

Yaniv Segal

The Harmony Games

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INTRODUCTION

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Brisk (♩=144)

3 Glock. *fp* *ff*

10 4 *10-13* N: "... is an exhilarating experience!" 15 *p* *f* 17 2 *17-18*

21 *Vc.* *p* 22-24 3 25 *f* 29 *p poco a poco cresc.*

35 4 42 3 45 6 *38-41* *42-44* *45-50*

N: "Shimmering Strings" 55 2 2 2 N: "Wondrous Woodwinds" *55-56* *58-59* *60-61*

64 67 *Bsn. 1* *f*

72 4 2 82 2 *72-75* *79-80* *82-83*

84 BATTLE **88** **92**

84-87 Vln. 1 *f*

96 3 96-98 *sfz*

104 **106**

sfz

110 Vln. 1 **114** *p*

115 **118** 2 118-119 Timp. *sfz sfz sfz*

130 **133** *p*

136 3 138-140 2 142-143

144 Bsn. 1 2 **147** *f* 145-146

152

f

159

14

159-172

The Harmony Games

The first system of the musical score is written on a single staff in bass clef with a key signature of one flat (B-flat). The tempo is marked 'Allegretto' and the time signature is 5/4. The system is divided into three measures. The first measure contains a whole note and is labeled with a large '2' above it and the measure numbers '188-189' below it. The second measure contains a whole note and is labeled with a large '16' above it and the measure numbers '191-206' below it. The third measure contains a whole note and is labeled with a large '9' above it and the measure numbers '208-216' below it. Above the staff, there are two boxed numbers: '191' and '208'. To the right of '191' is the text 'Habanera' and to the right of '208' is the text 'Dance Party (♩=144)'. The staff itself has a double bar line after the first measure and a single bar line after the second measure.

218 March (♩=120)
10


229 Pastoral (♩=108)
6

218-227 *229-234*


235

Rain


N: "... a rainy number."



S. Dr.



"...blew everyone away"



236 Tornado (♩=144)

241

N: "... a special theme..."

"MATHEMUSICA!" (spoken)

huh?

245 Stealthy (♩=72)

p

247-248

250-251

253-254

256 Tick-tock (♩=120) accel.*N: "... started talking at once" (random notes/rhythms)*

Vamp

Woodblock *p*

Faster (♩=144) 260 Brisk (♩=144)

Vamp

W-bl. Timp.

263 **269** *N: "Let the Harmony Games Begin!"*

STRINGS**271 Brisk (♩=144)**

275 **277 Flowing (♩=144)**

Vln. 1

281 **305** **308**

281-291 293-304 Db.

312

p

318 **326** **3**

326-328

333 Vln. 1

339 2 344 348

339-340 Db. mp 352 353 Harp, L'istesso tempo (♩=144) 357 2 357-358

363 364 2 367 360-362 364-365

371 2 376 Lively (♩=144) 2 2 2 371-372 376-377 379-380

386 2 2 2 2 383-384 386-387 389-390 392-393 395

401 2 3 408 2 401-402 404-406 408-409

416 4 7 4 411-414 416-422 424-427

429-432

435 439 Strings Finale (♩=144) 14 439-452

Cl.

454 Whimsical (♩=104)

463

467

472

479 **Aviary** (♩=104)

484

491 Sprightly (♩=160)**497 Clarinet****498 Bassoon**

499 Oboe

500 Flute

N: "... everyone else has to catch up!"

501 Sprightly (♩=160)

Measures 500-507: Bassoon 2 part. Measure 500: Flute part, whole rest. Measure 501: Sprightly tempo, 160 bpm. Measures 501-507: Bassoon 2 part, starting with a piano (*p*) dynamic and moving to forte (*f*).

508

N: "... our trilling..."

"...THRILLING, mathematical presentation!"

"...our very own bassoon!"

Measures 508-510: Bassoon 2 part. Measure 508: Bassoon 2 part, starting with a trill marked "cheeky". Measure 509: Bassoon 2 part, forte (*f*) dynamic. Measure 510: Bassoon 2 part, ending with a trill.

510 Regal (♩=80)

N: "... called HARMONY"

Measures 510-517: Bassoon 2 part. Measure 510: Regal tempo, 80 bpm. Measure 510: Bassoon 2 part, mezzo-forte (*mf*) dynamic. Measure 511-517: Bassoon 2 part, ending with a trill.

517

N: "... called POLYPHONY"

Measures 517-524: Bassoon 2 part. Measure 517: Bassoon 2 part, mezzo-piano (*mp*) dynamic. Measure 518-524: Bassoon 2 part, ending with a trill.

524

N: "... even faster than the oboe."

Measures 524-531: Bassoon 2 part. Measure 524: Bassoon 2 part, ending with a trill.

531**540**

10

Measures 531-540: Bassoon 2 part. Measure 531: Bassoon 2 part, ending with a trill. Measure 540: Bassoon 2 part, ending with a trill.

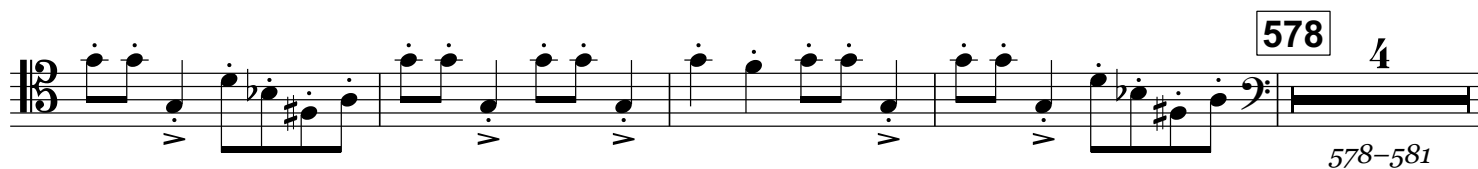
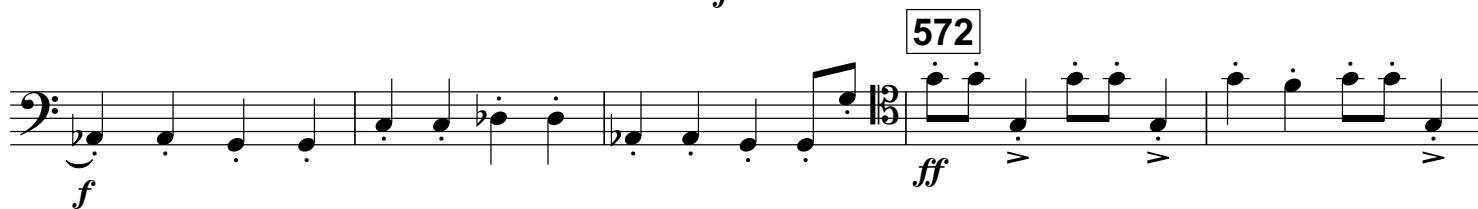
540-549

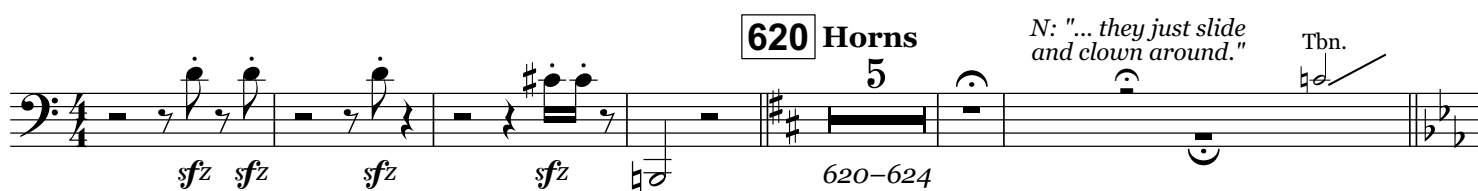
Measures 553-561: Bassoon 2 part. Measure 553: Bassoon 2 part, ending with a trill. Measure 554-556: Bassoon 2 part, ending with a trill. Measure 557-559: Bassoon 2 part, ending with a trill. Measure 560-561: Bassoon 2 part, ending with a trill.

553-556

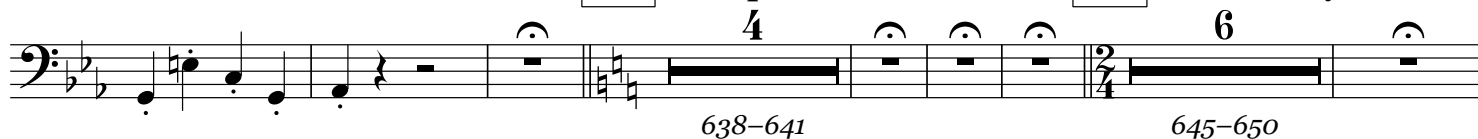
559-561

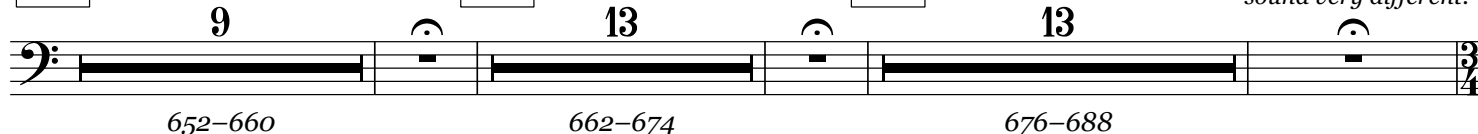
562 Winds Finale
 poco agitato (♩=88)

568

582
587 Ominous (♩=104)
 6

BRASS
593 Fanfare (♩=120) **603 March** **611 Tuba**
614

627 Trombone, Silly (♩=144)

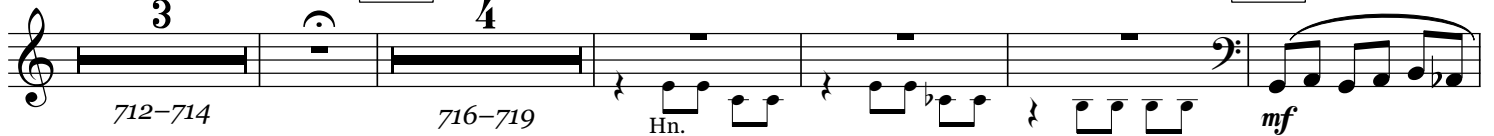
638 Trumpet (♩=120)

645 Comfortably (♩=108)

652
662
676 Faster (♩=120)

N: "... the music will sound very different."


690 Liltng ($\text{♩}=54$)**693****701**

7

708**716** Faster ($\text{♩}=58$)**723****729****731**

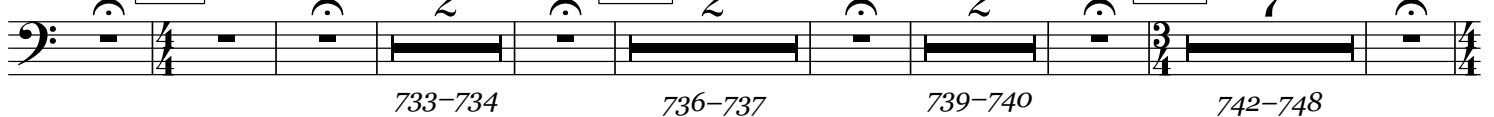
2

736

2

742

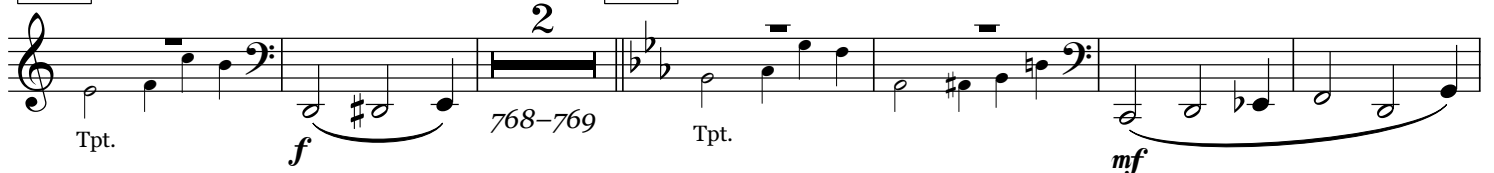
7

**750** Sombor ($\text{♩}=80$)**755** Hopeful ($\text{♩}=160$)**762** Brass Finale ($\text{♩}=160$)

2

**766****770**

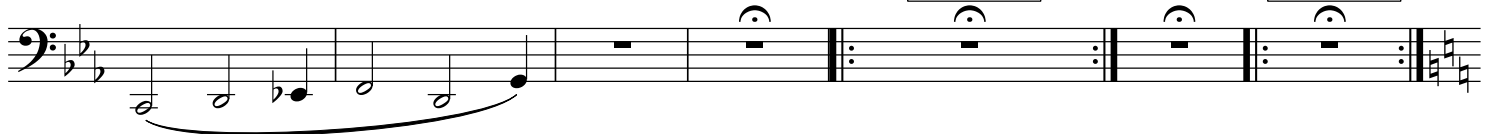
2

**778** Freely

Vamp

Vamp

774



PERCUSSION

781 In tempo (♩=144) **787** A little slower (♩=108) **793**

782-785 787-788 790-791 793-795

797 In tempo (♩=144) **810** Chillin' (♩=108) **815**

797-808 813-814

820 6 **826**

820-825 826-827

829 **833** finger snaps (2)

829-832 833-834

(3) (4) **837** (5) (6) (7) (8)

837-840

841 (9) (10) (11) **845** Dramatic

841-845

851 Grouping (♩=80) **853** (3+3) **859** (2+2+2)

853-857 859-863

865 Percussion Finale (3+3, 2+2+2) **881** Tpt.

869-880 881-882

887 2 3

885-886 889-891

893 **896 (3+3)**
N: "It was too late."
f

899 (3+3, 2+2+2) **903**
p *f*

905
N: "... won the Harmony Games?" *N: "Strings?" "Woodwinds?"* *"Brass?"* *"Percussion?"*
cheer!

906
N: "And the winner is..." *"... rulers of the land." (that family cheers again)*
"The winning family got up to make a speech."

FINALE

908 Moderato assai (♩=60)

908 Moderato assai (♩=60)
S. Dr. *3* *3* *3* *3* *3* *3* *5* *4* *♩ = ♩*
910-914 *916-919*

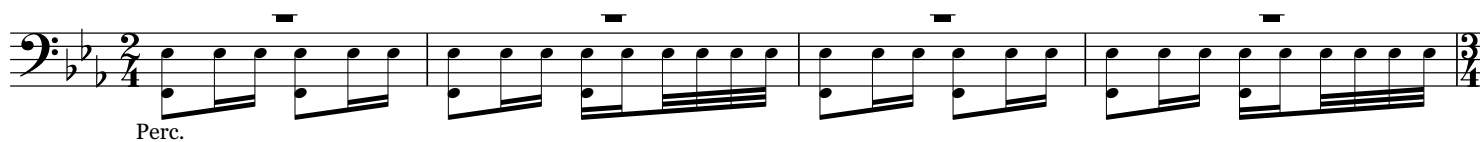
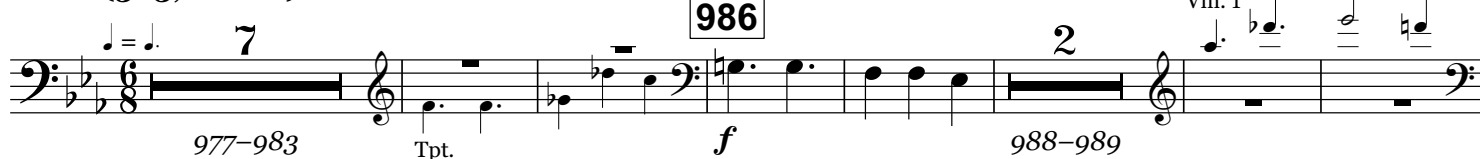
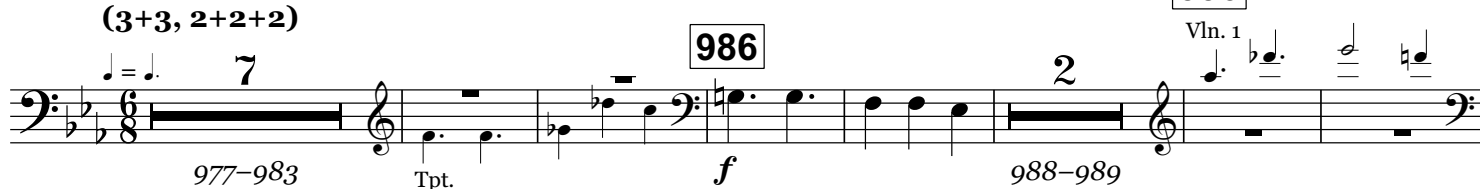
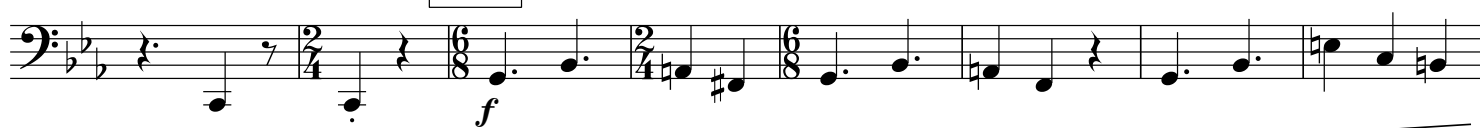
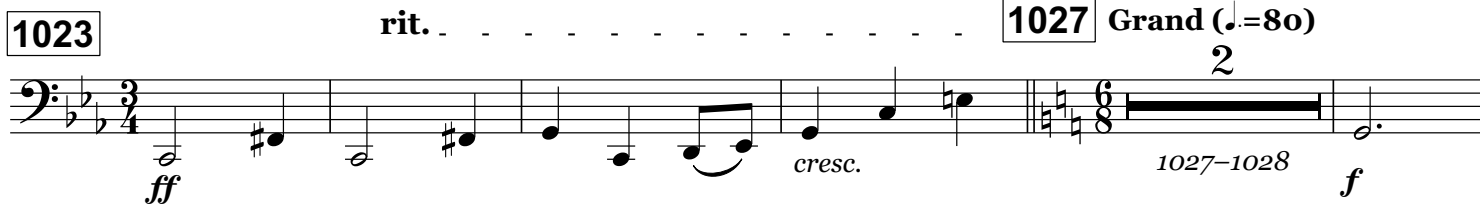
920 *Vln. 1*

929 Spirited (♩=180)

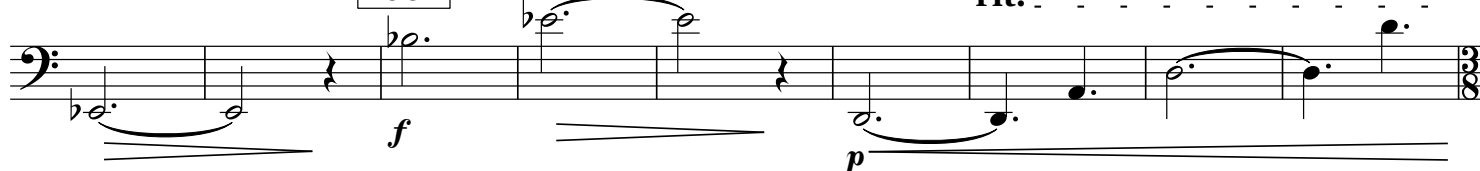
927 *3* *3* *3* *3* *♩ = ♩*
mp *Perc.*

933 *2* **939**
933-934 *f* *rf*

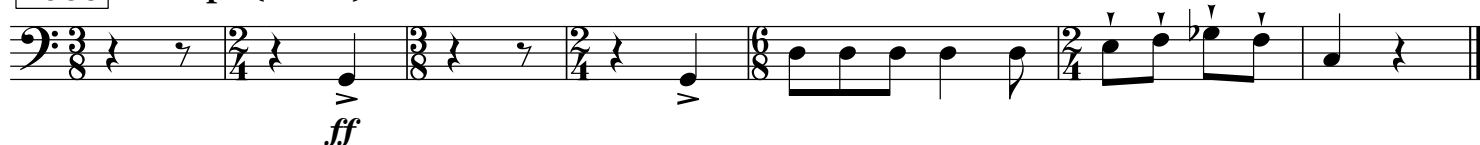
946 (3+3, 2+2+2) *♩ = ♩* *17* *♩ = ♩*
947-963

965 March (♩=120)**969****977** Fast (♩=180)
(3+3, 2+2+2)**990****994****998****1005** (3+3, 2+2+2)**1009****1013****1017****1023**

rit.

1027 Grand (♩=80)**1032**

rit.

1039 A tempo (♩=180)

Guided Q & A

I. INTRO

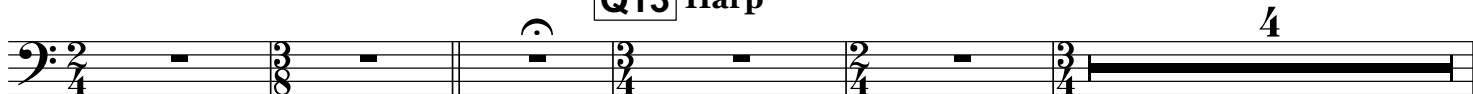


II. STRINGS

Q4 Aggressive (♩=144)



Q13 Harp



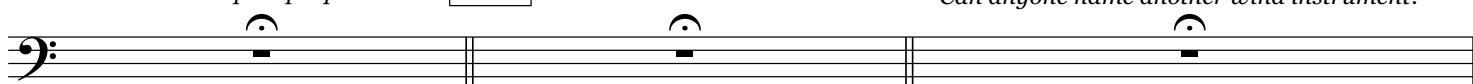
15-18

III. WINDS

N: "... can disappear and sneak up on people?"

Q20 Clarinet (cadenza)

"Can anyone name another wind instrument?"



Flute (Opt.)

N: "Do flutes play high and fast or low and slow?"

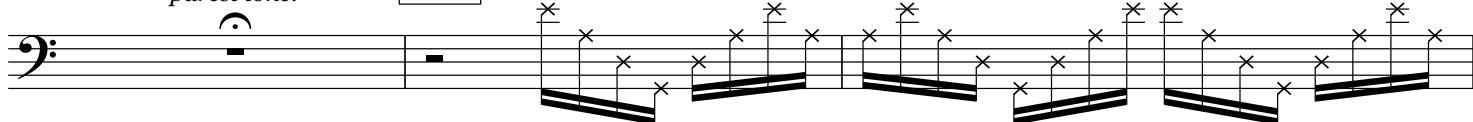
Q23 (♩=160)



Oboe (Opt.)

N: "The oboe, who has the purest tone."

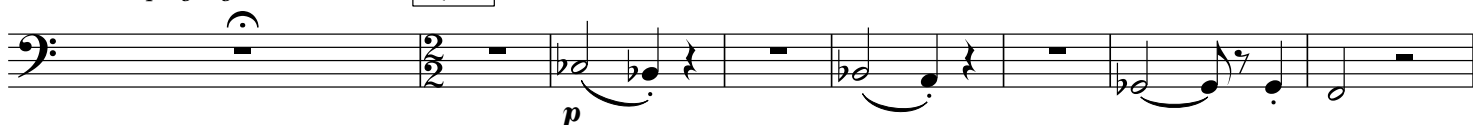
Q27 "tuning"



Bassoon (Opt.)

N: "Does the bassoon like to play high or low?"

Q30 (♩=96)



IV. DYNAMICS

Q38 Soft Music (♩=150)

Vln. 1 42-45

N: "... but with the whole orchestra playing!" **Q48** Loud Music

f

V. BRASS

N: "Does anyone have a favorite brass instrument?"

Horns (Opt.)

Q60

60-62

Trumpet (Opt.)

Q64

64-67

Trombone (Opt.)

Q69

69-75

Tuba (Opt.)

N: "Does the tuba play high or low?"

Q77 (♩=120)

sfz

VI. PERCUSSION

Q83 (Tambourine) (Guero) 2 (Drums) 2

85-86 88-89

Q91 (♩=80) (3+3, 2+2+2) **Q97**

Timp. 93-96 *f*

VII. TEMPO

N: "... exciting battle music at the beginning of our story? It went like this."

Q103 Brisk (♩=144)

Timp. *f*

N: "What happens if we play that same music very slowly?"

Q112 Lugubrious (♩=72)

f

N: "What did that sound like?"

VIII. "GUESTS" CONDUCTING

Q122

start ca. ♩.=50

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

IX. OUTRO

N: "back to you, HOST"

Q138

"... you never know what you will discover at the Symphony!"

Q139

Fast (♩.=180)