

2. The Hog

♩ = ca. 96, raunchy

The score is for a piece titled "The Hog" in 4/4 time, with a tempo of approximately 96 beats per minute. The instrumentation includes Baritone (Bar.), Flute (Fl.), Bass Clarinet (B♭ Cl.), Violin (Vln.), Viola (Vcl.), and Percussion (Perc.).

Baritone: The first system shows a bass line with a fermata. The second system begins with a melodic line marked *ff* and *f*, with a note marked "like a pig oinking" and a downbow overpressure symbol (*). The third system continues with a melodic line marked *f* and *p*, with a note marked "fat and heavy, with large jowls" and a downbow overpressure symbol (*).

Flute: The first system has a fermata. The second system begins with a melodic line marked *f*. The third system continues with a melodic line marked *mf* and *f*.

Bass Clarinet: The first system has a fermata. The second system begins with a melodic line marked *ff* and *f*, with a note marked "like a pig oinking" and a downbow overpressure symbol (*). The third system continues with a melodic line marked *mf* and *f*.

Violin: The first system has a fermata. The second system begins with a melodic line marked *ff*. The third system continues with a melodic line marked *ff* and *f*.

Viola: The first system has a fermata. The second system begins with a melodic line marked *ff* and *f*. The third system continues with a melodic line marked *ff* and *f*.

Percussion: The first system has a fermata. The second system begins with a rhythmic pattern marked *f*, including S.D., F.D., and Bass Drum. The third system continues with a rhythmic pattern marked *f* and *p*, including hi-hat (with foot) and T.D. (snares on).

Lyrics: Down, down, down to Mc-Don-alds I go, there to wal-low in tal-low

Performance Notes: The score includes various performance instructions such as "normal tuning:", "snare off for all Bongos 2", "T.D.", "hi-hat (with foot)", "with brushes", "fat and heavy, with large jowls", and "Down, down, down to Mc-Don-alds I go, there to wal-low in tal-low".

*) ▮ = downbow overpressure, i.e., heavy bowing so audible noise is added to the pitches.

**) ▽ = upbow overpressure