high pitched rooster whistles ad lib. (quiet whistle tones) *pppp*

A.2 daugh-ter with Marga-ret daugh-ter called_

Obj. (A2) high pitched rooster whistles ad lib. (quiet whistle tones) *pppp*

T.1 daugh-ter grown up Marga-ret called_

Obj. (T1) low pitched rooster whistles ad lib. (quiet whistle tones) *pppp*

Obj. (T2) low pitched rooster whistles ad lib. (quiet whistle tones) *pppp*

B.1 a...

B.2 a...

262

S.1 *tutti* eve-ry and clean-ing *solo* eve-ry *tutti* *solo* ex-cept clean-ing *tutti* time

S.2 eve-ry and clean-ing ex-cept time

A.1 eve-ry and clean-ing spring ex-cept time

A.2 *solo* eve-ry and *tutti* called clean-ing *solo* spring and *tutti* ex-cept time

T.1 *solo* eve-ry Marga-ret and *tutti* clean-ing spring

T.2 *pp* m *pp* m

B.1 spring ex-cept time

B.2 spring ex-cept time

269

S.1 *solo* *tutti* spring he when Pe-ter he for-gets for comes and for

S.2 spring he when Pe-ter for-gets for comes and

A.1 spring he when Pe-ter for-gets for comes and

A.2 *solo* spring he ex-cept when *tutti* Pe-ter for-gets *solo* for Pe-ter comes *tutti* and

T.1 *solo* *tutti* spring he when time Pe-ter for-gets for comes *pp* Marga-ret

T.2 *pp* M - - - Marga-ret

B.1 spring he when Pe-ter for-gets for comes and

B.2 *solo* *tutti* spring he when Pe-ter for-gets when for *solo* comes for-gets *tutti* and

♩=72 simply and beautifully

276

tutti *solo* *pp* *tutti*

S.1 her to to the Nev-er-land

S.2 her to Nev-er-land

A.1 *mf p* *mf* comes her takes to takes Nev-er-land when

A.2 *mf p* *mf* *solo* *tutti* *mf* *pp* *mf* comes her takes the... to takes Nev-er-land when

T.1 *pp* *mp* M - - Marga-ret to Nev-er-land ord.

T.2 *pp* *mp* M - - Marga-ret to Nev-er-land ord.

B.1 *mf p* *mf* *pp* *<mp* comes her takes Marga-ret to takes Nev-er-land when

B.2 *mf p* *mf* *pp* *solo* *mf* *tutti* comes her takes Marga-ret her takes Nev-er-land when

284

ppp *p*

S.1 m and thus

S.2 m and thus

A.1 *ppp* *pp* *ppp* *p* she will have a daugh - ter and thus

A.2 *ppp* *pp* *ppp* *p* she will have a daugh - ter and thus

T.1 *ppp* *pp* *pp* *mp* Marga - ret she will have a daugh - ter, Pe - ter's moth-er in turn

T.2 *ppp* *pp* *pp* *mp* Marga - ret she will have a daugh - ter Pe - ter's moth-er in turn

B.1 *ppp* *p* *p* *mp* *pp* *<mp* Marga - ret grows up who is to be Pe - ter's moth-er in turn

B.2 *ppp* *p* *p* *mp* *pp* *<mp* Marga - ret grows up who is to be Pe - ter's moth-er in turn

292

S.1 *mp* *p mp* *p mp* *p*
 it will go on go on go on go on

S.2 *mp* *p mp* *p mp* *p*
 it will go on go on go on go on

A.1 *mp* *p mp* *p mp* *p*
 it will go on go on go on go on

A.2 *mp* *p mp* *p mp* *p*
 it will go on go on go on go on

T.1 *pp* *p* *mp* *p*
 so long as child-ren are gay and in-no- ce...

T.2 *pp* *p* *mp* *p*
 so long as child-ren are gay and in-no- ce...

B.1 *pp* *p* *mp* *p*
 so long as child-ren are gay and in-no- ce...

B.2 *ppp* *p* *mp* *p*
 so long as child-ren are gay and in-no- ce...

303

S. Solo

nt

S.1

h h h ss

Obj. (S1)

S.2

h h h ss

Obj. (S2)

A.1

h h h ss

Obj. (A1)

A.2

h h h ss

Obj. (A2)

T.1

h h *violently hissing*
and heart-less ss

Obj. (T1)

T.2

h h *violently hissing*
and heart-less ss

Obj. (T2)

B.1

h h *violently hissing*
and heart-less ss

Obj. (B1)

B.2

h h *violently hissing*
and heart-less ss

Obj. (B2)