

BOMB PAPA BOMB SYMBOL EXPLANATION (in order of appearance)

1. \sharp = $\frac{1}{4}$ tone sharp
2. \flat = $\frac{1}{4}$ tone flat
3. \uparrow = Played on strings below bridge
4. $\{$ 3A. \times = strike wood of instrument near microphone
 $\{$ = heavy bow pressure, producing a scraping sound.
5. \longrightarrow = continue sound till line ends or next event begins.
6. \curvearrowright = Play the sound indicated, changing the pitch contour to resemble the shape of the line.
7. \square = unspecified pitch in approximate range indicated.
8. \dots = pitches are to be played as fast as possible by each part. Arhythmic.
9. $\{$ (WIPE STRINGS WITH RAG) = for soloist.
wipe along the length of a string with your rosin rag, producing a screech.
10. \blacksquare = Low sound (thud). Kind of "SUPER MARTELLATO"

THE PIECE MAY BE PLAYED WITH ALL LIVE, OR ANY COMBINATION OF LIVE AND TAPED PERFORMERS TO MAKE 4 PARTS. EITHER CONTACT MIKES OR CONDENSER MIKES MAY BE USED, WITH AS MANY CHANNELS AS POSSIBLE.

Allegro

BOMB PAPA BOMB

(TO WHIT BROWNE)

Arco

Shout - in unison

1, 2, 3, 4 ... etc up to around 25 before beginning

f pizz.

f pizz.

f Arco

Dolce

mf

Arco

mf

Arco

pizz.

sul pont.

Mod. ard.

sul pont.

Mod. ard.

f

Arco

f

Arco

System 1: Four staves of music. The first two staves are in treble clef, and the last two are in bass clef. The key signature has one sharp (F#). The music features various note values, including quarter and eighth notes, and rests. Dynamic markings include *f* (forte) and *pizz.* (pizzicato). A *3/2* time signature change is indicated above the first two staves. The word *Arco* is written above the third staff.

System 2: Four staves of music. The first two staves are in bass clef, and the last two are in bass clef. The music continues with similar rhythmic patterns. Dynamic markings include *pp* (pianissimo) and *f*. A *3/2* time signature change is indicated above the second staff. The text "All Hell Busts Lo" is written above the second staff.

System 3: Four staves of music. The first two staves are in bass clef, and the last two are in bass clef. The music features a *crescendo* marking. Dynamic markings include *f* and *ff*. A *3/2* time signature change is indicated above the first staff. The word *Cresc.* is written below the first staff.

Handwritten musical score system 1, consisting of four staves. The notation includes bass clefs, treble clefs, and various musical symbols such as notes, rests, and dynamic markings. The first staff begins with a treble clef and contains a series of eighth notes. The second and third staves are in bass clef and feature a series of eighth notes with a crescendo hairpin. The fourth staff is also in bass clef and contains a series of eighth notes. Dynamic markings include *f* and *ff*. There are also some markings that look like *ff* with a slash through them.

Handwritten musical score system 2, consisting of four staves. The notation includes bass clefs, treble clefs, and various musical symbols such as notes, rests, and dynamic markings. The first staff begins with a treble clef and contains a series of eighth notes. The second and third staves are in bass clef and feature a series of eighth notes with a crescendo hairpin. The fourth staff is also in bass clef and contains a series of eighth notes. Dynamic markings include *pp* and *f*. There are also some markings that look like *ff* with a slash through them.

Handwritten musical score system 3, consisting of four staves. The notation includes bass clefs, treble clefs, and various musical symbols such as notes, rests, and dynamic markings. The first staff begins with a treble clef and contains a series of eighth notes. The second and third staves are in bass clef and feature a series of eighth notes with a crescendo hairpin. The fourth staff is also in bass clef and contains a series of eighth notes. Dynamic markings include *fff* and *f*. There are also some markings that look like *ff* with a slash through them.

(Arco)
fff
fff
fff

pizz. Arco Pizz
Pizz mp f Arco Pizz mp f P mp
P mp Arco f P mp f P
P mp f P mp f Pizz mp
P Arco mf f P mp f P. mp Arco Pizz sul pont.

f sul III PP
Arco
f PP Arco
f PP Arco
f > PP
Arco
f > PP
sul pont
sul pont

modo ord.

Handwritten musical score for three staves, labeled "modo ord.". The score includes dynamic markings such as "ff", "mf", and "f", and performance instructions like "pizz", "Arco", and "PR". The notation features various rhythmic patterns and slurs.

Solo (scream)

gradually come together until in unison

Handwritten musical score for five staves, labeled "Solo (scream)". It features a vocal line with lyrics "I am not a crook! MAMA!" and dense, tremolo-like instrumental accompaniment. Dynamic markings include "ff".

Hard Rock

Handwritten musical score for five staves, labeled "Hard Rock". The score is in 4/4 time and includes dynamic markings like "ff" and "f", along with performance instructions "pizz" and "Arco". The notation is more complex, with many slurs and ties.

The first system of the musical score consists of five staves. The top three staves contain melodic lines with various note values and rests. The bottom two staves contain accompaniment, primarily consisting of eighth and sixteenth notes. Dynamic markings include *ff* (fortissimo) and *slow*. There are also some handwritten annotations like '7' and '7' above notes in the top staves.

The second system of the musical score consists of five staves. It begins with a *3/8* time signature. The notation includes melodic lines with notes and rests, and accompaniment. Dynamic markings include *ff* and *p* (piano). There are also some handwritten annotations like '2/1' and '3/8 ff' above notes.

The third system of the musical score consists of five staves. It features a mix of melodic and accompaniment parts. The notation includes notes, rests, and slurs. Dynamic markings include *pizz* (pizzicato), *Arco* (arco), and *slow*. There are also some handwritten annotations like 'pizz' and 'Arco' above notes.

7.

Repeat until
unbearable
Very high sub. pont.

Several
seconds

continue

etc.

fff give verbal cutoff

of

fff

Blessed

BombPAPA!

fff

silence

fff

pizz

Say what

f pizz

you think

f pizz.

about NIXON

pp

f pizz

Each Part plays As Fast as possible - no coordination

mf > ff
trm trk

pp

trm

trm

pizz.

Arco

ff

pp

pp

ff

pp

ff

pp

sf

ff

pp

pp

ff

pp

ff

Arco

pp

3:2

3:2

3

3:2

ff

b.

pizz

Arco.

Handwritten musical score for the first section, featuring five staves of music. The notation includes various dynamics such as *ff*, *sfz*, and *ff*, and articulations like *pizz* and *Arco.*. There are also some markings like *3:2* and *3:1* under the notes.

Handwritten musical score for the second section, continuing the musical notation. It includes dynamics like *ff* and *Arco*, and articulations like *pizz.* and *Arco*. There are also markings like *3:2* and *3:1* under the notes.

Go On
Immediately
to Next part.

Handwritten musical score for the third section, featuring a bass line with notes and rests. There are some markings like *(1+4)* and *Adagio* above the notes.

wait until 2+3
are playing

I don't care what anybody says, we're
going to keep that little dog.

→ continue

Handwritten musical score for the fourth section, featuring a bass line with notes and rests. There are some markings like *2* and *3* above the notes.

→ continue

Handwritten musical score for the fifth section, featuring a bass line with notes and rests. There are some markings like *Dolce* and *Largo* above the notes.

wait until
4+3 are playing

pizz come together gradually *Allegro*

The first system consists of four staves. The top two staves are marked *pizz* and contain rhythmic patterns of eighth notes. The bottom two staves are marked *(Arco)* and contain similar rhythmic patterns. The tempo is indicated as *Allegro*.

Same Tempo

The second system consists of four staves. The first two staves are marked *mp* and the last two are marked *mp*. There are crescendo and decrescendo hairpins across the staves, with a *f* marking at the end of the system. The tempo remains the same.

The third system consists of four staves. The first two staves are marked *pizz Arco* and contain complex rhythmic patterns. The last two staves are marked *pizz* and *Arco*. The tempo remains the same.

Handwritten musical score for the first system, featuring five staves. The notation includes various musical symbols such as slurs, accents, and dynamic markings like *ff*. There are also some handwritten notes like "no-mo!" and "Little Dog" interspersed within the staves.

Handwritten musical score for the second system, including tempo markings "set tempo - Adagio" and "Con Schmeltz". It features a "count 1, 2, 3, 4" instruction and dynamic markings like *pp*. The notation includes various musical symbols and slurs across five staves.

Handwritten musical score for the third system, featuring a "Solo Pizz." section. It includes various performance instructions such as "continue to repeat", "continuez", "Keep going", and "ponta Stoppe". Dynamic markings like *f*, *mf*, and *ff* are present. The notation includes slurs and other musical symbols across five staves.

* The Solo Begins here. If performed with facaded tape, have cue so that machine is stopped here + continues to next part on page 12

Solo

This next section is a guide to an improvised solo. The soloist may play any or all of these figures in any order. When finished, go on to

When Solo is finished, go to next part. Soloist begins and, after a few seconds, others join in.

12.
Improvise using only these sounds: (ANY OCTAVE)

G F

CAC



Random gliss



scrape



hit wood
of inst.

And these Rhythms:



This section should last 20-30 seconds - go on immediately
going from *pp* to *fff*.

Hammer
Bow (gradually come together)

When all are together - count down from
10 23 in Beginning of piece

10, 9, 8, 7 etc

2/d *All^o*
Arco

... 3, 2, 1 :

ff pizz

ff Arco

ff pizz.

ff

Each part As. fast as possible

fff

ff

fff

ff

Repeat
Twice

Go
on

Long slow glissandi continue ad lib.

ff dim.

ff dim.

ff dim.

ff dim.

ff dim.

Lest one

Lest one

Lest one

Lest one

Lest one

ff

ppp

pp

p

ff

ppp