Yaniv Segal

The Harmony Games

The Harmony Games

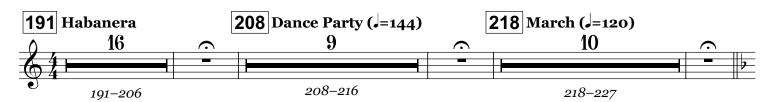




3

The Harmony Games





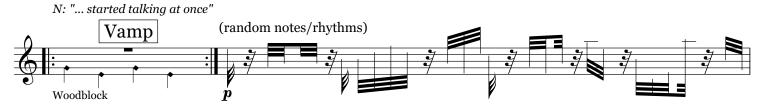


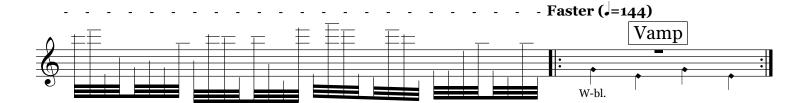


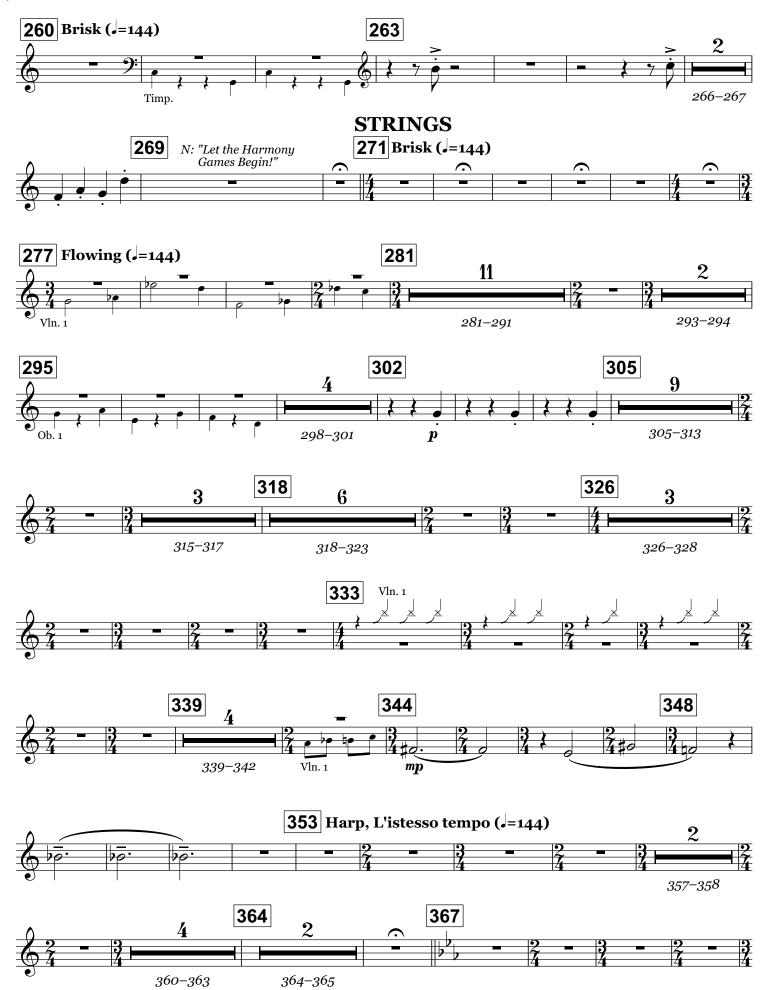


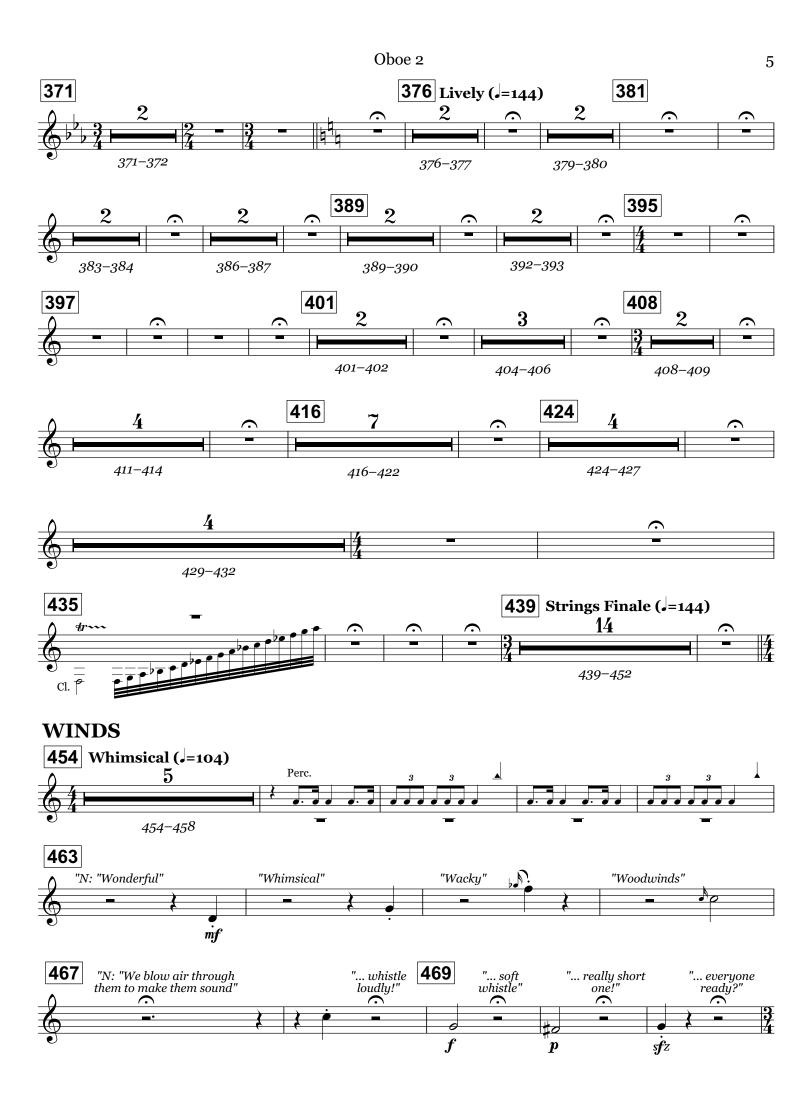


256 Tick-tock (=120) accel.













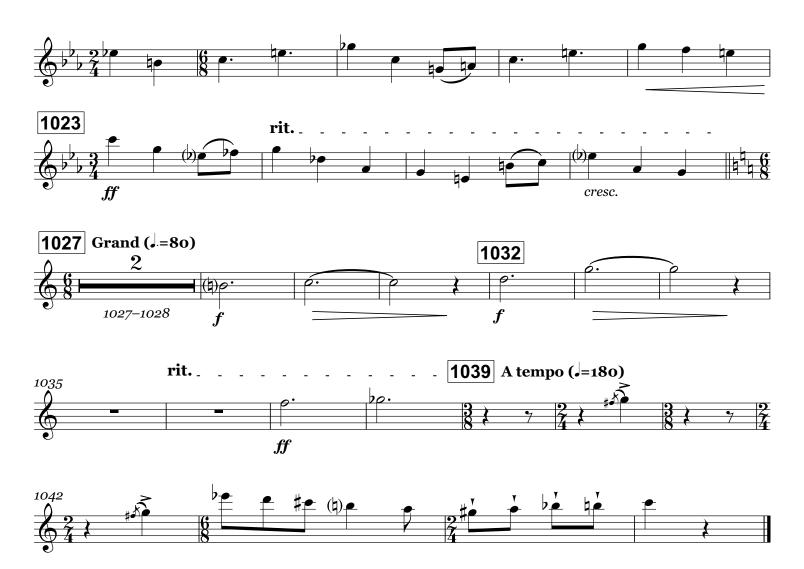








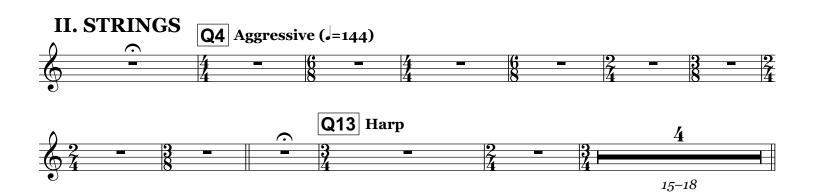




Guided Q & A

I. INTRO





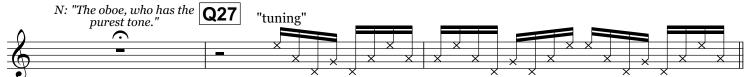
III. WINDS

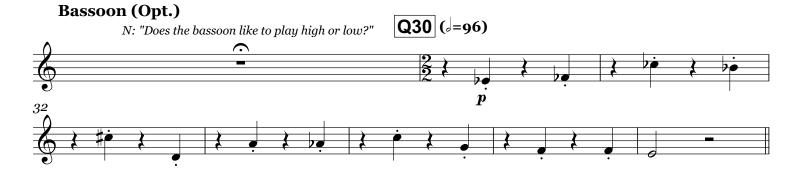


Flute (Opt.)

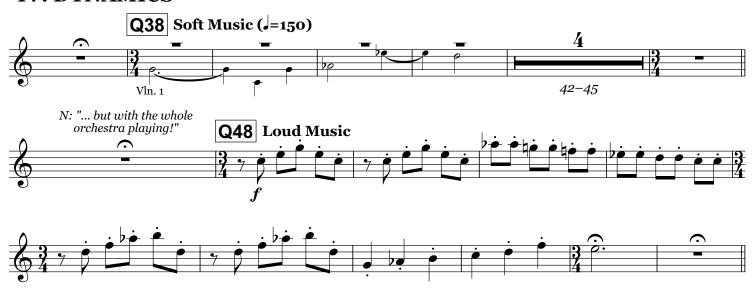


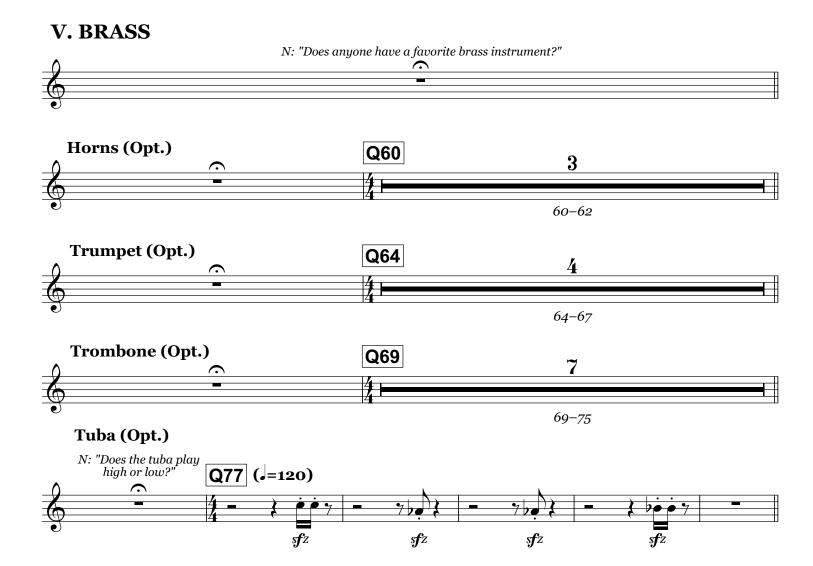
Oboe (Opt.)



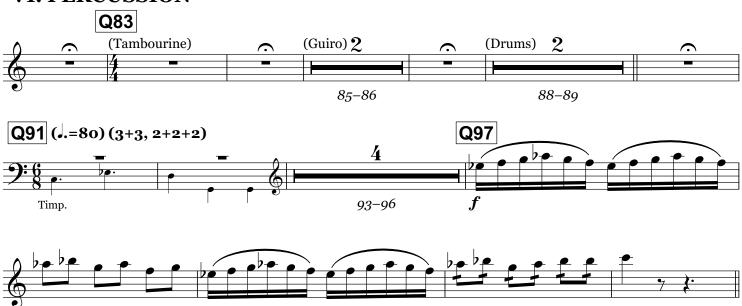


IV. DYNAMICS





VI. PERCUSSION





VIII. "GUESTS" CONDUCTING

Q122

Flexible tempo, rubato, etc. Follow the "guests"



IX. OUTRO

