# Car Horn Symphony No. 2 

Dennis Báthory-Kitsz

## Instructions for the conductor:

One part is to be distributed to each driver. (Enlarge and copy each part on the back of the "Instructions for the Drivers.") A recommended vehicle - which must have a working horn - and location are marked on each part, such as car, truck, or motorcycle. Other vehicles with car-like horns may be included, such as buses, RV's, off-road vehicles, and so forth, but they should be grouped in symphonic choirs. Air and fog horns are discouraged, as are locomotives and tugboats, unless the entire Symphony is performed with instruments of similar dynamics. This idea is very appealing to the composer, who especially wishes to hear from persons having access to a cluster of 30 locomotives.

Large cue cards (numbered from 1 to 20) are held aloft by the conductor to indicate the beginning of the performance of a given section. Each section continues until the conductor is satisfied that a musical event of almost Beethovenian wonder and proportion has been fully discovered and explored, and drops that cue card in favor of the next.

A large cutoff (preferably the ritual tossing of the cue cards) concludes the symphony, at which time traffic accidents, hooliganism, and generally bad behavior are expected, if not encouraged.

Liability insurance is the responsibility of the driver.

## Car Horn Symphony No. 2

Dennis Báthory-Kitsz

## Instructions for the drivers:

## Getting in place.

Back into the parking lot.
(l) Motorcycles park to the south.

- Cars park in the middle.

Trucks park to the north.

## Getting ready.

Tune up horn: Try your horn.

- Tune up engine: Start your engine.

To Turn off engine and wait.

## Listening up.

(o) Review sequence on the back of this page.
(T) Watch for a signal and instructions from the conductor.

## Playing the music.


§ Watch the conductor.
© When a number is held up, quickly find the corresponding number on the back of this page.
© Immediately do what it says next to that number.
8) Do exactly what it says just one time through unless it says to keep going.

- Watch for the next number!
(T. The more quickly you respond and the more accurately you follow the score, the better it will sound!

| Part Number: |  |
| :--- | :--- |
| Vehicle Type: |  |
| Location: | Center |
| Plate | Number: |
|  |  |
| 1. | Play one long note continuously |
| 2. | Silence |
| 3. | Silence |
| 4. | Silence |
| 5. | Long continuous beep |
| 6. | 17 short beeps |
| 7. | Angry short beeps \& yell out window |
| 8. | Same as \#7, plus open \& shut doors |
| 9. | Just fast beeps, getting slower |
| 10. | 5 long beeps |
| 11. | Silence |
| 12. | A few random beeps |
| 13. | Silence |
| 14. | Silence |
| 15. | Silence |
| 16. | Open \& shut doors |
| 17. | Same as \#16, plus beep \& yell |
| 18. | Silence |
| 19. | Start engine |
| 20. | Rev, beep, yell, go nuts to cutoff |


| Part Number: $\quad 2$ |  |
| :--- | :--- |
| Vehicle Type: $\quad$ Car |  |
| Location: |  |
| Plate | Number: $\quad$ Center |
|  |  |
| 1. | Play one long note continuously |
| 2. | Silence |
| 3. | Silence |
| 4. | One long beep continuous |
| 5. | A lot of short beeps |
| 6. | 8 medium beeps |
| 7. | Angry short beeps \& yell out window |
| 8. | Same as \#7, plus open \& shut doors |
| 9. | Just fast beeps, getting slower |
| 10. | Silence |
| 11. | Silence |
| 12. | Silence |
| 13. | A few random beeps |
| 14. | Silence |
| 15. | Silence |
| 16. | Open \& shut doors |
| 17. | Same as \#16 |
| 18. | Silence |
| 19. | Start engine |
| 20. | Rev, beep, yell, go nuts to cutoff |



| Part Number: $\quad 4$ |  |
| :--- | :--- |
| Vehicle Type: $\quad$ Car |  |
| Location: |  |
| Plate | Number: |
|  |  |
| 1. | Play one long note continuously |
| 2. | Silence |
| 3. | Silence |
| 4. | One long beep continuous |
| 5. | A lot of short beeps |
| 6. | 2 long beeps |
| 7. | Angry short beeps \& yell out window |
| 8. | Same as \#7, plus open \& shut doors |
| 9. | Just beeps, getting slower |
| 10. | Silence |
| 11. | Silence |
| 12. | Silence |
| 13. | Silence |
| 14. | Silence |
| 15. | Silence |
| 16. | Open \& shut doors |
| 17. | Same as \#16, plus beep \& yell |
| 18. | Silence |
| 19. | Start engine |
| 20. | Rev, beep, yell, go nuts to cutoff |


| Part | umber: | 5 |
| :---: | :---: | :---: |
| Veh | le Type: | Car |
| Loc |  | Center |
| Plat | Number: |  |
| 1. | Play on | note co |
| 2. | Silence |  |
| 3. | Silence |  |
| 4. | Silence |  |
| 5. | One lon | continu |
| 6. | 4 mediu |  |
| 7. | Insisten | s \& yell |
| 8. | Same a | plus open |
| 9. | Just fas | , getting |
| 10. | 3 long b |  |
| 11. | Silence |  |
| 12. | A few r | beeps |
| 13. | Silence |  |
| 14. | Silence |  |
| 15. | Silence |  |
| 16. | Open \& | doors |
| 17. | Same as |  |
| 18. | Silence |  |
| 19. | Start en |  |
| 20. | Rev, be | l, go nu |



| Part Number: $\quad 7$ |  |
| :--- | :--- |
| Vehicle Type: $\quad$ Car |  |
| Location: | $\quad$ Center |
| Plate | Number: |
| 1. |  |
| 1. | Play one long note continuously |
| 2. | Silence |
| 3. | Silence |
| 4. | Silence |
| 5. | One long beep continuous |
| 6. | 15 short beeps |
| 7. | Insistent beeps \& yell out window |
| 8. | Same as \#7, plus open \& shut doors |
| 9. | Just fast beeps, getting slower |
| 10. | 4 long beeps |
| 11. | Silence |
| 12. | Silence |
| 13. | A few random beeps |
| 14. | Silence |
| 15. | Silence |
| 16. | Open \& shut doors |
| 17. | Same as \#16, plus beep \& yell |
| 18. | Silence |
| 19. | Start engine |
| 20. | Rev, beep, yell, go nuts to cutoff |


| Part Number: $\quad 8$ |  |
| :--- | :--- |
| Vehicle Type: $\quad$ Car |  |
| Location: | Center |
| Plate | Number: |
| 1. |  |
| 1. | Play one long note continuously |
| 2. | Silence |
| 3. | Silence |
| 4. | One long beep continuous |
| 5. | A lot of short beeps |
| 6. | Many angry erratic beeps |
| 7. | Insistent beeps \& yell out window |
| 8. | Same as \#7, plus open \& shut doors |
| 9. | Just fast beeps, getting slower |
| 10. | Silence |
| 11. | Silence |
| 12. | Silence |
| 13. | Silence |
| 14. | Silence |
| 15. | Silence |
| 16. | Open \& shut doors |
| 17. | Same as \#16 |
| 18. | Silence |
| 19. | Start engine |
| 20. | Rev, beep, yell, go nuts to cutoff |


| Part Number: Vehicle Type: <br> Location: <br> Plate Number | umber: |
| :---: | :---: |
|  | Type: $\quad$ Car |
|  | Center |
|  |  |
| 1. Play one long note continuously |  |
| 2. Silence |  |
| 3. Silence |  |
| 4. Silence |  |
| 5. One long beep continuous |  |
| Viciously irritated beeps |  |
| Insistent beeps \& yell out window |  |
| 8. Same as \#7, plus open \& shut doors |  |
| 9. Just fast beeps, getting slower |  |
| 10. 5 medium beeps |  |
| 11. 7 medi | 7 medium beeps |
| 12. Some random beeps |  |
| 13. Silence | Silence |
| 14. Silence | Silence |
| 15. Silence |  |
| 16. Open \& shut doors |  |
| 17. Same as \#16, plus beep \& yell |  |
| 18. Silence |  |
| 19. Start en | Start engine |
| 20. Rev, be | Rev, beep, yell, go nuts to cutoff |



| Part Number: Vehicle Type: Location: Plate Number: |  | 11 |
| :---: | :---: | :---: |
|  |  | Car |
|  |  | Center |
|  |  |  |
| 1. | Play on | note con |
| 2. | Silence |  |
| 3. | Silence |  |
| 4. | Silence |  |
| 5. | One lon | continu |
| 6. | 20 beep | ing short |
| 7. | Insisten | s \& yell |
| 8. | Same as | lus open |
| 9. | Just fast | , getting |
| 10. | 6 mediu |  |
| 11. | Silence |  |
| 12. | Silence |  |
| 13. | Silence |  |
| 14. | Silence |  |
| 15. | Silence |  |
| 16. | Open \& | doors |
| 17. | Same as | plus beep |
| 18. | Silence |  |
| 19. | Start en |  |
| 20. | Rev, be | ll, go nut |


| Part Number: $\quad$ Cen |  |
| :--- | :--- |
| Vehicle Type: $\quad$ Car |  |
| Location: |  |
| Plate | Number: |
| 1. |  |
| 1. | Play one long note continuously |
| 2. | Silence |
| 3. | Silence |
| 4. | One long beep continuous |
| 5. | A lot of short beeps |
| 6. | 20 beeps, getting longer \& longer |
| 7. | Furious short beeps \& yell out window |
| 8. | Same as \#7, plus open \& shut doors |
| 9. | Just fast beeps, getting slower |
| 10. | Silence |
| 11. | 5 medium beeps |
| 12. | Silence |
| 13. | A few random beeps |
| 14. | Silence |
| 15. | Silence |
| 16. | Open \& shut doors |
| 17. | Same as \#16 |
| 18. | Solo - go nuts! |
| 19. | Start engine |
| 20. | Rev, beep, yell, go nuts to cutoff |


| Part Number: $\quad l$ |  |
| :--- | :--- |
| Vehicle Type: $\quad$ Car |  |
| Location: | $\quad$ Center |
| Plate Number: |  |
| 1. |  |
| 1. | Play one long note continuously |
| 2. | Silence |
| 3. | Silence |
| 4. | Silence |
| 5. | One long beep continuous |
| 6. | Beep - silence - beep - silence - long beep |
| 7. | Furious short beeps \& yell out window |
| 8. | Same as \#7, plus open \& shut doors |
| 9. | Just fast beeps, getting slower |
| 10. | 5 medium beeps |
| 11. | Silence |
| 12. | A few random beeps |
| 13. | Silence |
| 14. | Silence |
| 15. | Silence |
| 16. | Open \& shut doors |
| 17. | Same as \#16, plus beep \& yell |
| 18. | Silence |
| 19. | Start engine |
| 20. | Rev, beep, yell, go nuts to cutoff |


| Part Number: | $\quad 14$ |
| :--- | :--- |
| Vehicle Type: | Car |
| Location: | Center |
| Plate | Number: |
| 1. | Play one long note continuously |
| 2. | Silence |
| 3. | Silence |
| 4. | One long beep continuous |
| 5. | A lot of short beeps |
| 6. | More short beeps |
| 7. | Furious short beeps \& yell out window |
| 8. | Same as \#7, plus open \& shut doors |
| 9. | Just fast beeps, getting slower |
| 10. | Silence |
| 11. | Silence |
| 12. | Silence |
| 13. | Silence |
| 14. | Silence |
| 15. | Silence |
| 16. | Open \& shut doors |
| 17. | Same as \#16 |
| 18. | Silence |
| 19. | Start engine |
| 20. | Rev, beep, yell, go nuts to cutoff |


| Part Number: | $\quad 15$ |
| :--- | :--- |
| Vehicle Type: $\quad$ Car |  |
| Location: | Center |
| Plate | Number: |
| 1. |  |
| 1. | Play one long note continuously |
| 2. | Silence |
| 3. | Silence |
| 4. | Silence |
| 5. | One long beep continuous |
| 6. | 4 medium beeps |
| 7. | Furious short beeps \& yell out window |
| 8. | Same as \#7, plus open \& shut doors |
| 9. | Just fast beeps, getting slower |
| 10. | 5 long beeps |
| 11. | 8 short beeps |
| 12. | Silence |
| 13. | Silence |
| 14. | Silence |
| 15. | Silence |
| 16. | Open \& shut doors |
| 17. | Same as \#16, plus beep \& yell |
| 18. | Silence |
| 19. | Start engine |
| 20. | Rev, beep, yell, go nuts to cutoff |



| Part Number: | $\quad 17$ |
| :--- | :--- |
| Vehicle Type: $\quad$ Car |  |
| Location: | Center |
| Plate | Number: |
| 1. |  |
| 1. | Play one long note continuously |
| 2. | Silence |
| 3. | Silence |
| 4. | Silence |
| 5. | One long beep continuous |
| 6. | Many beeps \& yell out car window |
| 7. | Same as \#6 |
| 8. | Same as \#7, plus open \& shut doors |
| 9. | Just fast beeps, getting slower |
| 10. | 4 long beeps |
| 11. | Silence |
| 12. | A few random beeps |
| 13. | Same as \#12 |
| 14. | Silence |
| 15. | Silence |
| 16. | Open \& shut doors |
| 17. | Same as \#16, plus beep \& yell |
| 18. | Silence |
| 19. | Start engine |
| 20. | Rev, beep, yell, go nuts to cutoff |


| Part Number: $\quad$ Cen |  |
| :--- | :--- |
| Vehicle Type: $\quad$ Car |  |
| Location: |  |
| Plate | Number: |
| 1. |  |
| 1. | Play one long note continuously |
| 2. | Silence |
| 3. | Silence |
| 4. | One long beep continuous |
| 5. | A lot of short beeps |
| 6. | Many beeps \& yell out car window |
| 7. | Same as \#6 |
| 8. | Same as \#7, plus open \& shut doors |
| 9. | Just fast beeps, getting slower |
| 10. | Silence |
| 11. | 5 long beeps |
| 12. | Silence |
| 13. | Silence |
| 14. | Silence |
| 15. | Silence |
| 16. | Open \& shut doors |
| 17. | Same as \#16 |
| 18. | Silence |
| 19. | Start engine |
| 20. | Rev, beep, yell, go nuts to cutoff |


| Part Number: Vehicle Type: Location: Plate Number: |  | 19 |
| :---: | :---: | :---: |
|  |  | Car |
|  |  | Center |
|  |  |  |
| 1. Play one long note continuously |  |  |
|  | Silence |  |
| 3. | Silence |  |
| 4. | Silence |  |
| 5. | One lon | continu |
| 6. | Many b | yell out |
| 7. | Same as |  |
| 8. | Same as | lus open |
| 9. | Just fast | , getting |
| 10. | 3 long b |  |
| 11. | Silence |  |
| 12. | Silence |  |
| 13. | Silence |  |
| 14. | Silence |  |
| 15. | Silence |  |
| 16. | Open \& | doors |
| 17. | Same as | plus beep |
| 18. | Silence |  |
| 19. | Start en |  |
| 20. | Rev, be | l, go nu |


| Part Number: $\quad 20$ |  |
| :--- | :--- |
| Vehicle Type: $\quad$ Car |  |
| Location: |  |
| Plate | Number: $\quad$ Center |
| 1. |  |
| 2. | Play one long note continuously |
| 3. | Silence |
| 4. | One long beep continuous |
| 5. | A lot of short beeps |
| 6. | Many beeps \& yell out car window |
| 7. | Same as \#6 |
| 8. | Same as \#7, plus open \& shut doors |
| 9. | Just fast beeps, getting slower |
| 10. | Silence |
| 11. | Silence |
| 12. | Silence |
| 13. | Silence |
| 14. | Silence |
| 15. | Silence |
| 16. | Open \& shut doors |
| 17. | Same as \#16 |
| 18. | Silence |
| 19. | Start engine |
| 20. | Rev, beep, yell, go nuts to cutoff |


| Part Number: 21 |
| :---: |
| Vehicle Type: Motorcycle |
| Location: South |
| Plate Number: |
| 1. Play one long note continuously |
| 2. Keep playing - don't stop |
| 3. A lot of short beeps |
| 4. More short beeps |
| 5. Many short irritating beeps |
| 6. Many beeps \& yell \& shake fist |
| 7. Same as \#6 |
| 8. Same as \#7, also jump up \& down |
| 9. Just fast beeps, getting slower |
| 10. 5 medium beeps |
| 11. 5 medium beeps |
| 12. A few random beeps |
| 13. Silence |
| 14. Whoop \& beep tauntingly |
| 15. Same as \#14 |
| 16. Same as \#15 |
| 17. Same as \#16 |
| 18. Count to 5-then solo - go nuts! |
| 19. Start engine |
| 20. Rev, beep, yell, go nuts to cutoff |


| Part Number: | $\quad 22$ |
| :--- | :--- |
| Vehicle Type: | Motorcycle |
| Location: | South |
| Plate Number: |  |
| 1. |  |
| 1. | Play one long note continuously |
| 2. | Keep playing - don't stop |
| 3. | A lot of short beeps |
| 4. | More short beeps |
| 5. | Many short irritating beeps |
| 6. | Many beeps, yell \& shake fist |
| 7. | Same as \#6 |
| 8. | Same as \#7, also jump up \& down |
| 9. | Just fast beeps, getting slower |
| 10. | Silence |
| 11. | Silence |
| 12. | Silence |
| 13. | A few random beeps |
| 14. | Whoop \& beep tauntingly |
| 15. | Same as \#14 |
| 16. | Same as \#15 |
| 17. | Same as \#16 |
| 18. | Silence |
| 19. | Start engine |
| 20. | Rev, beep, yell, go nuts to cutoff |


| Part Number: 23 |
| :---: |
| Vehicle Type: Motorcycle |
| Location: South |
| Plate Number: |
| 1. Play one long note continuously |
| 2. Keep playing - don't stop |
| 3. A lot of short beeps |
| 4. More short beep |
| 5. Many short irritating beeps |
| 6. Many beeps, yell \& shake fist |
| 7. Same as \#6 |
| 8. Same as \#7, also jump up \& down |
| 9. Just fast beeps, getting slower |
| 10. 4 long beeps |
| 11. Silence |
| 12. Silence |
| 13. Silence |
| 14. Whoop \& beep tauntingly |
| 15. Same as \#14 |
| 16. Same as \#15 |
| 17. Same as \#16 |
| 18. Silence |
| 19. Start engine |
| 20. Rev, beep, yell, go nuts to cutoff |


| Part Number: | $\quad 24$ |
| :--- | :--- |
| Vehicle Type: | Motorcycle |
| Location: | South |
| Plate | Number: |
|  |  |
| 1. | Play one long note continuously |
| 2. | Keep playing - don't stop |
| 3. | A lot of short beeps |
| 4. | More short beeps |
| 5. | Many short irritating beeps |
| 6. | Many beeps, yell \& shake fist |
| 7. | Same as \#6 |
| 8. | Same as \#7, also jump up \& down |
| 9. | Just fast beeps, getting slower |
| 10. | Silence |
| 11. | 3 long beeps |
| 12. | Silence |
| 13. | Silence |
| 14. | Whoop \& beep tauntingly |
| 15. | Same as \#14 |
| 16. | Same as \#15 |
| 17. | Same as \#16 |
| 18. | Silence |
| 19. | Start engine |
| 20. | Rev, beep, yell, go nuts to cutoff |


| Part Number: 25 |
| :---: |
| Vehicle Type: Motorcycle |
| Location: South |
| Plate Number: |
| 1. Play one long note continuously |
| 2. Keep playing - don't stop |
| 3. A lot of short beeps |
| 4. More short beeps |
| 5. Many short irritating beeps |
| 6. Many beeps, yell \& shake fist |
| 7. Same as \#6 |
| 8. Same as \#7, also jump up \& down |
| 9. Just fast beeps, getting slower |
| 10. 3 long beeps |
| 11. Silence |
| 12. A few random beeps |
| 13. Silence |
| 14. Whoop \& beep tauntingly |
| 15. Same as \#14 |
| 16. Same as \#15 |
| 17. Same as \#16 |
| 18. Silence |
| 19. Start engine |
| 20. Rev, beep, yell, go nuts to cutoff |


| Part Number: |  |
| :--- | :--- |
| Vehicle Type: | Truck |
| Location: | North |
| Plate Number: |  |
| 1. | Play one long note continuously |
| 2. | Silence |
| 3. | One long beep continuous |
| 4. | A lot of short beeps |
| 5. | More short beeps |
| 6. | One long beep continuous |
| 7. | Many beeps \& yell out window |
| 8. | Same as \#7, plus open \& shut doors |
| 9. | Just fast beeps, getting slower |
| 10. | Silence |
| 11. | Silence |
| 12. | Silence |
| 13. | Silence |
| 14. | Silence |
| 15. | Yell menacingly |
| 16. | Same as \#15, plus open \& shut doors |
| 17. | Same as \#16, plus beep |
| 18. | Silence |
| 19. | Start engine |
| 20. | Rev, beep, yell, go nuts to cutoff |


| Part Number: $\quad 27$ |  |
| :--- | :--- |
| Vehicle Type: $\quad$ Truck |  |
| Location: |  |
| Plate Number: |  |
| 1. |  |
| 1. | Play one long note continuously |
| 2. | Silence |
| 3. | One long beep continuous |
| 4. | A lot of short beeps |
| 5. | More short beeps |
| 6. | 2 long beeps |
| 7. | Many beeps \& yell out window |
| 8. | Same as \#7, plus open \& shut doors |
| 9. | Just fast beeps, getting slower |
| 10. | 3 medium beeps |
| 11. | 5 medium beeps |
| 12. | Silence |
| 13. | A few random beeps |
| 14. | Silence |
| 15. | Yell menacingly |
| 16. | Same as \#15, plus open \& shut doors |
| 17. | Same as \#16, plus beep |
| 18. | Count to $15=$ then solo - go nuts! |
| 19. | Start engine |
| 20. | Rev, beep, yell, go nuts to cutoff |


| Part Number: $\quad 28$ |  |
| :--- | :--- |
| Vehicle Type: $\quad$ Truck |  |
| Location: |  |
| Plate | Number: |
|  |  |
| 1. | Play one long note continuously |
| 2. | Silence |
| 3. | One long beep continuous |
| 4. | A lot of short beeps |
| 5. | More short beeps |
| 6. | 3 long beeps |
| 7. | Many beeps \& yell out window |
| 8. | Same as \#7, plus open \& shut doors |
| 9. | Just fast beeps, getting slower |
| 10. | Silence |
| 11. | Silence |
| 12. | Silence |
| 13. | Silence |
| 14. | Silence |
| 15. | Yell menacingly |
| 16. | Same as \#15, plus open \& shut doors |
| 17. | Same as \#16, plus beep |
| 18. | Silence |
| 19. | Start engine |
| 20. | Rev, beep, yell, go nuts to cutoff |


| Part Number: $\quad 29$ |  |
| :--- | :--- |
| Vehicle Type: $\quad$ Truck |  |
| Location: |  |
| Plate Number: $\quad$ North |  |
| 1. |  |
| 1. | Play one long note continuously |
| 2. | Silence |
| 3. | One long beep continuous |
| 4. | A lot of short beeps |
| 5. | More short beeps |
| 6. | 4 long beeps |
| 7. | Many beeps \& yell out window |
| 8. | Same as \#7, plus open \& shut doors |
| 9. | Just fast beeps, getting slower |
| 10. | 5 medium beeps |
| 11. | Silence |
| 12. | A few random beeps |
| 13. | Silence |
| 14. | Silence |
| 15. | Yell menacingly |
| 16. | Same as \#15, plus open \& shut doors |
| 17. | Same as \#16, plus beep |
| 18. | Silence |
| 19. | Start engine |
| 20. | Rev, beep, yell, go nuts to cutoff |


| Part Number: $\quad 30$ |  |
| :--- | :--- |
| Vehicle Type: $\quad$ Truck |  |
| Location: |  |
| Plate | Number: |
|  |  |
| 1. | Play one long note continuously |
| 2. | Silence |
| 3. | One long beep continuous |
| 4. | A lot of short beeps |
| 5. | More short beeps |
| 6. | 5 long beeps |
| 7. | Many beeps \& yell out window |
| 8. | Same as \#7, plus open \& shut doors |
| 9. | Just fast beeps, getting slower |
| 10. | Silence |
| 11. | 6 medium beeps |
| 12. | Silence |
| 13. | Silence |
| 14. | Silence |
| 15. | Yell menacingly |
| 16. | Same as \#15, plus open \& shut doors |
| 17. | Same as \#16, plus beep |
| 18. | Silence |
| 19. | Start engine |
| 20. | Rev, beep, yell, go nuts to cutoff |

