

FASTER THAN A SPEEDING BULLET

The Music of Team Fortress 2

INSTRUMENTATION:

Flute
4 Horns
4 Trumpets
3 Tenor Trombones
Bass Trombone
Tuba
2 Pianos
Drum Kit (High Hat)
2 Percussion

Faster Than A Speeding Bullet

The Music of Team Fortress 2

♩ = 168

The score is written for a 4/4 time signature with a tempo of 168 beats per minute. The Flute part begins with a *f* dynamic and a flutter tongue effect. The Horns (F1 and F2) and Trumpets (1-4) have rests until measure 6, where they play a *mf* dynamic. The Trombone and Tuba parts are silent throughout. The Piano parts (I and II) are silent. The Drums part features a *mf* Hi-hat pattern starting in measure 2. The Percussion part features a *mf* Bongos I pattern starting in measure 1. The score is divided into measures 1 through 7.

This musical score page, titled "Faster Than A Speeding Bullet" and "Concert Score", is page 3 of the work. It features a variety of instruments including Flute (Fl.), Horns 1 and 2 (Hn. 1, Hn. 2), Trumpets 1-4 (Tpt. 1-4), Trombones 1-4 (Tbn. 1-4), Piano 1 and 2 (Pno. 1, Pno. 2), Drums (Dr.), and Percussion (Perc.). The score is written in a key signature of one sharp (F#) and a common time signature (C). The music begins at measure 8 and continues through measure 14. The Flute part starts with a melodic line in the first measure, followed by a rest. The Horns 1 and 2 parts enter in the second measure with a sustained note, marked with a forte (*f*) dynamic. The Trumpets and Trombones are silent throughout this section. The Piano 1 part is silent, while Piano 2 enters in measure 11 with a forte (*f*) dynamic. The Drums play a steady eighth-note pattern from measure 8 to 10, then a more complex pattern from measure 11 to 14. The Percussion part includes Bongos 2, which enter in measure 11 with a mezzo-forte (*mf*) dynamic and play a rhythmic pattern. The score concludes at measure 14.

This musical score page, numbered 4, is for the piece "Faster Than A Speeding Bullet". It features a variety of instruments: Flute (Fl.), Horns 1 and 2 (Hn. 1, Hn. 2), Trumpets 1 through 4 (Tpt. 1-4), Trombones 1 through 4 (Tbn. 1-4), Piano 1 and 2 (Pno. 1, Pno. 2), Drums (Dr.), and Percussion (Perc.). The score is divided into measures 15 through 20. The Flute part begins with a rest in measures 15-18, followed by a dynamic marking of *f* in measure 19. The Piano 1 part has a dynamic marking of *mf* in measure 19 and a *cresc. poco a poco* instruction in measure 20. The Percussion part includes trill markings (*tr*) in measures 15 and 18. The score is written in a standard musical notation with treble and bass clefs for the melodic instruments and a drum set for the percussion.

Fl.

Hn. 1

Hn. 2

Tpt. 1

Tpt. 2

Tpt. 3

Tpt. 4

Tbn. 1

Tbn. 2

Tbn. 3

B. Tbn. 4

Tbn.

Pno. 1

Pno. 2

Dr.

Perc.

21 22 23 24 25 26 27

f *cresc. poco a poco* *trill*

This page of a concert score for the piece "Faster Than A Speeding Bullet" includes parts for the following instruments: Flute (Fl.), Horns 1 and 2 (Hn. 1, Hn. 2), Trumpets 1, 2, 3, and 4 (Tpt. 1-4), Trombones 1, 2, 3, and 4 (Tbn. 1-4), Piano 1 and 2 (Pno. 1, Pno. 2), Drums (Dr.), and Percussion (Perc.). The score is written in 2/4 time and covers measures 28 through 33. The Flute part features a melodic line with various articulations and dynamics, including accents and slurs. The Piano 1 part has a rhythmic accompaniment with eighth and sixteenth notes. The Percussion part includes a complex rhythmic pattern with many accents. The other instruments are currently silent, indicated by a horizontal line with a dash in each measure.

Fl.

Hn. 1

Hn. 2

Tpt. 1

Tpt. 2

Tpt. 3

Tpt. 4

Tbn. 1

Tbn. 2

Tbn. 3

B. Tbn. 4

Tba.

Pno. 1

Pno. 2

Dr.

Perc.

34 35 36 37 38 39

ff

ff

f

trill

This page of the concert score contains measures 40 through 45. The instruments and their parts are as follows:

- Fl.:** Flute part, mostly rests.
- Hn. 1 & 2:** Horns 1 and 2 parts, mostly rests.
- Tpt. 1, 2, 3, 4:** Trumpets 1 through 4 parts, mostly rests.
- Tbn. 1, 2, 3, 4, Tba.:** Trombones 1 through 4 and Tuba part, mostly rests.
- Pno. 1 & 2:** Piano 1 and 2 parts. Pno. 2 has some activity in measures 41 and 43.
- Dr.:** Drums part, mostly rests.
- Perc.:** Percussion part, featuring a complex rhythmic pattern with accents and trills.

Measure numbers 40, 41, 42, 43, 44, and 45 are indicated at the bottom of the page.

Fl.

Hn. 1

Hn. 2

Tpt. 1

Tpt. 2

Tpt. 3

Tpt. 4

Tbn. 1

Tbn. 2

Tbn. 3

B. Tbn. 4

Tba.

Pno. 1

Pno. 2

Dr.

Perc.

mf *cresc. poco a poco*

mf *cresc. poco a poco*

46 47 48 49

This page of the concert score includes the following parts and markings:

- Fl.:** Flute part, mostly rests.
- Hn. 1 & 2:** Horns I and II, playing sustained notes with *sfz* and *f* dynamics.
- Tpt. 1-4:** Trumpets I-IV, playing sustained notes with *sfz* and *f* dynamics. Tpt. 1 includes a *gliss.* and *shake!* marking.
- Tbn. 1-4:** Trombones I-IV, playing sustained notes with *f* and *sfz* dynamics.
- B. Tbn. 4:** Bass Trombone 4, playing sustained notes with *sfz* and *f* dynamics.
- Tba.:** Tuba, playing sustained notes with *sfz* and *f* dynamics.
- Pno. 1:** Piano I, playing a rhythmic accompaniment with *ff* dynamics.
- Pno. 2:** Piano II, playing sustained notes with *ff* dynamics.
- Dr.:** Drums, playing a rhythmic accompaniment.
- Perc.:** Percussion, playing a rhythmic accompaniment.

Measure numbers 50, 51, 52, 53, and 54 are indicated at the bottom of the page.

Flute

Faster Than A Speeding Bullet

♩ = 168

flutter tongue

The Music of Team Fortress 2

1 2 3 4 5 6 7 8 9

10 11 7 19 20 21 22 23 24

12-18

f

25 26 27 28 29 30 31 32

33 34 35

10

36-45

9

46-54

Horn in F I

Faster Than A Speeding Bullet

The Music of Team Fortress 2

$\text{♩} = 168$ 5

mf

5

1-5 6 7 8 9 10

11 12-18 17 19-35

10 4

36-45 46-49 50 51 52 53 54

f *mf* *f* *sfz* *f*

Horn in F 2

Faster Than A Speeding Bullet

The Music of Team Fortress 2

$\text{♩} = 168$ 5

mf 5
1-5 6 7 8 9 10 17

f 7 17
11 12-18 19-35

10 4 *f* *sfz* *f*
10 4 50 51 52 53 54
36-45 46-49 *f* *sfz* *f*

Trumpet I

♩ = 168

Faster Than A Speeding Bullet

The Music of Team Fortress 2

10 8 17

1-10 11-18 19-35

10 4 50 51 52 53 54

36-45 46-49 *f* > > *f* shake! gliss. #

Trumpet 2

♩ = 168

Faster Than A Speeding Bullet

The Music of Team Fortress 2

10 8 17

1-10 11-18 19-35

10 4 50 51 52 53 54

36-45 46-49 *f* *sfz* *f*

Trumpet 3

♩ = 168

Faster Than A Speeding Bullet

The Music of Team Fortress 2

10 8 17

1-10 11-18 19-35

10 4 50 51 52 53 54

36-45 46-49 50 51 52 53 54

f *sfz* *f*

Trumpet 4

♩ = 168

Faster Than A Speeding Bullet

The Music of Team Fortress 2

10 8 17

1-10 11-18 19-35

10 5 51 52 53 54

36-45 46-50 51 52 53 54

f *sfz* *f*

Trombone I

♩ = 168

Faster Than A Speeding Bullet

The Music of Team Fortress 2

The musical score is written in bass clef with a 4/4 time signature. It consists of two staves. The first staff contains three measures of music, each represented by a solid black bar. Above the first bar is the number '10', and below it is the measure range '1-10'. Above the second bar is the number '8', and below it is the measure range '11-18'. Above the third bar is the number '17', and below it is the measure range '19-35'. The second staff contains five measures of music. The first measure (36-45) is a solid black bar with '10' above it. The second measure (46-49) is a solid black bar with '4' above it. The third measure (50) contains a half note with an accent (>) and a dynamic marking of *f*. The fourth measure (51) contains a half note with an accent (>) and a dynamic marking of *f*. The fifth measure (52) contains a half note with an accent (>) and a dynamic marking of *f*. The sixth measure (53) contains a half note with an accent (>) and a dynamic marking of *sfz*. The seventh measure (54) contains a half note with an accent (>) and a dynamic marking of *f*. A slur connects measures 53 and 54, with a dynamic marking of *f* at the end of the slur.

Trombone 2

♩ = 168

Faster Than A Speeding Bullet

The Music of Team Fortress 2

The musical score is presented on two staves in bass clef with a 4/4 time signature. The first staff contains three measures of whole notes, each with a measure number above it: 10 (measures 1-10), 8 (measures 11-18), and 17 (measures 19-35). The second staff contains four measures: a whole note (measures 36-45), a whole note (measures 46-49), a half note (measure 50), a half note (measure 51), a half note (measure 52), a half note (measure 53), and a quarter note (measure 54). Dynamics include *f* (forte) under measures 50-52 and *sfz* (sforzando) under measure 53, with a crescendo line leading to *f* at the end of measure 54.

Trombone 3

♩ = 168

Faster Than A Speeding Bullet

The Music of Team Fortress 2

The musical score is written in bass clef with a 4/4 time signature. It consists of two staves. The first staff contains three measures of music, each with a measure rest. Above the first measure is the number '10', and below it is '1-10'. Above the second measure is the number '8', and below it is '11-18'. Above the third measure is the number '17', and below it is '19-35'. The second staff contains five measures. The first two measures are measure rests, with '10' above the first and '4' above the second, and '36-45' and '46-49' below them respectively. The third measure contains a quarter note with a dynamic marking of *f* below it. The fourth measure contains a quarter note with a dynamic marking of *sfz* below it. The fifth measure contains a quarter note with a dynamic marking of *f* below it. Slurs connect measures 50-51, 51-52, and 53-54. A crescendo hairpin is placed under the slur for measures 53 and 54.

Bass Trombone 4

♩ = 168

Faster Than A Speeding Bullet

The Music of Team Fortress 2

The musical score is written on two staves in bass clef with a 4/4 time signature. The first staff contains three measures of music, each represented by a solid black bar. Above the first bar is the number '10', and below it is '1-10'. Above the second bar is the number '8', and below it is '11-18'. Above the third bar is the number '17', and below it is '19-35'. The second staff contains five measures of music. The first two are solid black bars with '10' above and '36-45' below. The third is a solid black bar with '4' above and '46-49' below. The fourth measure contains a half note with a dynamic marking of *f* below it. The fifth measure contains a half note with a dynamic marking of *f* below it. The sixth measure contains a half note with a dynamic marking of *sfz* below it. The seventh measure contains a half note with a dynamic marking of *f* below it. A slur connects the notes in measures 50, 51, 52, 53, and 54.

Tuba

♩ = 168

Faster Than A Speeding Bullet

The Music of Team Fortress 2

The musical score is written for Tuba in 4/4 time with a tempo of 168 beats per minute. It consists of two staves. The first staff contains three measures of rests: a 10-measure rest (measures 1-10), an 8-measure rest (measures 11-18), and a 17-measure rest (measures 19-35). The second staff begins with a 10-measure rest (measures 36-45), followed by a 4-measure rest (measures 46-49). From measure 50, a melodic line is written with notes on the staff: measure 50 has a quarter note on G2, measure 51 has a quarter note on F2, measure 52 has a quarter note on E2, measure 53 has a quarter note on D2, and measure 54 has a quarter note on C2. A slur covers measures 50 through 54. Dynamics include a forte (*f*) marking under measure 50, a sforzando (*sfz*) marking under measure 53, and a forte (*f*) marking under measure 54.

Piano I

Faster Than A Speeding Bullet

The Music of Team Fortress 2

$\text{♩} = 168$ 10 8

1-10 11-18 19 20 21

22 23 24 25 26

27 28 29 30

31 32 33 34 35

36-45 46 47 48 49

50 51 52 53 54

mf *cresc. poco a poco* *ff*

Piano 2

♩ = 168

Faster Than A Speeding Bullet

The Music of Team Fortress 2

The musical score is presented in four systems, each with a grand staff (treble and bass clefs). The tempo is marked as ♩ = 168. The score includes various musical notations such as rests, notes, and dynamic markings.

- System 1 (Measures 1-18):** Treble clef has rests for measures 1-10 and 14-15. Bass clef has rests for measures 1-10 and 14-15. Dynamic markings include *f* at measure 11 and *ff* at measure 17. Measure numbers 10, 11, 12, 13, 14, 15, 16, 17, and 18 are indicated above the staff.
- System 2 (Measures 19-28):** Treble clef has rests for measures 19-22 and 26-28. Bass clef has notes for measures 19-22 and 26-28. Dynamic markings include *f* at measure 23 and *cresc. poco a poco* starting at measure 24. Measure numbers 23, 24, 25, 26, 27, and 28 are indicated above the staff.
- System 3 (Measures 29-35):** Treble clef has rests for measures 29-35. Bass clef has notes for measures 29-35. Dynamic marking *ff* is present at measure 34. Measure numbers 29, 30, 31, 32, 33, 34, and 35 are indicated above the staff.
- System 4 (Measures 36-45):** Treble clef has rests for measures 36-40 and 44-45. Bass clef has notes for measures 36-40 and 44-45. Dynamic marking *f* is present at measure 36. Measure numbers 36, 37, 38, 39, 40, 41, 42, 43, 44, and 45 are indicated above the staff.

Piano 2

2

46 47 48 49 50 51 52 53 54

mf *cresc. poco a poco* *ff*

The musical score consists of two staves: a treble staff and a bass staff. The treble staff contains whole rests for all measures from 46 to 54. The bass staff contains a sequence of notes: measure 46 has a quarter note G2; measure 47 has a quarter note F2; measure 48 has a quarter note E2; measure 49 has a quarter note D2; measure 50 has a quarter note C2; measure 51 has a quarter note B1; measure 52 has a quarter note A1; measure 53 has a quarter note G1; and measure 54 has a quarter note F1. Vertical lines with 'v' below them are placed under each note in the bass staff. Dynamic markings are placed above the treble staff: *mf* at the beginning of measure 46, *cresc. poco a poco* spanning measures 47 through 53, and *ff* at the beginning of measure 54. The piece concludes with a double bar line at the end of measure 54.

Drums

♩ = 168

Faster Than A Speeding Bullet

The Music of Team Fortress 2

Drum score for 'Faster Than A Speeding Bullet' in 4/4 time, tempo 168. The score is divided into five systems. The first system (measures 1-5) features a Hi-hat pattern starting with a rest in measure 1, followed by eighth notes in measures 2-5, with accents (>) on measures 2, 3, 4, and 5. The second system (measures 6-10) continues the eighth-note pattern with accents on measures 6, 7, 8, 9, and 10. The third system (measures 11-17) begins with a snare drum pattern in measure 11, followed by a 7-measure cymbal roll (measures 12-18) and a 17-measure cymbal roll (measures 19-35). The fourth system (measures 36-54) consists of a 10-measure cymbal roll (measures 36-45) and a 9-measure cymbal roll (measures 46-54). The dynamic marking *mf* is present in the first system.

Percussion

Faster Than A Speeding Bullet

♩ = 168

The Music of Team Fortress 2

1 Bongos I 3 5 6 7 2

mf

4/4

10 11 12 13 14

Bongos 2

mf

trill

15 16 17 18

trill

19 20 21 22 23

trill

V.S.

Percussion

24 *tr* 25 26 27

Musical notation for measures 24-27. Measure 24 begins with a tremolo (tr) over a note. The top staff features a rhythmic pattern of eighth notes with accents (>). The bottom staff features a rhythmic pattern of eighth notes with accents (>) and rests.

28 29 30 31

Musical notation for measures 28-31. The top staff continues with eighth notes and accents. The bottom staff continues with eighth notes and accents.

32 33 34 35

Musical notation for measures 32-35. Measure 35 ends with a double bar line. The top staff continues with eighth notes and accents. The bottom staff continues with eighth notes and accents.

36 37 38 *tr* 39

Musical notation for measures 36-39. Measure 38 begins with a tremolo (tr) over a note. The top staff continues with eighth notes and accents. The bottom staff continues with eighth notes and accents.

Percussion

40 *tr* 41 42 43 *tr*

Musical notation for measures 40-43. The top staff features a continuous eighth-note pattern with a tremolo effect indicated by a wavy line above the notes. The bottom staff contains a rhythmic accompaniment with eighth and sixteenth notes, including rests and accents.

44 45 46 47

Musical notation for measures 44-47. The top staff continues the eighth-note pattern with tremolo. The bottom staff shows a rhythmic accompaniment with eighth and sixteenth notes, including rests and accents.

48 49 50

Musical notation for measures 48-50. The top staff continues the eighth-note pattern with tremolo. The bottom staff shows a rhythmic accompaniment with eighth and sixteenth notes, including rests and accents.

51 52 53 54

Musical notation for measures 51-54. The top staff continues the eighth-note pattern with tremolo. The bottom staff shows a rhythmic accompaniment with eighth and sixteenth notes, including rests and accents. The system concludes with a double bar line.