

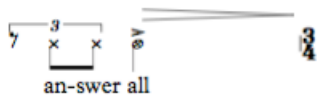
Perttu Haapanen

Taxidermic Peter  
(2014, rev. 2016)

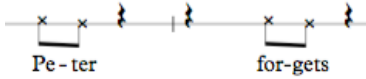
commissioned by  
the Tapiola Chamber Choir

Performance instructions:

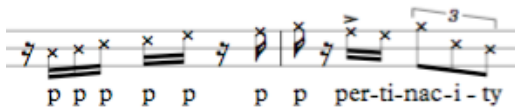
Everybody needs a music stand and a chair(s) where to put objects.



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).



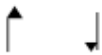
3-line staff & cross headed notes: spoken. Registers should always be audible and exaggerated: the upper line = very high voice, the middle line = normal speaking voice, the lower line = very low voice.



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!

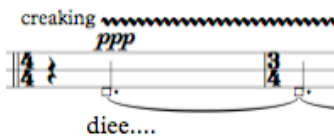
Sometimes types of staves are changing rapidly, so please be sure what kind of technic to apply.



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 sounds)
- big scissors / light pruning shears with relatively loud cutting sound
- big metal salad spoons or similar to be played like claves
- carnival/the first of May whistles (plastic ones with rolled paper which straightens when blown)
- sheets of paper (different kinds of qualities)
- low pitched ceramic rooster (or other animal) whistles

### ALTOS:

- wheezing dog/baby toys (different kinds of sounds)
- big scissors / light pruning shears with relatively loud cutting sound
- big metal salad spoons or similar to be played like claves
- thin pieces of glass (f. ex. a thin wine glasses of 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 kinds of qualities)
- high pitched ceramic rooster (or other animal) whistles

### TENORS:

- wheezing dog/baby toys (different kinds of sounds)
- sheets of paper (different kinds of qualities)
- a big wooden spoon
- a wooden chopping board to be played with the big wooden spoon like frame drum or tambourine
- 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
  - if a real old fashioned metal stick used to sharpen knives exists that's preferable, but f. ex. a long slightly coarse thin salad spoon (IKEA) is also acceptable
- heavy metal chains (2-3) & the same number of baking trays
- low pitched ceramic rooster (or other animal) whistles

### BASSES:

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

### SOLO OBJECT PLAYER:

- a start pistol/ toy gun with percussion cap (must work reliably)
- a tree stump/a big log with an axe (the bigger the better) as if chopping wood
- an 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 in the score by arrows (downwards: close, upwards:open).

# Taxidermic Peter (2014, rev. 2016)

a dissection of Peter Pan

Perttu Haapanen

2014, rev.2016

$\text{♩} = 72$  simply, childishly (but not innocently)

move gradually towards the next pitch

ord. *pp* < *mp*    *p* < *mf*    *p* < *f*

Soprano 1  
wheezing baby/dog toys  
/ɔ:/    /ɔ:/ /ɔ:/ /ɔ:/    /ɔ:/ /ɔ:/ /ɔ:/ /ɔ:/    /ɔ:/    /ɔ:/    All \_\_\_\_\_

Objects  
scissors/ big scissors

Soprano 2  
wheezing baby/dog toys  
/ɔ:/    /ɔ:/    All \_\_\_\_\_

Objects  
scissors/ big scissors

Alto 1  
wheezing baby/dog toys  
/ɔ:/    /ɔ:/    All \_\_\_\_\_

Objects  
scissors/ big scissors

Alto 2  
wheezing baby/dog toys  
/ɔ:/    /ɔ:/    All \_\_\_\_\_

Objects  
scissors/ big scissors

Tenor Solo  
*pp*    *mp*    *pp*    *mp*

Tenor 1  
wheezing baby/dog toys  
/ɔ:/    /ɔ:/    All \_\_\_\_\_

Objects  
scissors/ big scissors

Tenor 2  
wheezing baby/dog toys  
/ɔ:/    /ɔ:/    All \_\_\_\_\_

Objects  
scissors/ big scissors

Bass 1  
wheezing baby/dog toys  
/ɔ:/    /ɔ:/    All \_\_\_\_\_

Objects  
scissors/ big scissors

Bass 2  
wheezing baby/dog toys  
/ɔ:/    /ɔ:/    All \_\_\_\_\_

Objects  
scissors/ big scissors

Solo objects

S.1 *p* children\_\_ ex-cept one grow up *p* and the way and the way

Obj.  $\frac{3}{4}$   $\frac{4}{4}$

S.2 *p* children\_\_ ex-cept one grow up *p* and the way and the way and the

Obj.  $\frac{3}{4}$   $\frac{4}{4}$

A.1 *p* children\_\_ They soon know that they will grow up

Obj. *wheezing baby/dog toys*  $\frac{3}{4}$   $\frac{4}{4}$

A.2 *p* children\_\_ They soon know that they will grow up

Obj. *wheezing baby/dog toys*  $\frac{3}{4}$   $\frac{4}{4}$

T.1 *p* children\_\_ and the way Wen - dy knew was

Obj. *paper sheet*  $\frac{3}{4}$   $\frac{4}{4}$

T.2 *p* children\_\_ and the way and the way

Obj. *paper sheet*  $\frac{3}{4}$   $\frac{4}{4}$

B.1 *p* children\_\_

Obj. *paper sheet*  $\frac{3}{4}$   $\frac{4}{4}$

B.2 *p* children\_\_ and the way and the way and the

Obj. *paper sheet*  $\frac{3}{4}$   $\frac{4}{4}$

S. obj.  $\frac{3}{4}$   $\frac{4}{4}$

accel. . . . .

♩=108 mechanically,  
like a robot telling a tale

12

S.1  
and the way and the way

Obj.  
scissors

S.2  
way and the way and the...

Obj.

A.1  
day

Obj.

A.2

Obj.

T.1  
this: day

Obj.  
tear the sheet partly, sharply and shortly

T.2  
and the way and the way

Obj.  
tear the sheet partly, sharply and shortly

B.1  
one day wa-s when she\_ day

Obj.  
tear the sheet partly, sharply and shortly

B.2  
way and the way and the...

Obj.  
tear the sheet partly, sharply and shortly

S. obj.

16

S.1+2

Obj.

S.2

Obj.

A.1

Obj.

A.2

Obj.

T.1

Obj.

T.2

Obj.

B.1+2

Obj.

B.2

Obj.

S. obj.

*sim.*

*ppp*

an

*ppp*

an-oth-er

tearing continues (the same sheet)

tearing continues (the same sheet)

tearing continues (the same sheet)

tearing continues (the same sheet)

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

S.1+2

Obj.

S.2

Obj.

A.1  
oth-er

Obj.  
wheezing baby/dog toys (2-4)  
*p* 3

A.2

Obj.  
wheezing baby/dog toys (2-4)  
*p* 3

T.1  
moth-er

Obj.

T.2

Obj.

B.1+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.

B.2

Obj.

S. obj.

Detailed description of the musical score: The score is for page 21 and consists of ten systems of staves. Each system includes a vocal line and an object line. The vocal lines are for Soprano 1+2 (S.1+2), Soprano 2 (S.2), Alto 1 (A.1), Alto 2 (A.2), Tenor 1 (T.1), Tenor 2 (T.2), and Bass 1+2 (B.1+2). The object lines are labeled 'Obj.'. The time signatures for the vocal lines are 5/4, 3/4, and 4/4. The object lines have rests in the 5/4 and 3/4 measures and notes in the 4/4 measure. The lyrics are: 'oth-er', 'wheezing baby/dog toys (2-4)', 'moth-er', and 'oth-er flow-er plu-ck-ed with and ran flow-er to with it ran moth-er to her it darl-ing'. There are various musical notations including triplets, dynamics like *p* and *ppp*, and articulation marks like slurs and accents.



26

S.1+2

Obj.

S.2

Obj.

A.1  
*ppp*  
 3  
 moth-er

Obj.

A.2

Obj.

T.1

Obj.

T.2

Obj.

B.1+2  
 3 "mrs." 3  
 moth-er [mis' e-ss] her her darl-ing put [mis' e-ss] to her hand put hear-t to her

Obj.

B.2

Obj.

S. obj.

Detailed description of the musical score: The score is for page 26 of a piece. It features multiple staves. The vocal parts include Soprano 1+2 (S.1+2), Soprano 2 (S.2), Alto 1 (A.1), Alto 2 (A.2), Tenor 1 (T.1), Tenor 2 (T.2), Bass 1+2 (B.1+2), Bass 2 (B.2), and Sub-octave (S. obj.). The object parts (Obj.) are represented by a series of horizontal lines with various musical symbols like rests, notes, and dynamic markings. The lyrics for A.1 are "moth-er". The lyrics for B.1+2 are "moth-er [mis' e-ss] her her darl-ing put [mis' e-ss] to her hand put hear-t to her". There are triplets and accents marked in the B.1+2 part. The page number 26 is at the top left, and the page number 7 is at the top right.

31

frightened  
inhale

C-C-C-C-C

S.1+2

Obj.

S.2

Obj.

A.1

Obj.

A.2

Obj.

T.1

Obj.

T.2

Obj.

B.1+2

Obj.

B.2

Obj.

S. obj.

cri

cri ed

hand cri-ed hear-t and her why cri-ed oh and you why ca

frightened inhale

ppp

falsetto

ord.

falsetto

36 *frightened inhale* *p* *f*  
 C-C-C-C-C

S.1+2

Obj.

S.2

Obj.

A.1 *ppp*  
 - - ed for - - - -

Obj.

A.2 *ord. ppp*  
 for - - - -

Obj.

T.1 *ppp*  
 for - - - -

Obj.

T.2 *ord. ppp*  
 for - - - -

Obj.

B.1+2 n't oh like you re-main ca-n't for\_ like this remain for

Obj.

B.2

Obj.

S. obj.

*frightened inhale* ♩=84 like an alternating word game articulating very clearly,

tutti *mp pp mp*

S.1 *p* bath-room slight-est *pp* mush-room *mp pp mp*

Obj.

S.2 *p* m *pp* mush-room *mp pp mp*

Obj.

A.1 *p* ev-er *pp*

Obj.

A.2 *p* ev-er *pp*

Obj.

T.1 *p* ev-er *pp* de-light-ful *mp pp mp p*

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

T.2 *p* ev-er *pp* de-light-ful *mp pp mp p* ord.

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

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

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

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

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

S. obj.

46 *mp* *pp* *mp* *p* *tutti* *p*

S.1 love-liest gloo-m Eng-land! mer-maid

Obj.  $\frac{5}{4}$   $\frac{4}{4}$

S.2 *mp* *pp* *mp* *ord.* *p*

S.2 love-liest Eng-land mer-maid

Obj.  $\frac{5}{4}$   $\frac{4}{4}$

A.1 *pp* *mp*

A.1 leaf

Obj.  $\frac{5}{4}$   $\frac{4}{4}$  wheezing baby/dog toys *f*

A.2 *pp* *mp*

A.2 leaf

Obj.  $\frac{5}{4}$   $\frac{4}{4}$  wheezing baby/dog toys *f*

T.1 solo *falsetto* *p < mf* *tutti* *f*

T.1 chief sleuth-hound

Obj.  $\frac{5}{4}$   $\frac{4}{4}$

T.2 *f*

T.2 sleuth-hound

Obj.  $\frac{5}{4}$   $\frac{4}{4}$

B.1 *<mp* *pp* *p*

B.1 roof Cin-der-el-la greatest

Obj.  $\frac{5}{4}$   $\frac{4}{4}$  wheezing baby/dog toys *f*

B.2 *<mp* *pp* *p*

B.2 roof Cin-der-el-la greatest

Obj.  $\frac{5}{4}$   $\frac{4}{4}$  wheezing baby/dog toys *f*

S. obj.  $\frac{5}{4}$   $\frac{4}{4}$

50

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

Obj. 1 wheezing baby/dog toy (1), extraordinary sound *f* 1 wheezing baby/dog toy (2), extraordinary sound

S.2 *pp*  
 m

Obj.

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

Obj.

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

Obj.

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

Obj.

T.2 *pp* *ord.*  
 m

Obj.

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

Obj.

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

Obj.

S. obj.

55

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

Obj.

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

Obj.

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

Obj.

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

Obj.

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

Obj.

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

Obj.

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

Obj.

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

Obj.

S. obj.

61

S.1 *mp* *mf*  
ble half-penny worth pan-de-mo-nium

Obj.  $\frac{4}{4}$   $\frac{3}{4}$   $\frac{3}{4}$   $\frac{2}{4}$

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

Obj.  $\frac{4}{4}$   $\frac{3}{4}$   $\frac{3}{4}$   $\frac{2}{4}$

A.1 *mp* *mf*  
af-firm-a-tive half-penny worth fruit-blos-som

Obj.  $\frac{4}{4}$   $\frac{3}{4}$   $\frac{3}{4}$   $\frac{2}{4}$

A.2 *mp* *mf*  
lat-in-eng-lish pan-de-mo-nium

Obj.  $\frac{4}{4}$   $\frac{3}{4}$   $\frac{3}{4}$   $\frac{2}{4}$

T.1 *mp* *mf*  
lat-in-eng-lish fruit-blos-som

Obj.  $\frac{4}{4}$   $\frac{3}{4}$   $\frac{3}{4}$   $\frac{2}{4}$

T.2 *mp* *mf*  
ble half-pen ny worth pan-de-mo-nium

Obj.  $\frac{4}{4}$   $\frac{3}{4}$   $\frac{3}{4}$   $\frac{2}{4}$

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

Obj.  $\frac{4}{4}$   $\frac{3}{4}$   $\frac{3}{4}$   $\frac{2}{4}$

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

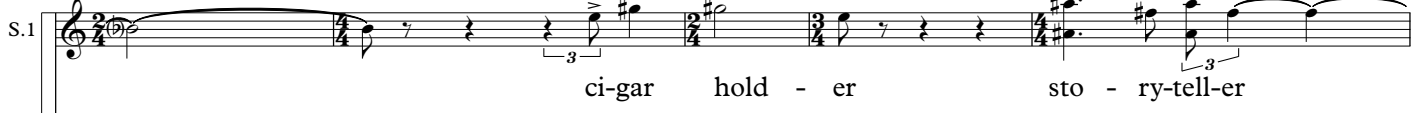
Obj.  $\frac{4}{4}$   $\frac{3}{4}$   $\frac{3}{4}$   $\frac{2}{4}$

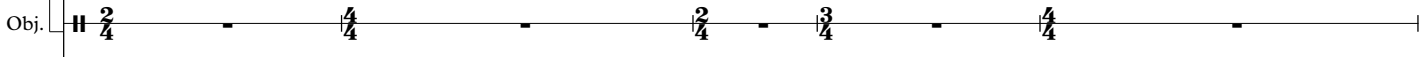
S. obj.  $\frac{4}{4}$   $\frac{3}{4}$   $\frac{3}{4}$   $\frac{2}{4}$

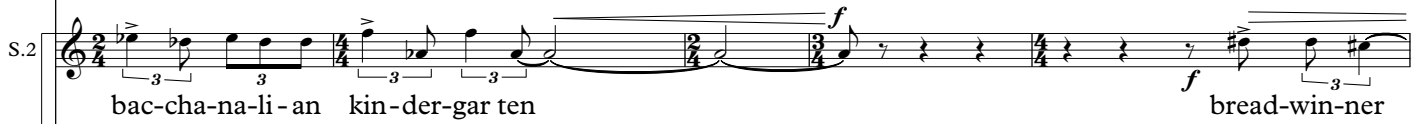


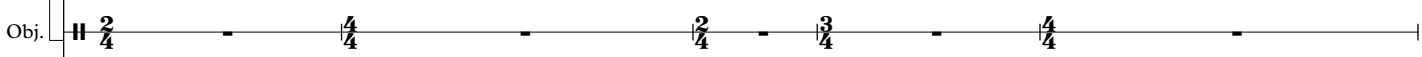
66

*mf* *f* *f*

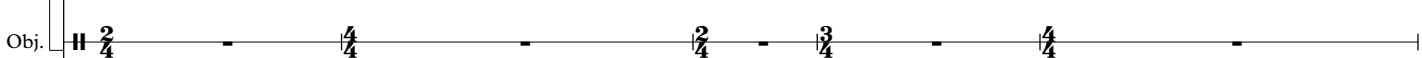
S.1  *mf* *f* *f*  
 ci-gar hold - er sto - ry-tell-er

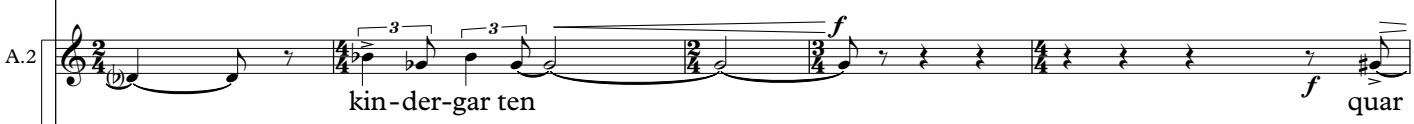
Obj. 

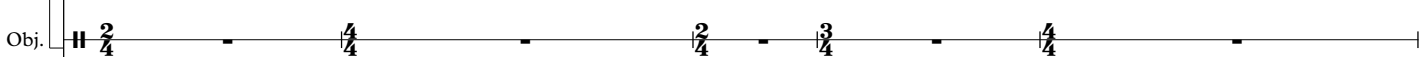
S.2  *f*  
 bac-cha-na-li - an kin-der-gar ten bread-win-ner

Obj. 

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

Obj. 

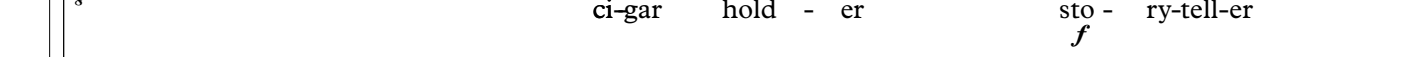
A.2  *f*  
 kin-der-gar ten quar

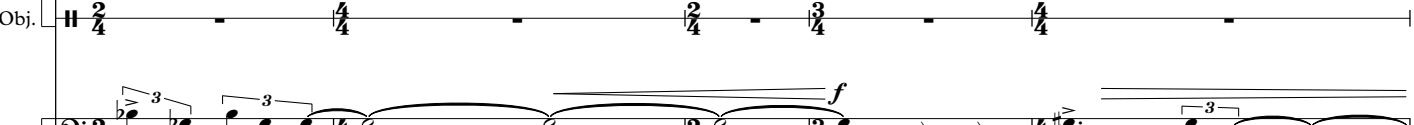
Obj. 

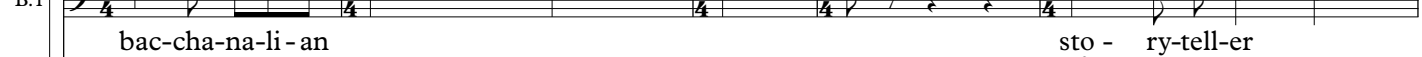
T.1  *f*  
 ci-gar hold - er quar

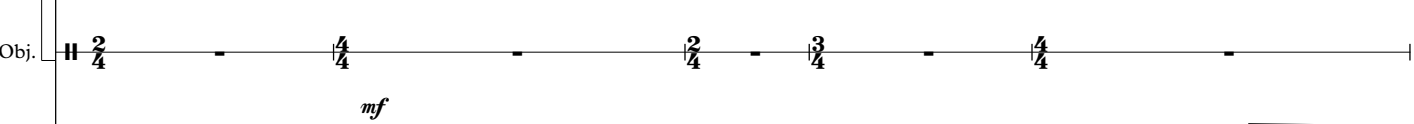
Obj. 

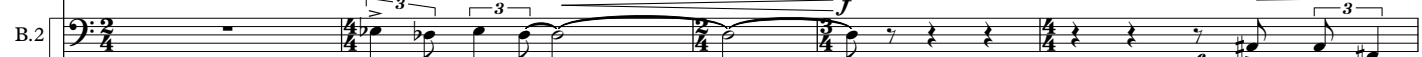
T.2  *f*  
 ci-gar hold - er sto - ry-tell-er

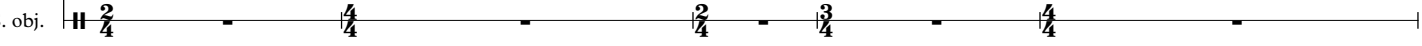
Obj. 

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

Obj. 

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

Obj. 

S. obj. 

accel. *p* *f* = 132 *agitato*

71

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

Obj.

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

Obj.

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

Obj.

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

Obj.

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

Obj.

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

Obj.

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

Obj.

B.2  
tid-dly-win ks n

Obj.

S. obj.

$\text{♩} = 66$   
spoken  
*p* childishly 6

75 half-whispered

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

Obj.

S.2 *p* treach<sup>3</sup>er-ous /ð/ /ð/ /ð/ /ð/ /ð/ /ð/

Obj.

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

Obj.

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

Obj.

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

Obj.

A.1 *p* treach-er-ous

Obj.

B.1 half-whispered *f* ord. *p*  
im-per-ti-nent per-ti - nac-i-ty there is

Obj.

B.2 *p*  
there is

Obj.

S. obj.

79

S.1 *f* sh *p* 3 3 t-t-t-t-t-t-t-t *f* sh *p* 3 3 t-t-t-t-t-t *accel.* *p* whining like a dog *gliss.* m\_\_

Obj.  $\frac{4}{4}$   $\frac{3}{4}$   $\frac{4}{4}$

S.2 *f* sh *p* 3 3 t-t-t-t-t-t-t-t *f* sh *p* 3 3 t-t-t-t-t-t s

Obj.  $\frac{4}{4}$   $\frac{3}{4}$   $\frac{4}{4}$

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

Obj.  $\frac{4}{4}$   $\frac{3}{4}$   $\frac{4}{4}$

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

Obj.  $\frac{4}{4}$   $\frac{3}{4}$   $\frac{4}{4}$

T.1 *mf* but my moth-er

Obj.  $\frac{4}{4}$   $\frac{3}{4}$   $\frac{4}{4}$

T.2 *mf* but my moth-er

Obj.  $\frac{4}{4}$   $\frac{3}{4}$   $\frac{4}{4}$

B.1 shewants it is not my moth-er

Obj.  $\frac{4}{4}$   $\frac{3}{4}$   $\frac{4}{4}$

B.2 shewants it is not my moth-er

Obj.  $\frac{4}{4}$   $\frac{3}{4}$   $\frac{4}{4}$

S. obj.  $\frac{4}{4}$   $\frac{3}{4}$   $\frac{4}{4}$

84 *p* *p* ♩=96 cartoon like *gently sighing*

S.1 *m m* dear la-noon

Obj. scissors

S.2 *f* *gently sighing* dear.. la-noon

Obj. scissors

A.1 *p tensely, stiffly* says migh-t ea-ch is-land

Obj.

A.2 *p tensely, stiffly* says migh-t ea-ch is-land

Obj.

T.1 *briskly, exaggeratedly* *f* grea-t! righ-t!

Obj. wheezing dog/baby toys

T.2 *f* grea-t! righ-t!

Obj. wheezing dog/baby toys

B.1 *mf* *p* groun-d goo-d soon

Obj. scissors

B.2 *mf* *p* groun-d goo-d soon

Obj. scissors

S. obj. soon

89

S.1 *p* room win-dow *f* *subito commanding* mis-ter! *frightened* Tink!

Obj. *p* room win-dow mis-ter! Tink!

S.2 *p* room win-dow *f* *subito commanding* mis-ter! Tink!

Obj. *p* room win-dow mis-ter! Tink!

A.1 *p* sound heard *tensely, stiffly* *p*

Obj. *p* sound heard *tensely, stiffly* *p*

A.2 *p* sound heard *tensely, stiffly* *p*

Obj. *p* sound heard *tensely, stiffly* *p*

T.1 *8* hear! light *subito commanding* mis-ter!

Obj. *8* hear! light *subito commanding* mis-ter!

T.2 *8* hear! light *subito commanding* mis-ter!

Obj. *8* hear! light *subito commanding* mis-ter!

B.1 *mf* foun-d *p* too *mf* Smee

Obj. *mf* foun-d *p* too *mf* Smee

B.2 *mf* foun-d *p* too *mf* Smee

Obj. *mf* foun-d *p* too *mf* Smee

S. obj.

94

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

Obj.  $\frac{5}{4}$   $\frac{4}{4}$   $\frac{3}{4}$   $\frac{4}{4}$

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

Obj.  $\frac{5}{4}$   $\frac{4}{4}$   $\frac{3}{4}$   $\frac{4}{4}$

A.1 *solo* *relieved* *p* hand will darl - ing... *f* *subito commanding* John! *p* said! *mf* and!

Obj. *scissors*  $\frac{5}{4}$   $\frac{4}{4}$   $\frac{3}{4}$   $\frac{4}{4}$  *p*

A.2 *subito commanding* *p* *mf* hand will *f* John! said! and!

Obj. *scissors*  $\frac{5}{4}$   $\frac{4}{4}$   $\frac{3}{4}$   $\frac{4}{4}$  *p*

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

Obj.  $\frac{5}{4}$   $\frac{4}{4}$   $\frac{3}{4}$   $\frac{4}{4}$

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

Obj.  $\frac{5}{4}$   $\frac{4}{4}$   $\frac{3}{4}$   $\frac{4}{4}$

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

Obj.  $\frac{5}{4}$   $\frac{4}{4}$   $\frac{3}{4}$   $\frac{4}{4}$

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

Obj.  $\frac{5}{4}$   $\frac{4}{4}$   $\frac{3}{4}$   $\frac{4}{4}$

S. obj.  $\frac{5}{4}$   $\frac{4}{4}$   $\frac{3}{4}$   $\frac{4}{4}$

rhythmically, playfully  
but seriously and rigorously  
exaggerating articulations

99

S.1

Obj.

S.2

Obj.

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

Obj.  
↓ ↑ ↓ ↑ ↓ ↑ ↓ ↑ ↓ ↑ ↓ ↑ ↓ ↑ ↓ ↑

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

Obj.  
↓ ↑ ↓ ↑ ↓ ↑ ↓ ↑ ↓ ↑ ↓ ↑ ↓ ↑ ↓ ↑

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

Obj.  
wooden chopping board with a big wooden spoon

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

Obj.  
wooden chopping board with a big wooden spoon

B.1  
Wen- dy!

Obj.  
wooden chopping board with a big wooden spoon

B.2  
Wen- dy! oo...

Obj.  
wooden chopping board with a big wooden spoon

S. obj.



103 *solo mf*

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

Obj.  $\text{||} \frac{4}{4}$

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

Obj.  $\text{||} \frac{4}{4}$

A.1

Obj. *p*

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

A.2

Obj. *p*

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

T.1  $\text{8}$

Obj.  $\text{||} \frac{4}{4}$

T.2  $\text{8}$

Obj.  $\text{||} \frac{4}{4}$

B.1 *pp*

*too*

Obj.  $\text{||} \frac{4}{4}$

B.2 *oo...*

Obj.  $\text{||} \frac{4}{4}$

S. obj.  $\text{||} \frac{4}{4}$

S.1 *tutti f*  
 wind-y read-y dad-dy root  
 Obj.  $\frac{3}{4}$   $\frac{3}{4}$   $\frac{2}{4}$   $\frac{4}{4}$   $\frac{3}{4}$

S.2 *tutti f*  
 dad-dy wind-y read-y root  
 Obj.  $\frac{3}{4}$   $\frac{3}{4}$   $\frac{2}{4}$   $\frac{4}{4}$   $\frac{3}{4}$

A.1 *f* *pp*  
 Wen-dy! cin-der ten-der win-ter  
 Obj.  $\frac{3}{4}$   $\frac{3}{4}$   $\frac{2}{4}$   $\frac{4}{4}$   $\frac{3}{4}$

A.2 *f* *pp* *f*  
 Wen-dy! fend-er yon-der Wen-dy!  
 Obj.  $\frac{3}{4}$   $\frac{3}{4}$   $\frac{2}{4}$   $\frac{4}{4}$   $\frac{3}{4}$

T.1 *f*  
 Wen-dy! Wen-dy!  
 Obj.  $\frac{3}{4}$   $\frac{3}{4}$   $\frac{2}{4}$   $\frac{4}{4}$   $\frac{3}{4}$

T.2 *f* *f* *pp*  
 Wen-dy! Wen-dy! sted-y  
 Obj.  $\frac{3}{4}$   $\frac{3}{4}$   $\frac{2}{4}$   $\frac{4}{4}$   $\frac{3}{4}$

B.1 *f* *pp*  
 Wen-dy! tool  
 Obj.  $\frac{3}{4}$   $\frac{3}{4}$   $\frac{2}{4}$   $\frac{4}{4}$   $\frac{3}{4}$

B.2 *pp* *pp*  
 cool Wen-dy! mood  
 Obj.  $\frac{3}{4}$   $\frac{3}{4}$   $\frac{2}{4}$   $\frac{4}{4}$   $\frac{3}{4}$

S. obj.  $\frac{3}{4}$   $\frac{3}{4}$   $\frac{2}{4}$   $\frac{4}{4}$   $\frac{3}{4}$



S.1 *f* book  
 Obj.  $\frac{3}{4}$   $\frac{2}{4}$   $\frac{3}{4}$

S.2 warn-ing watch-ing will-ing  
 Obj.  $\frac{3}{4}$   $\frac{2}{4}$   $\frac{3}{4}$

A.1 *pp* winc ing win-ning *f* wrigg-ling *gliss.* work-ing *pp*  
 Obj.  $\frac{3}{4}$   $\frac{3}{4}$   $\frac{3}{4}$   $\frac{3}{4}$   $\frac{2}{4}$   $\frac{3}{4}$

A.2 *pp* want-ing wit-ting wail-ing  
 Obj.  $\frac{3}{4}$   $\frac{3}{4}$   $\frac{3}{4}$   $\frac{3}{4}$   $\frac{2}{4}$   $\frac{3}{4}$

T.1 *pp* wed-ding warm-ing wash-ing  
 Obj.  $\frac{3}{4}$   $\frac{2}{4}$   $\frac{3}{4}$

T.2 *pp* want-ing wit-ting wail-ing  
 Obj.  $\frac{3}{4}$   $\frac{2}{4}$   $\frac{3}{4}$

B.1 *pp* hoop  
 Obj.  $\frac{3}{4}$   $\frac{2}{4}$   $\frac{3}{4}$

B.2 *pp* doom  
 Obj.  $\frac{3}{4}$   $\frac{2}{4}$   $\frac{3}{4}$

S. obj.  $\frac{3}{4}$   $\frac{2}{4}$   $\frac{3}{4}$

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

Obj.

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

Obj.

A.1 wait-ing *f* Wen-dy! *pp* vi-o-lence wash-stand vol-un-teer

Obj.

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

Obj.

T.1 wish-ing *f* Wen-dy! *pp* vir-u-lent won-der-ful

Obj.

T.2 walk-ing *f* Wen-dy! *pp* vir-u-lent won-der-ful

Obj.

B.1 look *gliss.* loose *pp* *gliss.*

Obj.

B.2 *pp* foo - d tooth

Obj.

S. obj.

119

S.1 *f* whoop! *p solo* vil-lain-ous look-ing *f tutti* shook!

Obj.  $\frac{4}{4}$   $\frac{3}{4}$   $\frac{4}{4}$   $\frac{3}{4}$   $\frac{5}{4}$

S.2 *f* whoop! *f* shoot! *f* shook!

Obj.  $\frac{4}{4}$   $\frac{3}{4}$   $\frac{4}{4}$   $\frac{3}{4}$   $\frac{5}{4}$

A.1 *f* Wen-dy! *f* shoot! *f* Wen-dy! *p solo like one word* what-are-you

Obj.  $\frac{4}{4}$   $\frac{3}{4}$   $\frac{4}{4}$   $\frac{3}{4}$   $\frac{5}{4}$

A.2 *f* Wen-dy! *f* shoot! *f* Wen-dy!

Obj.  $\frac{4}{4}$   $\frac{3}{4}$   $\frac{4}{4}$   $\frac{3}{4}$   $\frac{5}{4}$

T.1 *f* Wen-dy! *f* shoot! *f* Wen-dy!

Obj.  $\frac{4}{4}$   $\frac{3}{4}$   $\frac{4}{4}$   $\frac{3}{4}$   $\frac{5}{4}$

T.2 *f* Wen-dy! *f* shoot! *f* Wen-dy!

Obj.  $\frac{4}{4}$   $\frac{3}{4}$   $\frac{4}{4}$   $\frac{3}{4}$   $\frac{5}{4}$

B.1 *p* stool *p* proof

Obj.  $\frac{4}{4}$   $\frac{3}{4}$   $\frac{4}{4}$   $\frac{3}{4}$   $\frac{5}{4}$

B.2 *p* spoon *f* a-loof gloom

Obj.  $\frac{4}{4}$   $\frac{3}{4}$   $\frac{4}{4}$   $\frac{3}{4}$   $\frac{5}{4}$

S. obj.  $\frac{4}{4}$   $\frac{3}{4}$   $\frac{4}{4}$   $\frac{3}{4}$   $\frac{5}{4}$

123

S.1 *f* blood! *p* peep peep peep peep *sim.*

Obj.  $\frac{5}{4}$   $\frac{4}{4}$   $\frac{4}{4}$

S.2 *f* blood!

Obj.  $\frac{5}{4}$   $\frac{4}{4}$   $\frac{4}{4}$

A.1 *tutti* *sub.f* quack-ing a- bout? bee - f

Obj.  $\frac{5}{4}$   $\frac{4}{4}$   $\frac{4}{4}$

A.2 *sub.f* bee - f

Obj.  $\frac{5}{4}$   $\frac{4}{4}$   $\frac{4}{4}$

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

Obj.  $\frac{5}{4}$   $\frac{4}{4}$   $\frac{4}{4}$

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

Obj.  $\frac{5}{4}$   $\frac{4}{4}$   $\frac{4}{4}$

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

Obj.  $\frac{5}{4}$   $\frac{4}{4}$   $\frac{4}{4}$

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

Obj.  $\frac{5}{4}$   $\frac{4}{4}$   $\frac{4}{4}$

S. obj.  $\frac{5}{4}$   $\frac{4}{4}$   $\frac{4}{4}$

126

S.1 *gliss.* big metal salad spoons or similar (play like claves)

Obj.  $\frac{4}{4}$   $\frac{2}{4}$

S.2 *f* big metal salad spoons or similar (play like claves)

Obj.  $\frac{4}{4}$   $\frac{2}{4}$

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

Obj.  $\frac{4}{4}$   $\frac{2}{4}$  big metal salad spoons or similar (play like claves)

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

Obj.  $\frac{4}{4}$   $\frac{2}{4}$  big metal salad spoons or similar (play like claves)

T.1  $\frac{4}{4}$

Obj.  $\frac{4}{4}$   $\frac{2}{4}$

T.2 *p falsetto* *sim.* *gliss.*  
beat beat beat beat beat beat

Obj.  $\frac{4}{4}$   $\frac{2}{4}$

B.1 *f* *f*  
man - hood\_ beast beast

Obj.  $\frac{4}{4}$   $\frac{2}{4}$

B.2 *f* *f*  
la-goon bed - room beast beast

Obj.  $\frac{4}{4}$   $\frac{2}{4}$

S. obj.  $\frac{4}{4}$   $\frac{2}{4}$



129 *f* *p* *mp* *p* *mp* *p*

S.1 *f* *p* *mp* *p* *mp* *p*  
 Pe-ter! ut-ter ut-ter ut-ter ut-ter ut-ter ut-ter ut-ter ut-ter ut-ter

Obj.

S.2 *p* *mp* *p* *mp*  
 Pe-ter! lat-er lat-er lat-er wa-ter wa-ter wa-ter

Obj.

A.1 *p* *mp* *p* *mp*  
 Pe-ter! lat-er lat-er lat-er wa-ter wa-ter wa-ter

Obj.

A.2 *p* *mp*  
 Pe-ter! en-ter en-ter

Obj.

T.1 *p* *mp*  
 en-ter en-ter

Obj.

T.2 *falsetto* *mf*  
 af-ter

Obj.

B.1 *f*  
 re-proof

Obj.

B.2 *p*  
 fool - - - ish

Obj.

S. obj.

*mp* *p* *mf* *p*  
*gliss.* *gliss.*

S.1 ut - ter ut - ter ut - ter ut - ter ut - ter beau - ty

Obj.  $\frac{3}{4}$   $\frac{2}{4}$   $\frac{3}{4}$

S.2 *p* *mf* *p*  
*gliss.* *gliss.*  
 wa - ter wa - ter wa - ter beau - ty

Obj.  $\frac{3}{4}$   $\frac{2}{4}$   $\frac{3}{4}$

A.1 *p* *mf*  
*gliss.* *gliss.*  
 wa - ter wa - ter wa - ter

Obj.  $\frac{3}{4}$   $\frac{2}{4}$   $\frac{3}{4}$

A.2 *mp* *mf*  
 en - ter en - ter

Obj.  $\frac{3}{4}$   $\frac{2}{4}$   $\frac{3}{4}$

T.1 *mp* *mf*  
 en - ter en - ter

Obj.  $\frac{3}{4}$   $\frac{2}{4}$   $\frac{3}{4}$

T.2 *mf*  
*gliss.*  
 af - ter

Obj.  $\frac{3}{4}$   $\frac{2}{4}$   $\frac{3}{4}$

B.1

Obj.  $\frac{3}{4}$   $\frac{2}{4}$   $\frac{3}{4}$

B.2 *mf*  
 good - bye

Obj.  $\frac{3}{4}$   $\frac{2}{4}$   $\frac{3}{4}$

S. obj.  $\frac{3}{4}$   $\frac{2}{4}$   $\frac{3}{4}$

134 *f*

S.1 Pe - ter! but - ter but - er bit - ter bit - er

Obj. *p* *gliss.* *mp* *p* *gliss.* *mp*

big metal salad spoons or similar (play like claves)

S.2 Pe - ter! win - ter win - ter

Obj. *f* *p* *p* *gliss.*

big metal salad spoons or similar (play like claves)

A.1 Pe - ter! win - ter win - ter

Obj. *f* *p* *p* *gliss.*

big metal salad spoons or similar (play like claves)

A.2 Pe - ter! scat - ter tight -

Obj. *f* *mf*

T.1 scat - ter tight -

Obj. *mf*

T.2 foot ball!

Obj. *f*

B.1 foot ball! sweet - - er

Obj. *f* *p*

B.2 pooh - pooh tat -

Obj. *mf* *p*

S. obj.

136

S.1 *p* *gliss.* *mp* *sub.f*  
 muter mut-ter sin-is ter

Obj.  $\frac{3}{4}$   $\frac{4}{4}$

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

Obj.  $\frac{3}{4}$   $\frac{4}{4}$

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

Obj.  $\frac{3}{4}$   $\frac{4}{4}$

A.2 *sub.f* *p*  
 er chat-ter sin-is ter daugh

Obj.  $\frac{3}{4}$   $\frac{4}{4}$

T.1 *sub.f* *p*  
 er chat-ter sin-is ter bath -

Obj.  $\frac{3}{4}$   $\frac{4}{4}$

T.2 *sub.f* *p*  
 sin-is ter bath -

Obj.  $\frac{3}{4}$   $\frac{4}{4}$

B.1 *3*  
 short - er bright - er fainter child-hood

Obj.  $\frac{3}{4}$   $\frac{4}{4}$

B.2 *3*  
 tood ma - rooned bath -

Obj.  $\frac{3}{4}$   $\frac{4}{4}$

S. obj.  $\frac{3}{4}$   $\frac{4}{4}$



S.1 *f* *p* *f* *p*  
 143 *f* *p* *f* *p*  
 pet ulant ly ppp p p p p per-ti nac-i-ty b-b-b - b - b-

Obj. ||

S.2 *f* *p* *f* *p*  
 pp ppp per sist ence p p p pp p pppp pe-cu-li-ar-i-ties b-b-b - b - b-

Obj. ||

A.1 *p* *f* *p* *f* *p*  
 pp p ppp p p per am bu-la tors pp p ppp pp per son-i-fi-ca tion *gliss.*

Obj. ||

A.2 *f* *p* *f* *p*  
 pp ppp per sist ence p p p pp p pppp pe-cu-li-ar-i-ties b-b-b - b - b-

Obj. ||

T.1 *f* *p* *f* *p*  
 per-turb ed p p p p ppp p per spi-ra - tion b-b-b - b - b-

Obj. ||

T.2 *p* *f* *p* *f* *p*  
 pp p ppp p p per am bu-la tors pp p ppp pp per son-i-fi-ca tion *gliss.*

Obj. ||

B.1 *f* *p*  
 draw - ing-room rak ish

Obj. ||

B.2 *f* *p*  
 der stood neigh - bour hood rak ish

Obj. ||

S. obj. ||

S.1  
*f* *p*<sub>3</sub> *f* *p* *f* *ff*  
 b - b-b but! b - b - b - b-b-b-b-b - b-b-b-b-b-b b - b - b but I a-m

Obj.

S.2  
*f* *p*<sub>3</sub> *f* *p* *f* *ff* *p*  
 b - b-b but! b - b - b - b-b-b-b-b - b-b-b-b-b-b b - b - b but I a-m

Obj.

A.1  
*f* *f* *p*<sub>3</sub> *f* *p* *f* *ff* *p*  
 but! b - b - b - b-b-b-b-b - b-b-b-b-b-b b - b - b but I a-m

Obj.

A.2  
*f* *p*<sub>3</sub> *f* *p* *f* *ff* *p*  
 b - b-b but! b - b - b - b-b-b-b-b - b-b-b-b-b-b b - b - b but I a-m

Obj.

T.1  
*f* *p*<sub>3</sub> *f* *p* *f* *ff* *p*  
 b - b-b but! b - b - b - b-b-b-b-b - b-b-b-b-b-b b - b - b but I a-m

Obj.

T.2  
*f* *f* *p*<sub>3</sub> *f* *p* *f* *ff* *p*  
 but! b - b - b - b-b-b-b-b - b-b-b-b-b-b b - b - b but I a-m

Obj.

B.1  
*p* *f* *p* *f* *ff*  
 look-ing fin-ger whoop-ing cough but I am  
 pitch from tuning fork

Obj.

B.2  
*p* *f* *p* *f* *ff*  
 look-ing fin-ger whoop-ing cough but I am  
 pitch from tuning fork

Obj.

S. obj.  
 1 start pistol/  
 toy gun with percussion cap

149 *pp* 3 3 *sim.* 3 3 3 3 *gliss.* 3 3 3 3 (each singer may land on a at different times)

S.1 *too too too too too*

Obj.  $\text{H } \frac{4}{4}$

S.2 *pp* *sim.* *gliss.* (each singer may land on a at different times) ord.

*tir-ed tir-ed tir-ed*

Obj.  $\text{H } \frac{4}{4}$

A.1 *pp* *gliss.* (each singer may land on a at different times)

*to bring to bring*

Obj.  $\text{H } \frac{4}{4}$

A.2 *pp* *gliss.* (each singer may land on a at different times)

*it an-y it an-y it an-y*

Obj.  $\text{H } \frac{4}{4}$

T.1 *pp* *gliss.* (each singer may land on a at different times)

*near - er near - er near -*

Obj.  $\text{H } \frac{4}{4}$

T.2

Obj.  $\text{H } \frac{4}{4}$

B.1 *pp* *3*

*too tir-ed to bring it an-y near - er*

Obj.  $\text{H } \frac{4}{4}$

B.2

Obj.  $\text{H } \frac{4}{4}$

S. obj.



♩ = c. 96

laconically,  
beautifully,  
lightly flying

let overall dynamics grow naturally via local peaks  
towards bar 168, but not too soon

153 *accel.* *p* *p* *p*

S.1 so you must try

Obj.

S.2 so you must try

Obj.

A.1 so you must try for she

Obj.

A.2 *gliss.* it an-y it an-y so you must try for she *ord.*

Obj.

T.1 *gliss.* er near - er so when chil-dren died he went part of the way with

Obj.

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

Obj.

B.1 so when chil-dren died

Obj.

B.2 so you must try chil dren died

Obj.

S. obj.

*p*

S.1 *p*  
I would kill him while he was sleep-ing c-c-c-c-c-c eut

Obj.  $\frac{4}{4}$   $\frac{2}{4}$   $\frac{3}{4}$

S.2 *p*  
I would kill c-c-c-c-c-c eut

Obj.  $\frac{4}{4}$   $\frac{2}{4}$   $\frac{3}{4}$

A.1 thought he was kill-ed do you kill

Obj.  $\frac{4}{4}$   $\frac{2}{4}$   $\frac{3}{4}$

A.2 thought he was do you kill

Obj.  $\frac{4}{4}$   $\frac{2}{4}$   $\frac{3}{4}$

T.1 them k k k-kill k k-kill kill k k k k k - kill I cut off a

Obj.  $\frac{4}{4}$   $\frac{2}{4}$   $\frac{3}{4}$

T.2 them k k k-kill k k-kill kill k k k k k - kill I cut

Obj.  $\frac{4}{4}$   $\frac{2}{4}$   $\frac{3}{4}$

B.1 *p*  
well, go down and kill him ac - cord -

Obj.  $\frac{4}{4}$   $\frac{2}{4}$   $\frac{3}{4}$

B.2 *p*  
well, go down and kill him ac - cord -

Obj.  $\frac{4}{4}$   $\frac{2}{4}$   $\frac{3}{4}$

S. obj.  $\frac{4}{4}$   $\frac{2}{4}$   $\frac{3}{4}$

164

S.1  
once a - n ush-er in a pub-lic school and still dain-ty in his

Obj.

S.2  
once a - n ush er in a pub-lic school and still dain-ty in his

Obj.

A.1  
man-y? and so on and still dain-ty

Obj.

A.2  
man-y? and so on and still dain-ty

Obj.

T.1  
bit of hi - m! *tutti* k k k-kill let us now

Obj.

T.2  
hi - m! *ord.* k k k-kill let us now

Obj.

B.1  
- ing as they get kill-ed and so on

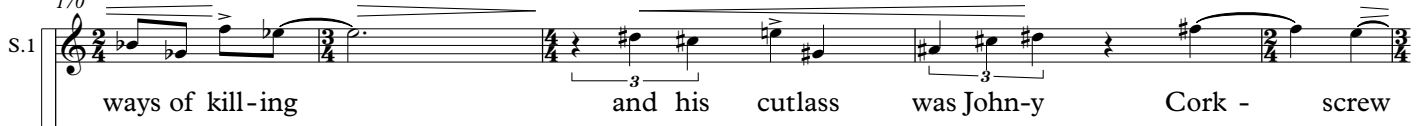
Obj.

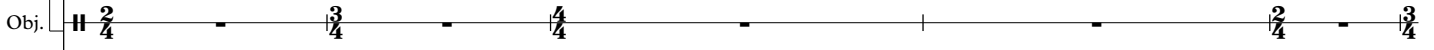
B.2  
- ing as they get kill-ed and so on

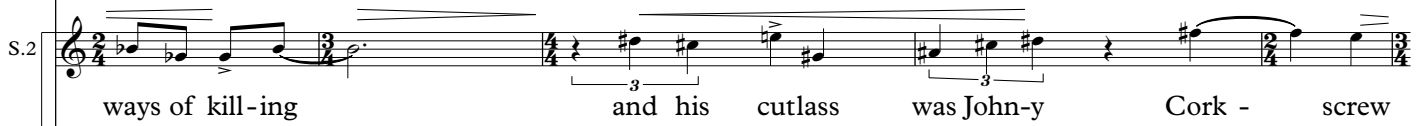
Obj.

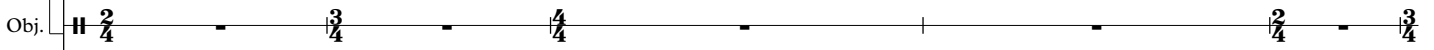
S. obj.

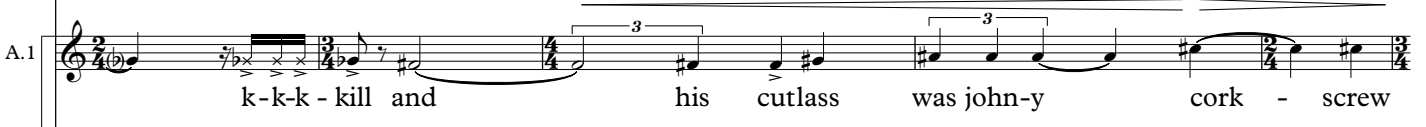
170

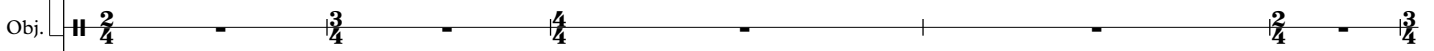
S.1  ways of kill-ing and his cutlass was John-y Cork - screw

Obj. 

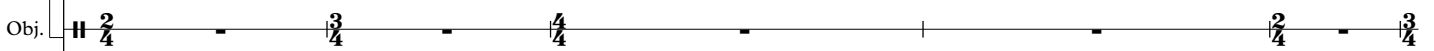
S.2  ways of kill-ing and his cutlass was John-y Cork - screw

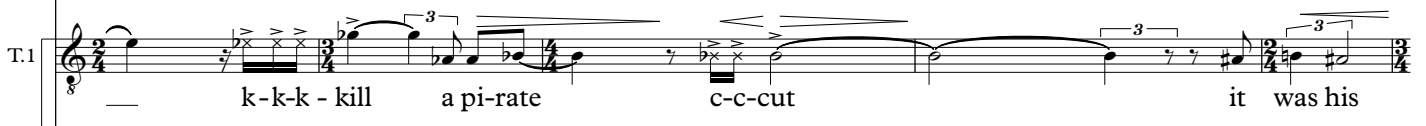
Obj. 

A.1  k-k-k - kill and his cutlass was john-y cork - screw

Obj. 


A.2  k-k-k - kill

Obj. 

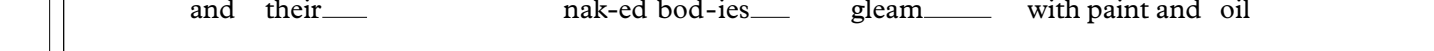
T.1  k-k-k - kill a pi-rate c-c-cut it was his

Obj. 

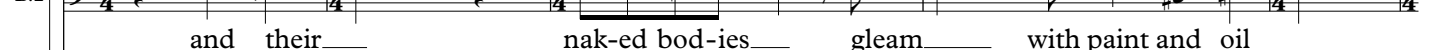
T.2  k-k-k - kill a pi-rate c-c-cut it was his

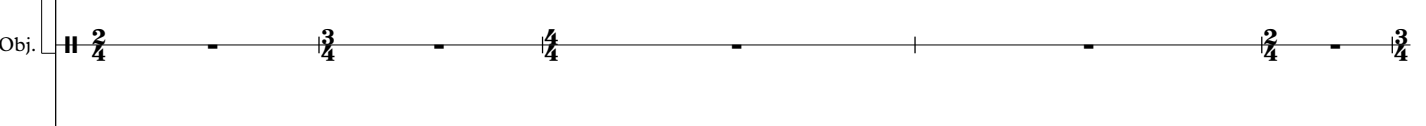
Obj. 

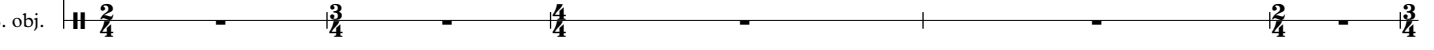
B.1  and their nak-ed bod-ies gleam with paint and oil

Obj. 

B.2  and their nak-ed bod-ies gleam with paint and oil

Obj. 

S. obj. 

Obj. 

175

S.1  
c-c - c-c-cut Pe - - ter wants you to shoot

Obj.

S.2  
c-c - c-c-cut Pe - - ter wants you to shoot

Obj.

A.1  
c-c-c-c-c-c - c-c-cut and we have killed her

Obj.

A.2  
c-c-c-c-c-c - c-c-cut and we have killed her

Obj.

T.1  
spec - ta-cles he wiped \_\_\_\_\_ instead of his weap-on we \_\_\_\_\_ k-k-kill *mf*

Obj.

T.2  
spec - ta-cles he wiped \_\_\_\_\_ instead of his weap-on we \_\_\_\_\_ k-k-kill *mf*

Obj.

B.1  
he \_\_\_\_\_ c-c - c-c-cut off my arm they will die k-k-kill *mf*

Obj.

B.2  
he \_\_\_\_\_ c-c - c-c-cut off my arm they will die k-k-kill *mf*

Obj.

S. obj.

allargando.

180

S.1  
the wendy that is what one does with la - die

Obj.

S.2  
the wendy that is what one does with la - die

Obj.

A.1  
and you have killed her what one does with la - die

Obj.

A.2  
and you have killed her what one does with la - die

Obj.

T.1  
when la - dies used to come to me

Obj.

T.2  
when la - dies used to come to me

Obj.

B.1  
k k k-kill come she

Obj.

B.2  
k k k-kill come she

Obj.

S. obj.

186 *p* = 84

S.1  
- s m  
k-k-k-k-k-k-k-k

Obj.  
4/4 3/4 2/4 4/4 4/4 2/4

S.2  
- s m  
k-k-k-k-k-k-k-k

Obj.  
4/4 3/4 2/4 4/4 4/4 2/4

A.1  
*mf* ecstatic  
s and their bod-ie - s glis-te - n

Obj.  
4/4 3/4 2/4 4/4 4/4 2/4

A.2  
*mf* ecstatic  
s and their bod-ies glis-te - n

Obj.  
4/4 3/4 2/4 4/4 4/4 2/4

T.1  
*f* in drea - m-s she must *mf* 3 d-d-d-d - die *p* as a chief

Obj.  
4/4 3/4 2/4 4/4 4/4 2/4

T.2  
*f* in drea - m-s she must *mf* 3 d-d-d-d - die *p* as a chief *very aggressively, spitting* 5 k-k-k-k-k-k-k-k

Obj.  
4/4 3/4 2/4 4/4 4/4 2/4

B.1  
*f* will die. *mf* 3 A grown-up *p* dies and Pe-ter was

Obj.  
4/4 3/4 2/4 4/4 4/4 2/4

B.2  
*f* will die. *mf* 3 A grown-up *p* dies and Pe-ter was  
low d may be sung an octave higher

Obj.  
4/4 3/4 2/4 4/4 4/4 2/4

S. obj.  
4/4 3/4 2/4 4/4 4/4 2/4

rit.

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

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

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

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

A.1  
n

Obj.

A.2  
n

Obj.

T.1  
daugh ter

Obj.

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

Obj. *wooden chopping board with a big wooden spoon*

B.1  
kill-ing them off vin-dic-tive ly as fast a - s

Obj. *wooden chopping board with a big wooden spoon*

B.2  
kill-ing them off vin-dic-tive ly as fast a - s

Obj. *wooden chopping board with a big wooden spoon*

S. obj.



197

S.1 *f* *subito solo:* *tutti* *aggressive articulation* *p*  
 k - k-kill! don't let Tink d - d - d - d die

Obj. *big scissors / scissors*

S.2 *aggressive articulation* *p*  
 k - k-kill! d - d - d - d - d die

Obj. *big scissors / scissors*

A.1 *n*

Obj. *big scissors / scissors*

A.2 *n*

Obj. *big scissors / scissors*

T.1 *8*

Obj. *big scissors / scissors*

T.2 *8* k - k-kill!

Obj. *big scissors / scissors*

B.1 *aggressive articulation* *ppp*  
 pos - si-ble d - d - d - d - d diee....

Obj. *big scissors / scissors*

B.2 *aggressive articulation* *ppp*  
 pos - si-ble d - d - d - d - d diee....

Obj. *big scissors / scissors*

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

S.1

Obj. *p* close ↓ open ↑

S.2

Obj. *p* close ↓ open ↑

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

Obj. *p* close ↓ open ↑

A.2 *ppp* m

Obj. *p* close ↓ open ↑

T.1 *pp* his was in the

Obj. *p* close ↓ open ↑

T.2

Obj. *p* close ↓ open ↑

creaking

B.1

Obj. *p* close ↓ open ↑

B.2

Obj.

S. obj.

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

Obj. *3*

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

Obj. *3*

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

Obj. *3*

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

Obj. *3*

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

Obj. *3*

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

Obj. *3* "sharpen" scissors / scissors with a long thin metal rod

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

Obj. *3* "sharpen" scissors / scissors with a long thin metal rod

B.2

Obj.

S. obj.

50

209 *pp* solo like a sigh in slow motionj

S. Solo  
and he fell for-ward

S.1  
right right

Obj.  
right right

S.2  
right right

Obj.  
right right

A. Solo  
solo like a sigh in slow motionj  
like

A.1  
*p* right right tutti *p < f* right! solo *P* joyfully I al-ways

Obj.  
right right right!

A.2  
*p* right right *p < f* right!

Obj.  
right right right!

T. Solo  
solo like a sigh in slow motionj  
a cut

T.1  
*mf* right *p < f* right! solo *p* joyfully he is not so big as the pi-rate I

Obj.  
right right!

T.2  
*mf* right *p < f* right!

Obj.  
*pp* tutti - 1

B.1  
*mf* right

Obj.  
*pp* tutti - 1

B.2  
solo like a sigh in slow motionj  
flow - er

Obj.  
1 referee's whistle *p* *p < mp*

S. obj.

214

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

S.1

Obj.

S.2  
an-swer all three

Obj.

A. Solo

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

Obj.

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

Obj.

T. Solo

T.1 *tutti*  
killed  
an-swer all three

Obj.

T.2  
an-swer all three

Obj.

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

Obj.

B.2

Obj.

S. obj.

**piu mosso**  
♩ = c. 108

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

S.1  
2-3 carnival/first of May whistles  
avoid synchronization with others

Obj.  
*f* *ff*

S.2  
2-3 carnival/first of May whistles  
avoid synchronization with others

Obj.  
*f* *ff* *accelerando (hysteric) until the sign*

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

Obj.

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

Obj.

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

Obj.

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

Obj.

B.1  
*tutti - 1 p* rolled r  
th/r/ *ff*

Obj.  
1 referee's whistle  
*ff* *f rimf* *sim.* *accelerando until the sign*

B.2  
*tutti - 1* rolled r  
th/r/ *ff*

Obj.  
1 referee's whistle  
*f* *rimf* *ff* *sim.* *accelerando similarly until the sign*

S. obj.  
electric chainsaw/  
electric drilling  
machine *ff*

♩=84 *meno mosso*

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

Obj.

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

Obj.

A.1  
*with militant aggression*  
**right!**  
*f*  
 smash 2-3 pieces of glass into a bucket

Obj.

A.2  
*with militant aggression*  
**right!**  
*f*  
 smash 2-3 pieces of glass into a bucket

Obj.

T. Solo

T.1  
*with militant aggression*  
**right!**  
 drop one heavy chain on a metal baking tray  
*f*  
 like bellows, exaggerate "w"/"t"/"s"  
 what was what

Obj.

T.2  
*with militant aggression*  
**right!**  
 drop one heavy chain on a metal baking tray  
*f*  
 like bellows, exaggerate "w"/"t"/"s"  
 what was what

Obj.

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

Obj.

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

Obj.

S. obj.

231

S. Solo *mp* solo  
a col-our

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

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

Obj. *ppp*  
m

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

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

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

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

Obj. *pp*

A.2 2 sheets of paper rub them circularly against each other, only noise avoid flapping sound

Obj. *pp*

T.1 was what was what was what was what

Obj.

T.2 was what was what was what was what

Obj.

B.1 what was what was what was

Obj.

B.2 what was what was what was

Obj.

S. obj.





**subito**  
♩=108

*frightened inhale*

*tutti p*

rit. . . . . ♩=c.52

par - ty dress

crumple the sheets

*p tutti* *frightened inhale*

moth-er's de-scribe moth-er's par - ty - dress

crumple the sheets

*tutti pp* *frightened inhale*

moth-er's de-scribe moth-er's par - ty - dress

crumple the sheets

*tutti pp* *frightened inhale*

moth-er's de-scribe moth-er's par - ty - dress

crumple the sheets

*tutti pp* *frightened inhale*

moth-er's de-scribe moth-er's par - ty - dress

crumple the sheets

*ord. pp* *m*

crumple the sheets

*ord. pp* *m*

*frightened inhale*

*p* par - ty - dress *p*

*frightened inhale*

S.1

Obj.

S.2

Obj.

A.1

Obj.

A.1

Obj.

T.1

Obj.

T.2

Obj.

B.1

Obj.

B.2

Obj.

S. obj.

**Mechanically, like  
in the beginning**

246

S.1 *p* as at you look as you at Wen-dy see you may Wen-dy hair see\_ her may *solo*

solos always  
by the same singer  
(characteristic voice)  
in each voice

Obj.

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

Obj.

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

Obj.

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

Obj.

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

Obj.

T.2 *pp*  
*m*

Obj.

B.1 *p*  
Wen-dy see you may Wen-dy hair see\_ her

Obj.

B.2 *p* as at you look as you at *solo* Wen-dy look *tutti* see you may Wen-dy hair see\_ her

solos always  
by the same singer  
(characteristic voice)  
in each voice

Obj.

S. obj.

252

S.1 *tutti*  
white becom-ing her\_ and becom-ing *solo* lit-tle *tutti* fig-ure and for a

Obj.

S.2 white becom-ing her\_ and lit-tle fig-ure and for a

Obj.

A.1 white becom-ing her\_ and lit-tle fig-ure and for a

Obj.

A.2 *solo* white becom-ing *tutti* her\_ and lit-tle fig-ure and for *solo* lit-tle *tutti* a

*solos* always  
by the same singer  
(characteristic voice)  
in each voice

Obj.

T.1 white becom-ing her\_ *solo* white and *tutti* lit-tle fig-ure and for a

*solos* always  
by the same singer  
(characteristic voice)  
in each voice

Obj.

T.2 *pp* m *pp* m

Obj.

B.1 white becom-ing her\_ and lit-tle fig-ure and for a

Obj.

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

Obj.

S. obj.

258

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

Obj.

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

Obj.

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

Obj.

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

Obj.

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

Obj.

T.2

Obj.

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

Obj.

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

Obj.

S. obj.

264

*solo* *tutti* *solo* *tutti* *solo*

S.1  
com-mon now a... is with grown up a... daugh-ter a

Obj.  
*pppp*

S.2  
com-mon is with grown up a... daugh-ter

Obj.  
*pppp*

A.1  
com-mon is with grown up a... daugh-ter

Obj.  
*pppp*

A.2  
com-mon is with grown up a... daugh-ter with

Obj.  
*pppp*

T.1  
*tutti* go com-mon *solo* is with com-mon *tutti* grown up a... daugh-ter

Obj.

T.2

Obj.

B.1  
com-mon a... a... a...

Obj.

B.2  
com-mon a... a... a...

Obj.

S. obj.

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

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

creaking

272

S.1 *tutti* Marga-ret *2. solo* called a... *tutti* eve-ry

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

S.2 Marga-ret called eve-ry

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

A.1 Marga-ret called eve-ry

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

A.2 Marga-ret daugh-ter *tutti* *solo* *tutti* called eve-ry

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

T.1 *solo* *3* *tutti* *3* grown up Marga-ret called eve-ry Marga-ret *solo* *3*

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

T.2 *pp* m

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

B.1 a...

Obj. *pppp*

B.2 a...

Obj. *pppp*

Obj. *2.*

S. obj.

280

S.1 *and* *clean-ing* *eve-ry* *ex-cept* *clean-ing* *time* *spring* *he*

Obj.

S.2 *and* *clean-ing* *ex-cept* *time* *spring* *he*

Obj.

A.1 *and* *clean-ing* *spring* *ex-cept* *time* *spring* *he*

Obj.

A.2 *and* *called* *clean-ing* *spring* *and* *ex-cept* *time* *spring* *he* *ex-cept*

Obj.

T.1 *and* *clean-ing* *spring* *spring* *he*

Obj.

T.2 *pp*  
*m*

Obj.

B.1 *spring* *ex-cept* *time* *spring* *he*

Obj.

B.2 *spring* *ex-cept* *time* *spring* *he*

Obj.

S. obj.



287

*solo tutti*

*solo*

S.1 when Pe-ter he for-gets for. comes and for.

Obj.

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

Obj.

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

Obj.

A.2 *tutti* when Pe-ter for-gets for. *solo* Pe-ter comes *tutti* and

Obj.

T.1 *solo tutti* when time Pe-ter for-gets for. comes *pp* 3 Marga-ret

Obj.

T.2 *pp* 3 M - - - Marga-ret

Obj.

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

Obj.

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

Obj.

S. obj.

293

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

Obj.

S.2 her to Nev-er-land

Obj.

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

Obj.

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

Obj.

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

Obj.

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

Obj.

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

Obj.

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

Obj.

S. obj.

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S.1 *ppp* m and thus *p*

Obj.  $\frac{4}{4}$   $\frac{5}{4}$   $\frac{4}{4}$   $\frac{3}{4}$   $\frac{4}{4}$   $\frac{3}{4}$

S.2 *ppp* m and thus *p*

Obj.  $\frac{4}{4}$   $\frac{5}{4}$   $\frac{4}{4}$   $\frac{3}{4}$   $\frac{4}{4}$   $\frac{3}{4}$

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

Obj.  $\frac{4}{4}$   $\frac{5}{4}$   $\frac{4}{4}$   $\frac{3}{4}$   $\frac{4}{4}$   $\frac{3}{4}$

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

Obj.  $\frac{4}{4}$   $\frac{5}{4}$   $\frac{4}{4}$   $\frac{3}{4}$   $\frac{4}{4}$   $\frac{3}{4}$

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

Obj.  $\frac{4}{4}$   $\frac{5}{4}$   $\frac{4}{4}$   $\frac{3}{4}$   $\frac{4}{4}$   $\frac{3}{4}$

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

Obj.  $\frac{4}{4}$   $\frac{5}{4}$   $\frac{4}{4}$   $\frac{3}{4}$   $\frac{4}{4}$   $\frac{3}{4}$

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

Obj.  $\frac{4}{4}$   $\frac{5}{4}$   $\frac{4}{4}$   $\frac{3}{4}$   $\frac{4}{4}$   $\frac{3}{4}$

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

Obj.  $\frac{4}{4}$   $\frac{5}{4}$   $\frac{4}{4}$   $\frac{3}{4}$   $\frac{4}{4}$   $\frac{3}{4}$

S. obj.  $\frac{4}{4}$   $\frac{5}{4}$   $\frac{4}{4}$   $\frac{3}{4}$   $\frac{4}{4}$   $\frac{3}{4}$