

Presto, ♩ = ca. 168

Fl.

Sax.

Vln. *molto aggressivo!*  
*ff*  
pizz.

Vc. *ff*

E. Gtr. *ff*  
pizz.

E.B. *ff*

Perc. Starter Pistol (Gun Shot) *ff* Xylophone 2 — ● P *ff*

Pno. *ff*

Fl. 4 5 *f* "Road - Run - ner" 3X

Sax. *f* Alto Sax "Road - Run - ner"

Vln. *f*

Vc.

E. Gtr.

E.B.

Perc.

Pno. *ff*

3X

Fl. *mp* *mf* *f*

Sax. *mp* *mf* *f*

Vln. pizz. *mf* *f*

Vc.

E. Gtr.

E.B.

Perc. *fp*

Pno.

10

Fl. *ff* *molto aggressivo!*

Sax. *ff*

Vln. arco *ff* *molto aggressivo!*

Vc. *f* with maximum resonance pizz.

E. Gtr. *ff* *molto aggressivo!* distorted, palm mute

E.B.

Perc. *ff*

Pno. *ff*

With a funky fusion feel

14 15

**High Car Horn**  
"meep meep"  
*f*

**Medium Car Horn**  
"meep meep"  
*f*

**Low Car Horn**  
"meep meep"  
*f*

blend with bottles  
*mf* (molto)

*mf* (molto)  
Road Runner Tongue Blips  
Amplified Bottle with palm on opening \*)

*mf* (molto)  
Road Runner Tongue Blips  
Amplified Bottle with palm on opening \*)

*mf* (molto)  
Road Runner Tongue Blips  
Amplified Bottle with palm on opening \*)

*mf* (molto)  
Road Runner Tongue Blips  
Amplified Bottle with palm on opening \*)

Solo smoothly  
*f*

20

\*) Bottles should be tastefully, gently amplified. 1/2 gallon glass jugs are recommended, tuned by filling with water or other liquid if necessary. The pitches should be as exact as possible. The sound should be produced by quickly and firmly slapping the bottle opening with the center of the palm. The sound should be as full as possible, with an emphasis on obtaining distinct fundamental pitches and a good tone.

24

25

Flute

*f*

Sax.

Vln.

*f*

Vc.

E. Gtr.

E.B.

Perc.

Pno.

28

30

Fl.

*mf*

Sax.

Alto Sax

*mf*

Vln.

*mf*

Vc.

*mf*

E. Gtr.

E.B.

Electric Bass

*mf*

Perc.

Udu Drum \*)

extra funky

"Tek" (ceramic body sound)

"Dum Wah" (low tone, palm over side hole)

*mf*

Pno.

*mf*

\*) Play seated in front of Pedal Bass Drum, or use height-adjustable Udu Drum stand. Udu should be amplified. See notes at beginning for performance instructions and exact pitch suggestions.

32 35

Fl.

Sax.

Vln.

Vc.

E. Gtr.  
Electric Guitar  
bright (twangy)  
(*f*)

E.B.

Perc.

Pno.

36 Sinister Coyote

Fl.

Sax.

Vln.

Vc.  
(do not dampen)

E. Gtr.

E.B.  
deep and dry  
*p*

Perc.  
*p*

Pno.  
*p*  
*secco*

40

Fl. *mf* *p*

Sax. *mf* *p*

Vln. *p* *mf* *Rock-style (on the string)* (let ring as long as possible) *arco, sul ponticello*

Vc. *pp*

E. Gtr. *mf* *8va*

E.B. *mf* *p*

Perc. */mf* *p*

Pno. */mf* *p*

**Falling Coyote**

44 45

Fl. *mf* *p*

Sax. *(p)*

Vln. *p* *(p) (molto)* *pizz.*

Vc. *f* *pizz.* *p (molto)*

E. Gtr. *trem. bar, fast wide vibrato*

E.B. *(p)*

Perc. *"slap" (whole hand on drum)* *Coyote hits bottom of ravine* *(B. D.)* *p*

Pno. *f* *p*

48 50

Fl. *mf*

Sax. *mf*

Vln. *pizz. pp (molto)* *p (molto)*

Vc. *f* *p* *pp* *p*

E. Gtr. *f* *p* *mf* *pp* *p*

E.B. *f* *p*

Perc. *mf* *p* *mf*

Pno. *p* *f (molto)*

*spooky light reverb*

*brassy*

*thick bass: use "octaver" effect to add one octave lower, 1/2 dynamic*

*molto aggressivo, but controlled quick arpeggios*

53 55

**Nutty and disjointed**

Fl. *mf* *ff*

Sax. *ff*

Vln. *arco ff*

Vc. *mf* *f*

E. Gtr. *mp* *mf* *f* *ff*

E.B. *ff (possible)*

Perc. *ff (poco. controlled)*

Pno. *mp* *mf* *f* *ff*

*naturale*

**Jar of Nuts \*** (shaken sideways, like a cylindrical maraca firmly, with conviction)

**Bongos**

**Low Cowbell (shaft)**

*Sost Ped.* →

\*) Use a half-filled, 16 oz. plastic or glass jar of dry-roasted, unsalted, preferably organic peanuts or mixed nuts, gently amplified if necessary. Alternatively, a cylindrical maraca may be used, but only as a last resort.