

DRUNKEN PIPE BOMB

The Music of Team Fortress 2

INSTRUMENTATION:

Flute

Fife

Uilleann Pipes

Tenor Sax

2 Horns

3 Trumpets

3 Tenor Trombones

Piano

Electric Guitar

Electric Bass

Drums

Xylophone

Drunken Pipe Bomb

The Music of Team Fortress 2

♩ = 170

The musical score is arranged in a standard orchestral layout with 15 staves. The instruments and their parts are as follows:

- Flute:** Rests throughout the piece.
- Piccolo:** Features a "Fife Solo" starting at measure 1. The melody is marked *f* and includes triplets in measures 3, 4, and 5. The staff ends with a 2/4 time signature change at measure 6.
- Uilleann Pipes in D:** Rests throughout the piece.
- Tenor I:** Rests throughout the piece.
- Horn in F 1 & 2:** Rests throughout the piece.
- Trumpet 1, 2, & 3:** Rests throughout the piece.
- Trombone 1, 2, & 3:** Rests throughout the piece.
- Piano:** Rests throughout the piece.
- Electric Guitar I:** Rests throughout the piece.
- Bass Guitar:** Rests throughout the piece.
- Drums:** Rests throughout the piece.
- Xylophone:** Rests throughout the piece.

The score is divided into six measures, with a 2/4 time signature change occurring at the beginning of measure 6. The key signature is one sharp (F#).

This musical score page, numbered 4, is for the piece "Drunken Pipe Bomb". It features a variety of instruments including Flute (Fl.), Piccolo (Picc.), Pipes, Tenor I, Horn 1 (Hn. 1), Horn 2 (Hn. 2), Trumpet 1 (Tpt. 1), Trumpet 2 (Tpt. 2), Trumpet 3 (Tpt. 3), Trombone 1 (Tbn. 1), Trombone 2 (Tbn. 2), Trombone 3 (Tbn. 3), Piano (Pno.), Electric Guitar 1 (E. Gtr. I), Bass, Drums (Dr.), and Xylophone (Xyl.). The score is divided into six measures, numbered 13 through 18 at the bottom. The Flute and Piccolo parts are marked with a forte (*f*) dynamic and include various articulations such as slurs and accents. The Trumpet and Xylophone parts also feature slurs and accents. The Trombone parts are marked with a forte (*f*) dynamic and include breath marks. The Electric Guitar and Bass parts are marked with a forte (*f*) dynamic and include accents. The Drums part is marked with a "Groove" instruction. The Piano part is marked with a forte (*f*) dynamic. The Xylophone part is marked with a forte (*f*) dynamic and includes slurs and accents. The Horn parts are marked with a forte (*f*) dynamic. The Pipes and Tenor I parts are marked with a forte (*f*) dynamic. The score is written in a standard musical notation style with a common time signature.

This musical score page, titled "Drunken Pipe Bomb" and "Concert Score", is page 5 of the work. It features a variety of instruments and parts across 24 measures. The instruments and parts are: Flute (Fl.), Piccolo (Picc.), Pipes, Tenor I, Horn 1 (Hn. 1), Horn 2 (Hn. 2), Trumpet 1 (Tpt. 1), Trumpet 2 (Tpt. 2), Trumpet 3 (Tpt. 3), Trombone 1 (Tbn. 1), Trombone 2 (Tbn. 2), Trombone 3 (Tbn. 3), Piano (Pno.), Electric Guitar I (E. Gtr. I), Bass, Drums (Dr.), and Xylophone (Xyl.). The score is written in a common time signature. The Flute and Piccolo parts have melodic lines with slurs and accents. The Trumpet and Trombone parts have more complex rhythmic patterns with slurs and accents. The Electric Guitar and Bass parts feature a driving, rhythmic accompaniment. The Drums part has a consistent rhythmic pattern with a "fill" indicated in measure 22. The Xylophone part has a melodic line with slurs and accents. The Piano part is mostly silent, indicated by a whole rest in each measure. The Horns and Tenor I parts are also mostly silent, indicated by whole rests in each measure. The measures are numbered 19 through 24 at the bottom of the page.

The musical score is organized into systems of staves. The first system includes Flute (Fl.), Piccolo (Picc.), Pipes, and Tenor I. The second system includes Horn 1 (Hn. 1), Horn 2 (Hn. 2), Trumpet 1 (Tpt. 1), Trumpet 2 (Tpt. 2), and Trumpet 3 (Tpt. 3). The third system includes Trombone 1 (Tbn. 1), Trombone 2 (Tbn. 2), and Trombone 3 (Tbn. 3). The fourth system includes Piano (Pno.) and Electric Guitar I (E. Gtr. I). The fifth system includes Bass, Drums (Dr.), and Xylophone (Xyl.).

Measure 25: Flute, Piccolo, Pipes, Tenor I, Horn 1, Horn 2, Trumpet 1, Trumpet 2, Trumpet 3, Trombone 1, Trombone 2, Trombone 3, Bass, Drums, and Xylophone are all silent. Electric Guitar I plays a rhythmic pattern of eighth notes in G major.

Measure 26: Flute, Piccolo, Pipes, Tenor I, Horn 1, Horn 2, Trumpet 1, Trumpet 2, Trumpet 3, Trombone 1, Trombone 2, Trombone 3, Bass, Drums, and Xylophone are all silent. Electric Guitar I continues its rhythmic pattern.

Measure 27: Flute, Piccolo, Pipes, Tenor I, Horn 1, Horn 2, Trumpet 1, Trumpet 2, Trumpet 3, Trombone 1, Trombone 2, Trombone 3, Bass, Drums, and Xylophone are all silent. Piano (Pno.) enters with a forte (*f*) dynamic, playing a dense, rapid sixteenth-note chordal texture. Electric Guitar I continues its rhythmic pattern.

Measure 28: Flute, Piccolo, Pipes, Tenor I, Horn 1, Horn 2, Trumpet 1, Trumpet 2, Trumpet 3, Trombone 1, Trombone 2, Trombone 3, Bass, Drums, and Xylophone are all silent. Piano (Pno.) continues its texture. Electric Guitar I continues its rhythmic pattern.

Measure 29: Flute, Piccolo, Pipes, Tenor I, Horn 1, Horn 2, Trumpet 1, Trumpet 2, Trumpet 3, Trombone 1, Trombone 2, Trombone 3, Bass, Drums, and Xylophone are all silent. Piano (Pno.) continues its texture. Electric Guitar I continues its rhythmic pattern.

Measure 30: Flute, Piccolo, Pipes, Tenor I, Horn 1, Horn 2, Trumpet 1, Trumpet 2, Trumpet 3, Trombone 1, Trombone 2, Trombone 3, Bass, Drums, and Xylophone are all silent. Piano (Pno.) continues its texture. Electric Guitar I continues its rhythmic pattern.

Fl.

Picc.

Pipes

Tenor I

Hn. 1

Hn. 2

Tpt. 1

Tpt. 2

Tpt. 3

Tbn. 1

Tbn. 2

Tbn. 3

Pno.

E. Gtr. I

Bass

Dr.

Xyl.

31 32 *f* 33 34 35 36

Fl.

Picc.

Pipes

Tenor I

Hn. 1

Hn. 2

Tpt. 1

Tpt. 2

Tpt. 3

Tbn. 1

Tbn. 2

Tbn. 3

Pno.

E. Gtr. I

Bass

Dr.

Xyl.

f

sfmp

mf mp

[long fall]

long fall

long fall

long fall

long fall

long fall

long fall

to snare and ride

37 *f* 38 39 40 41 42 43

Fl.

Picc.

Pipes

Tenor I

Hn. 1

Hn. 2

Tpt. 1

Tpt. 2

Tpt. 3

Tbn. 1

Tbn. 2

Tbn. 3

Pno.

E. Gtr. I

Bass

Dr.

Xyl.

44 45 46 47 48 49 50

Fade in drones
pp *mf*

f
Fife (w/Pipes)
Solo (w/Fife)
f

pp *cresc. poco a poco*
pp *cresc. poco a poco*

3 3 3

The musical score is arranged in a system of staves. The instruments and their parts are as follows:

- Fl.:** Flute, mostly silent with rests.
- Picc.:** Piccolo, playing a melodic line with triplets and slurs.
- Pipes:** Pipes, playing a melodic line with triplets and slurs. Includes the instruction "(fade out drones)".
- Tenor I:** Tenor I, mostly silent with rests.
- Hn. 1:** Horn 1, playing a sustained note with a forte (*f*) dynamic.
- Hn. 2:** Horn 2, playing a sustained note with a forte (*f*) dynamic.
- Tpt. 1:** Trumpet 1, playing a melodic line with triplets and slurs, starting at measure 54 with a forte (*f*) dynamic.
- Tpt. 2:** Trumpet 2, mostly silent with rests.
- Tpt. 3:** Trumpet 3, mostly silent with rests.
- Tbn. 1:** Trombone 1, playing a sustained note with a forte (*f*) dynamic.
- Tbn. 2:** Trombone 2, playing a sustained note with a forte (*f*) dynamic.
- Tbn. 3:** Trombone 3, playing a sustained note with a forte (*f*) dynamic.
- Pno.:** Piano, mostly silent with rests.
- E. Gtr. I:** Electric Guitar I, mostly silent with rests.
- Bass:** Bass, playing a rhythmic line starting at measure 54 with a forte (*f*) dynamic.
- Dr.:** Drums, playing a "Surf Toms!" pattern starting at measure 53 with a forte (*f*) dynamic, including a "fill" at measure 56.
- Xyl.:** Xylophone, mostly silent with rests.

The score is numbered at the bottom of each measure: 51, 52, 53, 54, 55, 56, 57.

Drunken Pipe Bomb

Musical score for Flute, titled "Drunken Pipe Bomb". The score is written in treble clef with a tempo of 170. It consists of five staves of music. The first staff contains measures 1-5, 6, 7-12, 13, 14, and 15. The second staff contains measures 16, 17, 18, 19, 20, and 21. The third staff contains measures 22, 23-32, 33, and 34. The fourth staff contains measures 35-36, 37, 38, 39, and 40-46. The fifth staff contains measures 47-64. The score includes various musical notations such as rests, eighth notes, quarter notes, and slurs. Dynamics include *f* (forte). The key signature has one flat (B-flat). The time signature changes from 4/4 to 2/4 and back to 4/4.

Piccolo

The Music of Team Fortress 2

Drunken Pipe Bomb

1 $\text{♩} = 170$
Fife Solo

2 3 4 5 6 7

8 9-12 13 14 15 16

17 18 19 20 21 22

10 23-32 33 34 35-36 2

37 38 39 40 41-46 6

f *f* *f*

2 47 Fife (w/Pipes) 48 49 Piccolo 50 51 52

f

53 54 55 56 57 58

59 60 61 62 63 64

Tenor I

Drunken Pipe Bomb

Musical score for Tenor I of "Drunken Pipe Bomb". The score is written in treble clef with a key signature of two sharps (F# and C#). The tempo is marked as quarter note = 170. The score is divided into three systems. The first system contains measures 1-5, 6-7, 8-9, 10-33, and 34. The second system contains measures 35-40, 41-42, 43, and 44-46. The third system contains measures 47-58, 59-60, 61-62, 63, and 64. The score includes various musical notations such as rests, slurs, accents, and dynamic markings. The lyrics "GO NUTS!" are written above measures 8 and 9. The score concludes with a final double bar line.

Tempo: ♩ = 170

Measures: 1-5, 6, 7, 8 GO NUTS!, 9, 10-33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43 [long fall], 44-46, 59, 60, 61, 62, 63, 64

Dynamic markings: *f*, *p*, *f*

Other markings: *f*³, [long fall]

Drunken Pipe Bomb

$\text{♩} = 170$ 5 fall 21

The musical score is written for Horn in F 2 and consists of five staves. The first staff is in treble clef with a key signature of one sharp (F#) and a 4/4 time signature. It begins with a tempo marking of quarter note = 170. The score is divided into two systems. The first system contains measures 1-5, 6-9, 10-30, and 31-32. The second system contains measures 33-34, 35-43, 44-53, and 54-64. The score includes various dynamics such as *mp*, *f*, *sfz*, *pp*, *p*, and *f*, as well as performance instructions like *cresc. poco a poco* and *long fall*. There are also numerical markers (1, 2, 3) and a 'fall' instruction above the staff. The piece concludes with a double bar line at measure 64.

1-5 6 7 8 9 10-30 31 32

2 33-34 35 36 37 38 39 40 41 42 43

44 45 46 47 48 49 50 51 52 long fall 53

3 54 55 56-58 59 60 61 62 63 64

mp *f* *sfz* *f* *pp* *cresc. poco a poco* *f* *p* *cresc. poco a poco* *f*

Trumpet I

Drunken Pipe Bomb

Musical score for Trumpet I, titled "Drunken Pipe Bomb". The score is written in treble clef with a key signature of two sharps (F# and C#). The tempo is marked as quarter note = 170. The score consists of 64 measures, divided into systems of five lines each. Measure numbers 5, 6, 7, 8, 9, 10-12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24-30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44-46, 47-52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, and 64 are indicated. The score includes various musical notations such as rests, notes, slurs, and articulation marks. Performance instructions include "Plunger Mute" above measures 7-9, "wah" above measure 8, and dynamic markings such as *mp*, *f*, *sfz*, and *smp*. Measure 43 is marked with a "long fall" instruction. Measure 44-46 is a whole rest. Measure 47-52 is a whole rest. Measure 53 is a whole rest. Measure 54 is a whole rest. Measure 55-58 are triplets. Measure 59 is a whole rest. Measure 60 is a whole rest. Measure 61-63 are triplets. Measure 64 is a whole rest. The score ends with a double bar line.

Trumpet 2

The Music of Team Fortress 2

Drunken Pipe Bomb

♩ = 170

5 6 7 + 8+ wah + 9+ 13 Open

Plunger Mute

1-5 *mp* 10-12 *f*

14 15 16 17 18

19 20 21 22 23 7 24-30

31 32 33 34 35 36 37 *sfz* *f* *smp* *f*

38 39 40 41 42 43 long fall 3 44-46

47-57 58 59 60 3 3

61 62 63 64 long fall 3

Trumpet 3

The Music of Team Fortress 2

Drunken Pipe Bomb

Plunger Mute

♩ = 170

5 6 7 + 8+ o+ o9+ o 3 13 14

1-5 mp f 10-12 f

15 16 17 18 19 20

21 22 23 7 31 32

24-30 sfz f

33 34 35 36 37 38

smp f

39 40 41 42 43 long fall 3

44-46

47-57

58 59 60

61 62 63 64

long fall

Trombone I

The Music of Team Fortress 2

Drunken Pipe Bomb

♩ = 170

5 6 7 8 9 3 13 14 15

1-5 *mp* *f* 10-12 *f*

16 17 18 19 20 21 22 8 31 *sfz*

23-30

32 35 36 37 38 39 40 41 *sfmp*

2 *f* 33-34 *mp* *f*

long fall

42 43 3 4 51 52 53 *f*

44-46 47-50

54 55 3 59 60 61 62 63 64 *p* *cresc. poco a poco* *f*

56-58

Drunken Pipe Bomb

♩ = 170

5 6 7 8 9 3 13 14 15

1-5 *mp* *f* 10-12 *f*

16 17 18 19 20 21 22 8 31 *sfz*

23-30

32 2 35 36 37 38 39 40 41 42 *f* *smp* *f* *sfmp*

33-34

long fall

43 3 4 51 52 53 54 *f*

44-46 47-50

55 3 59 60 61 62 63 64 *p* *cresc. poco a poco* *f*

56-58

Drunken Pipe Bomb 3

♩ = 170

5

3

1-5 6 7 8 9 10-12 13 14 15

mp *f* *f* 8

16 17 18 19 20 21 22 23-30 31 *sfz*

2

32 33-34 35 36 37 38 39 40 41 42

long fall *f* *3p* *f* 4 *sfmp*

43 *f* 44-46 47-50 51 *f* 52 53 54

3

55 56-58 59 *p* 60 *cresc. poco a poco* 61 62 63 *f* 64

Drunken Pipe Bomb

♩ = 170

5 6 20 27 28

1-5 7-26 f

5 20

Detailed description: This system contains measures 1 through 28. It features a grand staff with treble and bass clefs. Measure 1 is in 4/4 time with a tempo of 170. Measures 2-3 are in 2/4 time. Measures 4-6 are in 4/4 time. Measures 7-26 are in 4/4 time. Measures 27-28 are in 4/4 time and contain dense chordal textures. The dynamic marking *f* is present from measure 27 onwards. Fingerings are indicated by numbers 1-5 in the first system and 5, 20 in the second system.

29 30 8 39 7

31-38 40-46

8 7

Detailed description: This system contains measures 29 through 46. Measures 29-30 are in 4/4 time with accents (>) over notes. Measures 31-38 are in 4/4 time. Measures 39-40 are in 2/4 time. Measures 41-46 are in 4/4 time. Fingerings are indicated by numbers 8 and 7 in the second system.

18

47-64

18

Detailed description: This system contains measures 47 through 64. It consists of a grand staff with treble and bass clefs. Both staves contain a single, thick horizontal line representing a sustained chord or block of notes. The number 18 is written above the treble staff and below the bass staff.

Drunken Pipe Bomb

♩ = 170

5 6 6 13 14 15

1-5 7-12 *f*

16 17 18 19 20

21 22 23 24 25

26 27 28 29 30

31 32 33 34 35

mp *mf* *mp*

36 37 38 39 40

mf mp

41 42 43 3

44-46

Electric Guitar I

||| 58 59 60

47-57 *p* *cresc. poco a poco*

61 62 63 64

61 62 63 64 *f*

Drunken Pipe Bomb

♩ = 170

5 6 7 8 9 3

1-5

f

10-12

13 14 15 16 17

f

18 19 20 21 22

23 7 31 32 33

24-30

f

34 35 36 37 38 39

40 41 42 43 3

44-46

8

47-54

Detailed description: This is a bass guitar score for the song 'Drunken Pipe Bomb' from Team Fortress 2. The score is written in bass clef and consists of several staves of music. The tempo is marked as quarter note = 170. The piece is in 4/4 time, with some changes to 2/4 and 3/4. The key signature has one flat (Bb). The score includes various musical notations such as rests, slurs, and dynamic markings like 'f' (forte). Measure numbers are placed above the notes, and some measures contain bar lines and measure ranges (e.g., 1-5, 10-12, 24-30, 44-46). The score ends with a final staff containing a whole rest for 8 measures, labeled 47-54.

Bass Guitar

55 56 57 58 59

Musical notation for measures 55-59. The staff is in bass clef with a key signature of one flat. Measure 55 starts with a forte (*f*) dynamic and contains a sequence of eighth notes: G2, A2, B2, C3, D3, E3, F3, G3. Measure 56 contains eighth notes: G3, A3, B3, C4, D4, E4, F4, G4. Measure 57 contains eighth notes: G4, A4, B4, C5, D5, E5, F5, G5. Measure 58 contains eighth notes: G5, A5, B5, C6, D6, E6, F6, G6. Measure 59 contains eighth notes: G6, A6, B6, C7, D7, E7, F7, G7. There are accents (>) under the first note of measures 56, 57, 58, and 59.

60 61 62 63 64

Musical notation for measures 60-64. The staff is in bass clef with a key signature of one flat. Measure 60 contains eighth notes: G2, A2, B2, C3, D3, E3, F3, G3. Measure 61 contains eighth notes: G3, A3, B3, C4, D4, E4, F4, G4. Measure 62 contains eighth notes: G4, A4, B4, C5, D5, E5, F5, G5. Measure 63 contains eighth notes: G5, A5, B5, C6, D6, E6, F6, G6. Measure 64 contains eighth notes: G6, A6, B6, C7, D7, E7, F7, G7. There are accents (>) under the first note of measures 61, 62, and 63. The piece ends with a double bar line at the end of measure 64.

Drunken Pipe Bomb

♩ = 170

5 6 7 8 9 10

1-5

Surf Toms!

f

sim.

11 12 fill 13 Groove 14 15

16 17 18 19 20

21 22 fill 23 7 31 Surf Toms! 32

24-30

f

33 34 35 36 37

38 39 40 41

42 to snare and ride 43 3

44-46

The image shows a drum score for 'Drunken Pipe Bomb' in 4/4 time with a tempo of 170. The score is divided into measures 5 through 46. Measures 5-6 are marked '1-5'. Measures 7-8 are marked 'Surf Toms!' and 'f'. Measures 9-10 are marked 'sim.'. Measures 11-15 are marked '12 fill', '13 Groove', '14', and '15'. Measures 16-20 are marked '16', '17', '18', '19', and '20'. Measures 21-23 are marked '21', '22 fill', and '23'. Measures 24-30 are marked '24-30'. Measures 31-32 are marked '31 Surf Toms!' and '32' with a 'f' dynamic. Measures 33-37 are marked '33', '34', '35', '36', and '37'. Measures 38-41 are marked '38', '39', '40', and '41'. Measures 42-43 are marked '42 to snare and ride' and '43'. Measures 44-46 are marked '3' and '44-46'. The notation includes various drum symbols, accents, and dynamics.

Drums

6

53 Surf Toms!

54

55

56

fill

47-52

f

57

58

fill

59

60

61

62 fill

63

64 crash

Xylophone

The Music of Team Fortress 2

Drunken Pipe Bomb

♩ = 170

5 6 6 13 Xylophone 14 15

1-5 7-12 *f*

16 17 18 19 20

21 22 23 8 32 33

24-31 *f*

34 35 36 37 38

f

39 40 6 18

41-46 47-64