

Boatman
(Baritone)

Version: 11/30/16

Hades

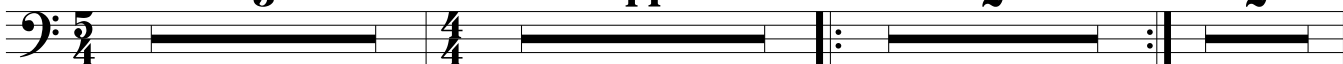
from Hopscotch

Music: David Rosenboom

Text: Erin Young

① **Allegretto** (M.M. ♩ = c. 98) **Andantino** (♩ = c. 80) ② Repeat as needed

3 14 2 2



③ **Funky** (M.M. ♩ = c. 105)

f A place you don't be - long. A place you don't be - long. A place you don't be - long. A




26

place you don't be - long. But I can see that would-n't But I can see that would-n't But



29

I can see that would-n't But I can see that would-n't not af - ter the strug - gle you've en - dured



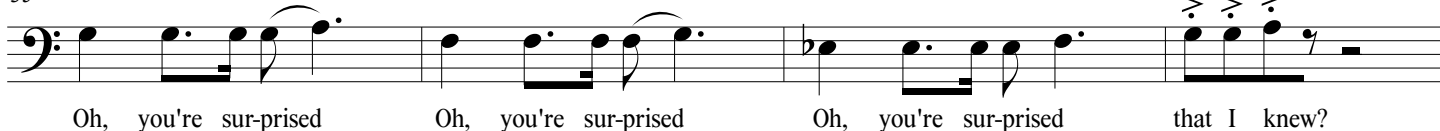
32

af - ter the strug - gle you've en - dured af - ter the strug - gle you've en - dured to find him.



35

Oh, you're sur - prised Oh, you're sur - prised Oh, you're sur - prised that I knew?



39


Yes, your pre - cious Yes, your pre - cious Yes, your pre - cious Jam - e - son passed this way.

Cue Percussion



④ **Out of time** ⑤ **Andante** (♩ = c. 76) *rubato*

Cut off Percussion //



6 Funky (M.M. ♩ = c. 105)



50

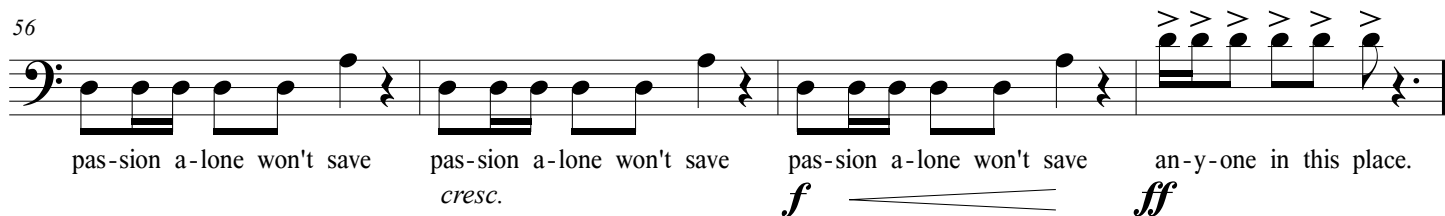


53



Cue Percussion

56



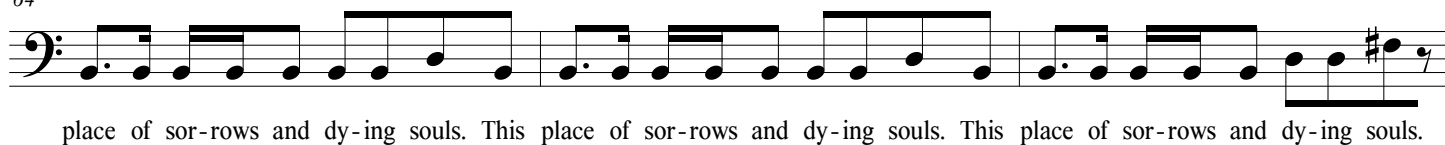
7 Out of time

Cut off
Percussion //*rit.*

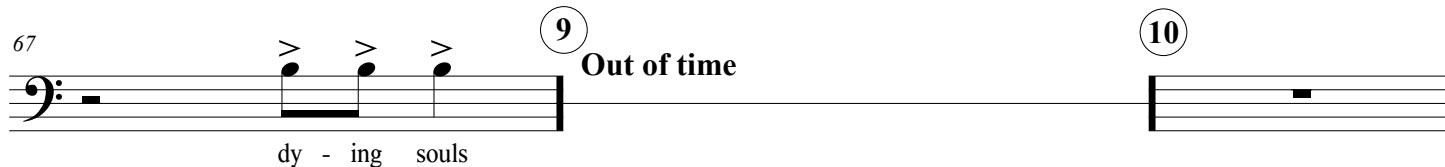
8 *a tempo*

f This

64



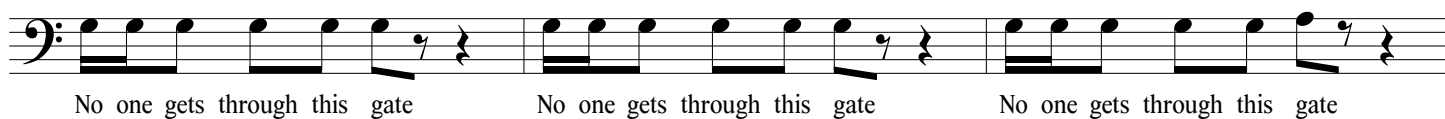
67



71



75



81 *ff* **11** *Andantino* (♩ = c. 78) *cresc.* *espress.* **8**

Lu - cha. *ff*

If you have no fear — I take pi - ty on you. *f*

92


Cue Trumpets and Percussion

12 Funky (M.M. ♩ = c. 105)

I'll let you pass, but give you one warn-ing, a fool's grace. Do not stray. Do not stray.

ff

97

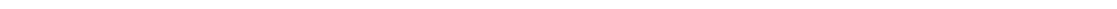


Fol - ow the mu - sic. Do not stray. Fol - low the mu - sic. Do not stray. Fol - low the Do - not stray.

13 *gradually slowing...* 10 14 **Andante** (♩ = c. 76) 8 Repeat as needed 15 13

16 **7** 17 **Funky** (M.M. ♩ = c. 105) **4** Repeat as needed

18 Out of time



(19) Punchy (M.M. ♩ = c. 98)
Repeat as needed

3 **9** **(20) Out of time** **(21) Out of time**

5/4

4/4

22 **Punchy** (M.M. ♩ = c. 98) **9** **Andantino** (♩ = c. 80) **4** Repeat as needed 24 **Pensive, introspective** (♩ = c. 108) **16** Repeat as needed