

Sloppy Floppy Copy

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Moderato ♩ = 90 *f*

Flute

Clarinet in B♭

Soprano

Piano

Moderato ♩ = 90

4

f

mf

mf

Bits Bytes Chips Clocks

f

mf

7

Bits in bytes on chips with clocks.

mf

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10

mp

mp

Bytes with bits and chips with clocks. Chips in box on

13

e - ther - docks. Chips with bits come. Chips with bytes come.

16

p

Chips with bits and bytes and clocks come.

(mp)

19

Look, _____ sir. Look, _____ sir. read the book,

mp *sfz* *mp*

22

sir. Let's do tricks with bits and bytes,

mf

25

sir. Let's do tricks with chips and

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28

p

mf

mp

clocks, sir. First I'll

31

make a quick trick bit stack. Then I'll

34

p

f

p

f

make a quick trick clock stack You can

37

make a quick trick chip stack. You can make a quick trick clock

40

stack. You can make a quick trick clock stack.

p *mp* *p*

43

And here's a new trick on the scene.

mf

46

Bits and bytes for your machine.

mp

49

Bytes in words to fill your screen. Now we come to

mp

52

ticks and tocks, sir. Try to say this by the clock, sir.

mp

56

Clocks on chipa tick. Clocks on chips tock. Eight byte bits tick. Eight bit bytes tock.

58

Clocks on chips with right bit bytes tick. Chips with

60

clocks and eight byte bits tock.

(cadenza)

64

Musical score for measures 64-66. The system includes a grand staff with three staves. The top staff (treble clef) contains a melodic line with a slur over measures 64-65 and a fermata over measure 66. The middle staff (treble clef) features a tremolo in measure 64, a slur over measures 65-66, and a sixteenth-note figure in measure 66. The bottom staff (bass clef) has a fermata in measure 64, a dynamic marking of *f* in measure 65, and a chord in measure 66. Dynamic markings include *mf* in measure 64 and *f* in measure 65. Fingering numbers 6 and 7 are present in measures 65 and 66 respectively.

67

Musical score for measures 67-69. The system includes a grand staff with three staves. The top staff (treble clef) has a melodic line with a slur over measures 67-68 and a fermata over measure 69. The middle staff (treble clef) has a tremolo in measure 69. The bottom staff (bass clef) has a dynamic marking of *f* in measure 67 and a fermata in measure 69.

70

Musical score for measures 70-72. The system includes a grand staff with three staves. The top staff (treble clef) has a slur over measures 70-71 and a fermata over measure 72. The middle staff (treble clef) has a dynamic marking of *p* in measure 70 and a tremolo in measure 70. The bottom staff (bass clef) has a dynamic marking of *p* in measure 70 and a chord in measure 72.

73

Here's an eas - y game to play,

mf

76

here's an eas - y thing to say:

ff

79

If a pack-et hits a pock-et on a sock-et

mp

mf

82

on a port, and the

85

bus is in-ter-rup-ted as a ver-y last re-

88

sort, and the ad-dress of the mem-o-ry makes your flop-py disk

91

a - bort, then the sock - et pack - et pock - et has an er - or to re - port.

94

mf *p* *f*

if you

97

mp *p*

cur - sor finds a men - u i - tem fol - lowed by a dash,

100

f *f* *p*

and the

103

pp *f* *p*

dou- ble click- ing i - con puts your win dow in the

106

p *mf* *f* *mp*

trash and your da- ta is cor- rupt - ed 'cause the

109

in - dex does - n't hash, then your sit - u - a - tion's ___

mf

f

p *mf*

112

hope - less, and your sys - tem's gon - na crash.

(Some "ugly" multiphonic!)

sfz

115

You can't say this? what a

mp *mf*

118

shame sir we'll find you an -

mp *mf*

121

(word is "other")

o - ther_ game. a - na - na - na - na - na - na - na - na - na - no - ther game. we'll_ find, we'll_ find an - o - ther

p *f* *p*

124

game. A - na na - na na - na na na - na - na - na - na - na - na - na - na - no - ther game. we'll find you_ find an - o - ther game find a -

p *p* *p*

127

na na - no - ther a - na - na - na - na - na - na - no ther no ther no ther no ther a no ther game we will find you a na - na na na

130

na - na - na - na - na - na - na - na - no - ther_ game.

(With bombast) (Then tempo)

133

If the

136

p

la - bel on the ca - ble at your ta - ble at your house, says the net - work is con - nect - ed

p

139

to the but - ton on your mouse, but your pack - ets want to tun - nel on a - no - ther

f

p

142

p

pro - to - col that's re - peat - ed - ly re - ject - ed by the print - er down the hall,

p

145

Musical score for measures 145-147. The score is written for piano and voice. The piano part consists of two staves (treble and bass clef). The voice part is on a single staff. The key signature has one sharp (F#) and the time signature is 7/8. Measure 145 is a whole rest for both piano and voice. Measure 146 is a whole rest for both. Measure 147 is a piano cadenza for the piano, starting with a forte (*f*) dynamic, moving to mezzo-forte (*mf*), and ending with fortissimo (*ff*). The voice part enters in measure 147 with the lyrics "pack - et" and the instruction "(Shout words CLEARLY)".

148

Musical score for measures 148-150. The piano part consists of two staves. The voice part is on a single staff. The key signature has one sharp (F#) and the time signature is 7/8. Measure 148 is a whole rest for both piano and voice. Measure 149 is a whole rest for both. Measure 150 is a piano cadenza for the piano, starting with a forte (*f*) dynamic and marked "(freely)". The voice part enters in measure 150 with the lyrics "pock - et", "pack - et sock - et", and "slop - py".

151

Musical score for measures 151-153. The piano part consists of two staves. The voice part is on a single staff. The key signature has one sharp (F#) and the time signature is 7/8. Measure 151 is a whole rest for both piano and voice. Measure 152 is a whole rest for both. Measure 153 is a piano cadenza for the piano, starting with piano (*p*) dynamic, moving to pianissimo (*pp*), and ending with forte (*f*). The voice part enters in measure 153 with the lyrics "slop - py".

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154

flop - py *f* port *8^{vb}*

157

ff slop - py co - py

160

(Speak words crisply and sharply)

f pack - et

(Speak words crisply and sharply)

f pack - et

flop - py crash!

163

port!

mf

(Speak words crisply and sharply)

f sock - et

mp

166

mf

f

and your screen is all distorted

169

by the side affect of gauss

mf

172

so the i - con in the win - dow

175

are as wa y as a sou se then you

178

may as well re - - boot and go

181

p *p* *sfz* *mf*

out with a bang 'cause

184

as sure as I'm a po-et

187

f *ff* (straight unwaivering tone) (\"hung\" computer!)

the suck-er's gon-na hang!

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190

193

(Speak very lowly and slowly)

ff RE - BOOT!

196

199

f *p* *f*

tr
(Trill D to E)

202

mp

205

f *mf*

slop-py

co-py

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208

mf *mf* *f*

flop-py co-py When the co-py

211

mf *p* *mf*

of your flop-py - s get-ting slop-py on the disk slop-py

214

mf *f* *mp* *f*

and the mi-cro code in-struc-tions co-py

217

mp

mp

cause un - nec - es sa - ry risc slop - py then you have to flash co - py

220

yourme-mo ry and you'll want to ram your ROM quick - ly turn off the com - pu - ter

223

and be sure to tell your mom.

mp