

# STINK LINES

The Music of Team Fortress 2

## INSTRUMENTATION:

Flute

Piccolo

Clarinet in B $\flat$

2 Horns in F

2 Trumpets

2 Tenor Trombones

Bass Trombone

Tuba

Piano

Drums

Violin I

Violin II

Viola

Violoncello

Contrabass

# STINK LINES

♩ = 166

The score is arranged in a standard orchestral layout. The woodwind section (Flute, Bass Flute, Piccolo, Clarinet in Bb) and brass section (Horn in F I & II, Trumpet I & II, Trombone I & II, Tuba) are currently silent. The strings (Violin I & II, Viola, Violoncello, Contrabass) and piano are also silent. The drum part features a snare drum pattern with trills and a dynamic marking of *mf*. The Violoncello and Contrabass parts have a melodic line starting in the second measure, marked with *mf* and numbered 1 through 6.



Fl. *p* *mp*

B. Fl. *p* *mp*

Picc. *p* *mp*

Cl. *p* *mp*

Hn. 1

Hn. 2

Tpt. 1 *p* *cresc. poco a poco* *mp*

Tpt. 2 *p* *cresc. poco a poco* *mp*

Tbn. 1 *p* *cresc. poco a poco* *mp*

B Tbn. 2 *p* *cresc. poco a poco* *mp*

Tba.

Pno.

Dr. *mf* *tr*

Vln. I *p* *mp*

Vln. II *p* *mp*

Vla. *p* *mp*

Vc. *p* *cresc. poco a poco* *mp*

Cb. *mp*

13 14 15 16 17 18 19

Fl.

B. Fl.

Picc.

Cl.

Hn. 1

Hn. 2

Tpt. 1

Tpt. 2

Tbn. 1

B Tbn. 2

Tba.

Pno.

Dr.

Vln. I

Vln. II

Vla.

Vc.

Cb.

trills

*mp*

20 21 22 23 24 25 26

♩ = 132

Fl.

B. Fl.

Picc.

Cl.

Hn. 1

Hn. 2

Tpt. 1

Tpt. 2

Tbn. 1

B Tbn. 2

Tba.

Pno.

Dr.

Vln. I

Vln. II

Vla.

Vc.

Cb.

mf

mf

Ride Cym.

*p* — *mf*

27 28 29 30 31 32 33 34

Fl.

B. Fl.

Picc.

Cl.

Hn. 1

Hn. 2

Tpt. 1

Tpt. 2

Tbn. 1

B Tbn. 2

Tba.

Pno.

Dr.

Vln. I

Vln. II

Vla.

Vc.

Cb.

35

36

37

38

This musical score page, titled "STINK LINES", is page 8 of a concert score. It features a variety of instruments, each with a staff. The score is divided into four measures, numbered 39, 40, 41, and 42 at the bottom. The instruments and their parts are as follows:

- Flute (Fl.):** Active in measures 39, 40, and 41, playing a melodic line with slurs and accents. Measure 42 is a whole rest.
- Bass Flute (B. Fl.):** Whole rests in all four measures.
- Piccolo (Picc.):** Whole rests in all four measures.
- Clarinet (Cl.):** Whole rests in all four measures.
- Horn 1 (Hn. 1) and Horn 2 (Hn. 2):** Whole rests in all four measures.
- Trumpet 1 (Tpt. 1) and Trumpet 2 (Tpt. 2):** Whole rests in all four measures.
- Trombone 1 (Tbn. 1), Trombone 2 (B Tbn. 2), and Tuba (Tba.):** Whole rests in all four measures.
- Piano (Pno.):** Active in measures 39, 40, and 41, playing a melodic line with slurs and accents. Measure 42 is a whole rest.
- Drums (Dr.):** Playing a rhythmic pattern of eighth notes with accents in all four measures.
- Violin 1 (Vln. I) and Violin 2 (Vln. II):** Whole rests in all four measures.
- Viola (Vla.):** Whole rests in all four measures.
- Violoncello (Vc.) and Contrabass (Cb.):** Whole rests in all four measures.

Fl.

B. Fl.

Picc.

Cl.

Hn. 1

Hn. 2

Tpt. 1

Tpt. 2

Tbn. 1

B Tbn. 2

Tba.

Pno.

Dr.

Vln. I

Vln. II

Vla.

Vc.

Cb.

43 44 45 46 47 48

The musical score is arranged in a standard orchestral layout. The instruments are listed on the left side of the page, and their corresponding staves are arranged vertically. The score is divided into measures, with time signatures of 2/4 and 4/4 indicated. The instruments shown are:

- Fl. (Flute)
- B. Fl. (Bass Flute)
- Picc. (Piccolo)
- Cl. (Clarinet)
- Hn. 1 (Horn 1)
- Hn. 2 (Horn 2)
- Tpt. 1 (Trumpet 1)
- Tpt. 2 (Trumpet 2)
- Tbn. 1 (Trombone 1)
- B Tbn. 2 (Baritone Trombone 2)
- Tba. (Tuba)
- Pno. (Piano)
- Dr. (Drum)
- Vln. I (Violin I)
- Vln. II (Violin II)
- Vla. (Viola)
- Vc. (Violoncello)
- Cb. (Contrabass)

The score includes various musical notations such as notes, rests, and dynamic markings. The drum part features a rhythmic pattern of 'x' marks. The piano part has complex chordal structures. The brass instruments have specific melodic lines. The woodwinds and strings are mostly silent in this section.

# STINK LINES

The Music of Team Fortress 2

♩ = 166

3 3 3

1 2-4 5 6-8 9-11 12 13 14

15 16 17 18 19 20

*p* *mp*

21 22 23 24 25 26

♩ = 132

2 2

27 28-29 30 31-32 33 34 35

*mf* *mf*

36 37 38 39 40 41 42

2 3 2

43-44 45 46 47 48-50 51 52-53

Bass Flute

# STINK LINES

The Music of Team Fortress 2

♩ = 166

3 3 3

1 2-4 5 6-8 9-11 12 13 14

15 16 17 18 19 20

*p* *mp*

21 22 23 24 25 26

♩ = 132

7 3

27 > 28-34 35 36 37 38 39-41 42

2 3 2

43-44 45 46 47 48-50 51 52-53

Piccolo

# STINK LINES

The Music of Team Fortress 2

The musical score is written for Piccolo and consists of five staves of music. The first staff (measures 1-14) has a tempo of 166 and features three triplet markings above measures 2-4, 6-8, and 9-11. The second staff (measures 15-20) includes dynamics *p* and *mp*. The third staff (measures 21-26) continues the melodic line. The fourth staff (measures 27-42) has a tempo of 132 and includes a 7-measure rest and a 3-measure rest. The fifth staff (measures 43-53) includes 2-measure and 3-measure rests. The score uses various time signatures including 6/4, 4/4, 3/4, and 2/4.

Clarinet in B $\flat$

# STINK LINES

The Music of Team Fortress 2

The musical score is written for Clarinet in B $\flat$  and consists of five staves of music. The key signature is one sharp (F#) and the time signature is 4/4. The score is divided into measures numbered 1 through 53. Above the first staff, there are three triplets of rests, labeled '3', '3', and '3', corresponding to measures 2-4, 6-8, and 9-11. Above the fourth staff, there are three groups of rests labeled '2', '3', and '2', corresponding to measures 43-44, 48-50, and 52-53. The tempo is marked as  $\text{♩} = 166$  at the beginning and  $\text{♩} = 132$  at measure 21. Dynamics include *p* (piano) at measure 17 and *mp* (mezzo-piano) at measure 18. The score includes various musical notations such as rests, notes, slurs, and articulation marks.

Horn in F I

# STINK LINES

The Music of Team Fortress 2

$\text{♩} = 166$

1 2-4 5 6-8 9-11 12 13 14

15 20 21 22 *mp* 23 24 25

26 27 > 28-34 35 36 37 38 39-41

42 43-44 45 46 47 48-50 51 52-53

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Horn in F 2

# STINK LINES

The Music of Team Fortress 2

$\text{♩} = 166$

The musical score is written on four staves in treble clef with a key signature of one sharp (F#). The tempo is marked as quarter note = 166. The score consists of measures 1 through 53. Measure numbers are placed below the staves. Above the staves, large numbers indicate fingerings: 3, 4, 7, 2, 3, 2. Above the first staff, there are three '3' fingerings. Above the second staff, there is a '4' fingering. Above the third staff, there is a '7' fingering. Above the fourth staff, there are '2', '3', and '2' fingerings. The score includes various time signatures: 6/4, 4/4, 2/4, 3/4, and 3/2. There are rests in many measures. Measure 22 has a dynamic marking of *mp*. Measure 27 has an accent (>). Measure 20 has a tempo change to  $\text{♩} = 132$ . The score ends with a double bar line at measure 53.

1 2-4 5 6-8 9-11 12 13 14

15 20 21 22 *mp* 23 24 25

26 27 > 28-34 35 36 37 38 39-41

42 43-44 45 46 47 48-50 51 52-53

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Trumpet I

# STINK LINES

The Music of Team Fortress 2

$\text{♩} = 166$

1 2-4 3

5 6-8 3

9-11 12 3

13 14 15 16 17 18 19 20

*p* *cresc. poco a poco* *mp*

# Trumpet I

Musical staff 1: Measures 21-24. The staff is in treble clef with a key signature of two sharps (F# and C#). Measure 21 is in 6/4 time, measure 22 is in 6/4 time, measure 23 is in 2/4 time, and measure 24 is in 6/4 time. The music consists of a melodic line with a long slur over measures 21-22 and another slur over measures 23-24.

♩ = 132

Musical staff 2: Measures 25-28. The staff is in treble clef with a key signature of two sharps. Measure 25 is in 6/4 time, measure 26 is in 4/4 time, measure 27 is in 4/4 time, and measure 28 is in 4/4 time. The music continues the melodic line with a slur over measures 25-26 and another slur over measure 27. Measure 28 contains a whole rest.

Musical staff 3: Measures 29-42. This staff contains rests for measures 29-34 (labeled with a '6' above), measures 35, 36, 37, and 38, and measures 39-41 (labeled with a '3' above) and measure 42. The time signatures for measures 35, 36, 37, 38, 39, and 40 are 3/4, 4/4, 3/4, 4/4, 3/4, and 4/4 respectively.

Musical staff 4: Measures 43-53. This staff contains rests for measures 43-44 (labeled with a '2' above), measures 45, 46, and 47, measures 48-50 (labeled with a '3' above), measure 51, and measures 52-53 (labeled with a '2' above). The time signatures for measures 45, 46, 47, 48, 49, 50, 51, and 52 are 2/4, 4/4, 2/4, 4/4, 2/4, 4/4, 2/4, and 4/4 respectively.

Trumpet 2

# STINK LINES

The Music of Team Fortress 2

$\text{♩} = 166$

1 2-4 5 6-8 9-11 12

13 *p* 14 *cresc. poco a poco* 15 16 17 18 *mp* 19

20 21 22 23 24 25 26

$\text{♩} = 132$

27 > 28-34 35 36 37 38 39-41 42

43-44 45 46 47 48-50 51 52-53

Trombone I

# STINK LINES

The Music of Team Fortress 2

♩ = 166

3

1 2-4

3

5 6-8

3

9-11 12

13 p 14 cresc. poco a poco 15 16 17 18 mp 19 20

# Trombone I

Musical staff 1: Measures 21-24. Measure 21: Bass clef, 6/4 time signature, half note G2, quarter rest. Measure 22: Half note G2, quarter rest. Measure 23: Bass clef, 2/4 time signature, half note G2. Measure 24: Bass clef, 6/4 time signature, half note G2, quarter rest.

♩ = 132

Musical staff 2: Measures 25-28. Measure 25: Bass clef, 2/4 time signature, quarter note G2, quarter rest. Measure 26: Bass clef, 4/4 time signature, half note G2, quarter rest. Measure 27: Bass clef, 4/4 time signature, quarter note G2, quarter rest. Measure 28: Bass clef, 4/4 time signature, quarter rest.

4

Musical staff 3: Measures 29-32. A solid black bar covers the staff, indicating a rest for 4 measures.

2

3

Musical staff 4: Measures 33-42. Measure 33-34: Bass clef, 3/4 time signature, quarter rest. Measure 35: Bass clef, 4/4 time signature, quarter rest. Measure 36: Bass clef, 4/4 time signature, quarter rest. Measure 37: Bass clef, 3/4 time signature, quarter rest. Measure 38: Bass clef, 4/4 time signature, quarter rest. Measure 39-41: Bass clef, 3/4 time signature, quarter rest. Measure 42: Bass clef, 4/4 time signature, quarter rest.

Musical staff 5: Measures 43-48. Measure 43: Bass clef, 2/4 time signature, quarter note G2, quarter rest, *f* dynamic. Measure 44: Bass clef, 4/4 time signature, quarter note G2, quarter note F#2, quarter note E2, quarter note D2, quarter rest. Measure 45: Bass clef, 2/4 time signature, quarter rest. Measure 46: Bass clef, 4/4 time signature, quarter note G2, quarter rest. Measure 47: Bass clef, 2/4 time signature, quarter note G2, quarter note F#2, quarter note E2, quarter note D2, quarter rest. Measure 48: Bass clef, 4/4 time signature, quarter note G2, quarter note F#2, quarter note E2, quarter note D2, quarter rest.

Musical staff 6: Measures 49-53. Measure 49: Bass clef, 2/4 time signature, quarter note G2, quarter rest. Measure 50: Bass clef, 4/4 time signature, quarter note G2, quarter note F#2, quarter note E2, quarter note D2, quarter rest. Measure 51: Bass clef, 2/4 time signature, quarter rest. Measure 52: Bass clef, 4/4 time signature, quarter note G2, quarter rest. Measure 53: Bass clef, 4/4 time signature, quarter note G2, quarter note F#2, quarter note E2, quarter note D2, quarter rest.

Trombone 2

# STINK LINES

The Music of Team Fortress 2

♩ = 166

3

1 2-4

3

5 6-8

3

9-11 12

13 14 15 16 17 18 19 20

*p* *cresc. poco a poco* *mp*

# Trombone 2

Musical staff 1: Measures 21-26. The staff is in bass clef. Measure 21 has a 6/4 time signature and a whole note G2 with a sharp sign. Measure 22 has a 2/4 time signature and a half note G2. Measure 23 has a 2/4 time signature and a half note G2. Measure 24 has a 6/4 time signature and a whole note G2. Measure 25 has a 2/4 time signature and a half note G2. Measure 26 has a 4/4 time signature and a whole note G2. Slurs connect measures 21-22, 22-23, 24-25, and 25-26.

♩ = 132

7

3

Musical staff 2: Measures 27-42. The staff is in bass clef. Measure 27 has a half note G2 with an accent. Measures 28-34 are a whole rest. Measure 35 has a 3/4 time signature and a whole rest. Measure 36 has a 4/4 time signature and a whole rest. Measure 37 has a 3/4 time signature and a whole rest. Measure 38 has a 4/4 time signature and a whole rest. Measures 39-41 are a whole rest. Measure 42 has a 4/4 time signature and a whole rest.

Musical staff 3: Measures 43-48. The staff is in bass clef. Measure 43 has a half note G2 with an accent and a forte (f) dynamic. Measure 44 has a quarter note G2 with an accent. Measure 45 has a 2/4 time signature and a whole rest. Measure 46 has a quarter note G2 with an accent. Measure 47 has a quarter note G2 with an accent. Measure 48 has a quarter note G2 with an accent.

Musical staff 4: Measures 49-53. The staff is in bass clef. Measure 49 has a quarter note G2 with an accent. Measure 50 has a quarter note G2 with an accent. Measure 51 has a 2/4 time signature and a whole rest. Measure 52 has a quarter note G2 with an accent. Measure 53 has a quarter note G2 with an accent.

Tuba

# STINK LINES

The Music of Team Fortress 2

♩ = 166

3 3 3

1 2-4 5 6-8 9-11 12 13

14 15 16-19 20 21-22 23 24-25 26

♩ = 132

8 3

27-34 35 36 37 38 39-41 42

43 44 45 46 47 48

49 50 51 52 53

Piano

# STINK LINES

The Music of Team Fortress 2

♩ = 166

1 2-4 5 6-8 9-11 12 13

14 15 16-19 20 21-22 23 24-25 26

♩ = 132

27-29 30 31-32 33 34 35 36

37 38 39 40 41 42

*f*

43 44 45 46 47 48

49 50 51 52 53

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# Drums

Musical notation for measures 36-41. The notation is on a single staff with a drumhead symbol. Measure 36 is in 4/4 time, measure 37 is in 3/4 time, measure 38 is in 4/4 time, measure 39 is in 3/4 time, measure 40 is in 4/4 time with an accent (>) over the first note, and measure 41 is in 4/4 time. Each measure contains a series of notes marked with 'x'.

Musical notation for measures 42-47. The notation is on a single staff with a drumhead symbol. Measure 42 is in 4/4 time, measure 43 is in 4/4 time, measure 44 is in 4/4 time, measure 45 is in 2/4 time, measure 46 is in 4/4 time, and measure 47 is in 2/4 time. Each measure contains a series of notes marked with 'x'.

Musical notation for measures 48-50. The notation is on a single staff with a drumhead symbol. Measure 48 is in 4/4 time, measure 49 is in 4/4 time, and measure 50 is in 2/4 time. Each measure contains a series of notes marked with 'x'.

Musical notation for measures 51-53. The notation is on a single staff with a drumhead symbol. Measure 51 is in 2/4 time, measure 52 is in 4/4 time, and measure 53 is in 4/4 time. The notation in measure 53 includes a slur over the last two notes, with 'L.R.' written above it. Each measure contains a series of notes marked with 'x'.

Violin I

# STINK LINES

The Music of Team Fortress 2

♩ = 166

3 3 3

1 2-4 5 6-8 9-11 12 13 14

15 16 17 *p* 18 *mp* 19 20

21 ♩ = 132 22 23 24 25 26

7 3

27 > 28-34 35 36 37 38 39-41 42

2 3 2

43-44 45 46 47 48-50 51 52-53

Violin II

# STINK LINES

The Music of Team Fortress 2

The musical score is written for Violin II and consists of five staves of music. The tempo is marked as  $\text{♩} = 166$ . The score includes various time signatures: 6/4, 4/4, 3/4, 2/4, and 3/2. It features several triplets and a septuplet. Dynamics include *p* (piano) and *mp* (mezzo-piano). The score is numbered 1 through 53, with some measures grouped together (e.g., 2-4, 6-8, 9-11, 28-34, 48-50, 52-53). The piece concludes with a double bar line.

Viola

# STINK LINES

The Music of Team Fortress 2

♩ = 166

3 3 3

1 2-4 5 6-8 9-11 12 13 14

15 16 17 18 19 20 21

*p* *mp*

22 23 24 25 26

♩ = 132

7 3

27 > 28-34 35 36 37 38 39-41 42

2 3 2

43-44 45 46 47 48-50 51 52-53

Violoncello

# STINK LINES

The Music of Team Fortress 2

♩ = 166

Contrabasses

The musical score is written for Contrabasses and consists of five staves of music. The tempo is marked as ♩ = 166. The score begins with a 6/4 time signature and includes various time signature changes throughout. The first staff (measures 1-6) starts with a *mf* dynamic. The second staff (measures 7-13) continues with *mf* and ends with a *p* dynamic. The third staff (measures 14-23) features a *cresc. poco a poco* instruction and a tempo change to ♩ = 137 *mp*. The fourth staff (measures 24-38) includes a *>* accent and a 7-measure rest. The fifth staff (measures 39-53) contains rests of 3, 2, 3, and 2 measures respectively. The score concludes with a double bar line.

Contrabass

# STINK LINES

The Music of Team Fortress 2

♩ = 166

The musical score is written for Contrabass and consists of five staves of music. The tempo is marked as ♩ = 166. The score begins with a 6/4 time signature and includes various time signature changes throughout. The first staff (measures 1-6) features a melodic line starting with a *mf* dynamic. The second staff (measures 7-13) continues the melody with a *mf* dynamic. The third staff (measures 14-24) includes a *mp* dynamic and a key signature change to one sharp (F#). The fourth staff (measures 25-38) features a complex rhythmic pattern with a *mp* dynamic. The fifth staff (measures 39-53) concludes the piece with a final cadence. The score includes numerous articulation marks such as accents and slurs, and is annotated with fingerings and breath marks. Measure numbers 1 through 53 are indicated below the staves.