

2021
Percussion 1

The Harmony Games

**An interactive and educational work
for narrator and orchestra**

Yaniv Segal

PERCUSSION LIST and KEY

Timpani + 2

Timpani
29", 26", 24", 22"

Percussion 1
Drum Kit (Snare*, Bass/Kick Drum*, Hi-hat, Cymbals**, 3 Toms)
Triangle***
Mark Tree
Tambourine

Drumset

Bass/Kick Drum* Toms Snare Drum* Hi-hat Cymbals**

Triangle*** Mark Tree Tambourine

shake hit

stick foot

Musical notation for Percussion 1 instruments. The notation is spread across two staves. The top staff contains: Bass/Kick Drum* (a single note), Toms (a box containing three notes), Snare Drum* (a single note), Hi-hat (a box containing two notes, one marked with a '+' and the other with a 'o'), and Cymbals** (a single note). The bottom staff contains: Triangle*** (a single note), Mark Tree (a single note), and Tambourine (a box containing two notes, one marked 'shake' and the other 'hit').

* at discretion: small, muffled
** at discretion: crash, splash, susp.
*** high

Percussion 2
Glockenspiel
2 Agogo Bells
Whistle
Slide Whistle
Suspended Cymbal + Bow
Tam-tam
2 Wood Blocks
Guiro
Rain Stick

Glockenspiel Agogo Bells Whistle Susp. Cym. bowed Wood Blocks Rain Stick

Slide Whistle Tam-Tam Guiro

Musical notation for Percussion 2 instruments. The notation is spread across two staves. The top staff contains: Glockenspiel (a single note), Agogo Bells (a box containing two notes), Whistle (a single note), Susp. Cym. bowed (a single note), Wood Blocks (a box containing two notes), and Rain Stick (a single note). The bottom staff contains: Slide Whistle (a single note), Tam-Tam (a single note), and Guiro (a single note).

The Harmony Games

INTRODUCTION

Brisk (♩=144)

Yaniv Segal

Drum Set

tr

fp *sfz*

3 4 7 2

3-6 7-8

10 (dr-set)

p 3 3 3 3

15 17 (dr-set)

2 15-16 *p*

21

poco a poco cresc.

25

29 *f*

35

dim.

42

pp

N: "... is an exhilarating experience!"

45 48 Tri.

3 3

45-47 48-50

55 N: "Wondrous Woodwinds"

2 2 2

55-56 58-59 60-61

64 67 N: "Brilliant Brass"

4

67-70

72 77 Cymbal sponge

4 2

72-75 79-80 f

"...poignant percussion"

82 84 BATTLE

(Drum Set)

p

88 f

92

96 98

2 3

96-97 98-100 p

104 106 choke choke

110 114

118 120 2 118-119 f

124 3

126 3 3 3 3

130 3 3 3 3 pp

133 136 3 f 133-135

140 144 2 145-146

This page contains the musical notation for Percussion 1, measures 104 through 146. The notation is written on a single staff with a treble clef and a key signature of one sharp (F#). The time signature changes throughout the piece: 4/4, 6/8, 2/4, 3/4, and 4/4. The score includes various musical notations such as eighth notes, quarter notes, half notes, and rests. Dynamic markings include *f* (forte) and *pp* (pianissimo). There are also performance instructions like "choke" and "118-119". The measures are numbered in boxes: 104, 106, 110, 114, 118, 120, 124, 126, 130, 133, 136, 140, and 144. The page number 3 is in the top right corner.

147

152

159

163

168

The Harmony Games

174 *Meno mosso* (♩=108)

177

183

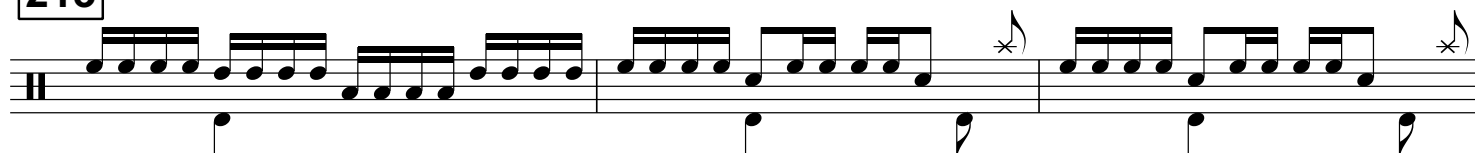
187

191 *Habanera*

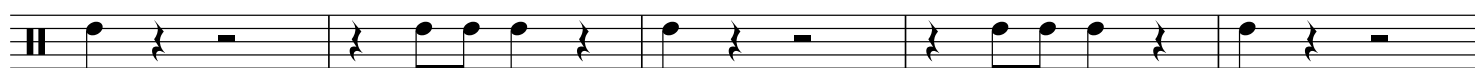
195

201

208 *Dance Party* (♩=144)

213

N: "...reveled
and rejoiced
in victory!"

218 March (♩=120)**224****229** Pastoral (♩=108)

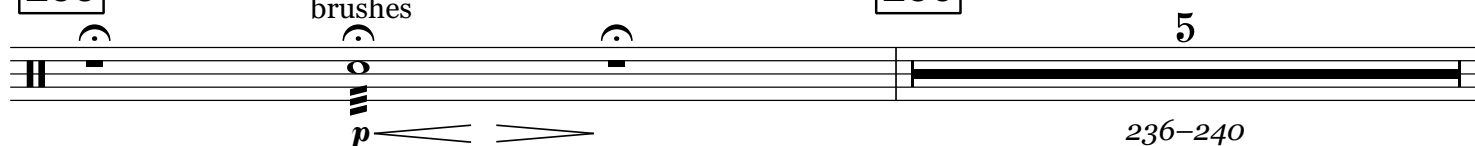
6



229-234

235 Rainca 4-5"
brushes**236** Tornado (♩=144)

5

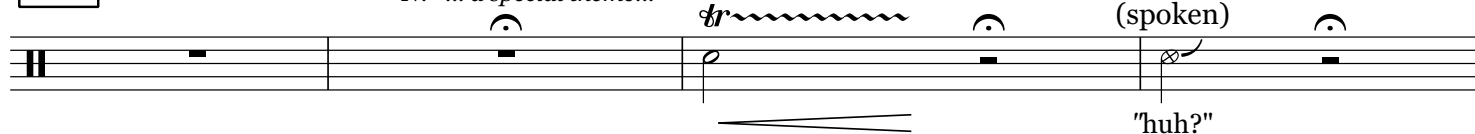


236-240

241

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

"MATHEMUSICA!"

N: "The rules were
announced."

"huh?"

245 Stealthy (♩=72)

4

249

6



245-248

249-254

256 Tick-tock (♩=120)

accel.

Faster (♩=144)

Vamp

2

Vamp



257-258

260 Brisk (♩=144)

Triangle

263 6 269

263-268

STRINGS**271** Brisk (♩=144)

275 2

275-276

277 Flowing (♩=144)

281 3

281-283

Vln. 1

284 4 288 3 291 2

284-287 288-290 293-294

295 3 298 4 302 3 305 3

295-297 298-301 302-304 305-307

308 4 312

308-311

Vln. 2

318 6 326 2

318-323 326-327

328

Vln. 1

Drum Set

f

333

339 **344**

4

339-342

348 **352** **353** Harp
L'istesso tempo (♩=144)

4

348-351

357 **363**

2 3

357-358 360-362

364 **367**

2

364-365

371 **376** Lively (♩=144)

2 2

371-372 376-377

379 **381** **384**

2

379-380

386 **389** **392**

2 2 2

386-387 389-390 392-393

395 **397** **399**

401 **404**

2 3

401-402 404-406

408 **411**

2 4

408-409 411-414

416 **424** Glock.

7

416-422

429 **433** Tbn.

4

429-432

435 Cl.

N: "...what's going on?"

437 **439** Strings Finale (♩=144)

Mark Tree

2

442-443

pp

445

2

451-452

WINDS

454 Whimsical (♩=104)

Triangle

3

459

456-458

p

3 3 3 3

463 **467** "N: 'We blow air through them to make them sound'"

469 "... whistle loudly!"

4

463-466

472 **476**

2

476-477

479 Aviary (♩=104)
4

484 6

479-482 484-489

491 Sprightly (♩=160)
6

497 Clarinet

498 Bassoon

499 Oboe

491-496

500 Flute

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

501 Sprightly (♩=160)
Brushes

pp

Brushes

508

510 Regal (♩=80)
6

517 6

510-515 517-522

524 6

531 6

538

524-529 531-536

540

Db.

545 Tambourine hit

549 4

pp 549-552

562 Winds Finale
poco agitato (♩=88)

553 9 shake
553-561 *mf* hit

568 *cresc.*

572 shake *f*

578 3 **582** 4 N: "We are COOL composers!" **587** Ominous (♩=104) 6
579-581 582-585 587-592

BRASS

593 Fanfare (♩=120) **596** 2 *p*
594-595

599 4 **603** March *mf*
599-602

611 Tuba *p*

614 + + + +

620 Horns 5 **625** **627** Trombone, Silly (♩=144) 10

620-624 627-636

638 Trumpet (♩=120) 4 **642**

638-641

645 Comfortably (♩=108)

pp

652 2 **654** 6 **660** **662** stick clicks

652-653 654-659

666 **668** 7 **676** Faster (♩=120) sim.

668-674

680 **682** 6 **688**

682-687

690 Liltng (♩=54) 3 **693** 6 **699**

690-692 693-698

*N: "Excellent,
now with
the music!"*

701 **705** 2

706-707

708 **716** **Faster** ($\text{♩} = 58$) **720**

708-714 721-722

723 **729** **731** **733**

723-728 733-734

736 **739** **742**

736-737 739-740 742-748

750 **Somber** ($\text{♩} = 80$) **755** **Hopeful** ($\text{♩} = 160$)

750-753

762 **Brass Finale** ($\text{♩} = 160$) **764**

Drum Set

mf

766

770

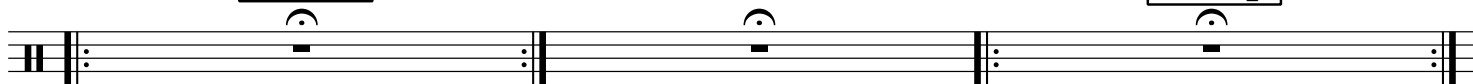
774

778 Freely

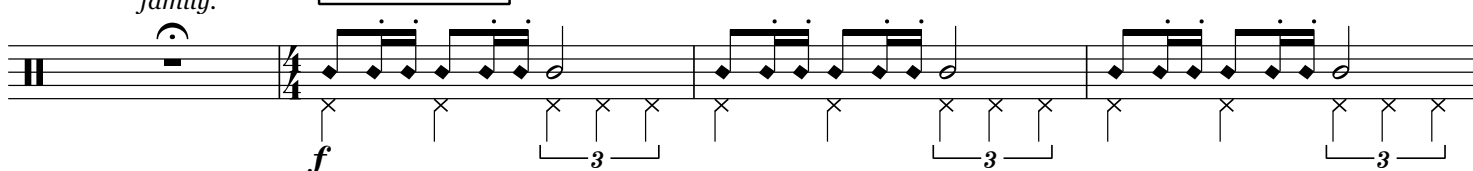
N: "... helping each other in a competition."

Vamp

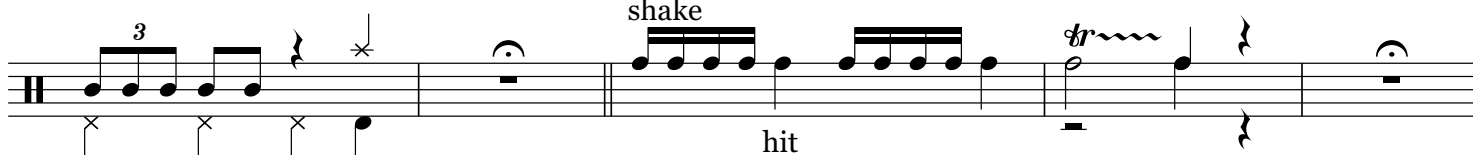
"What else could go wrong?"

Vamp**PERCUSSION****781**

N: "... We are the percussion family."

In tempo (♩=144)**Guero + Hi-hat****787** A little slower (♩=108)**Tambourine**

shake

**790**

2

N: "...big drums, such as the timpani."

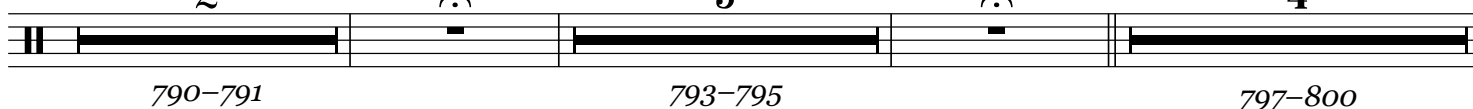
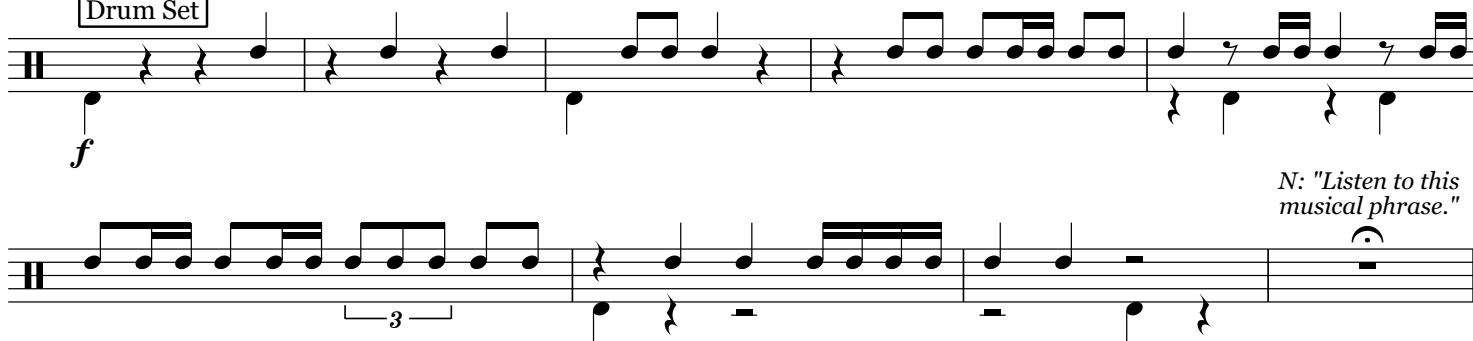
793

3

N: "... march to our beat."

797**In tempo** (♩=144)

4

**801****Drum Set**

N: "Listen to this musical phrase."

810 Chillin' (♩=108)**Stick Clicks****813**

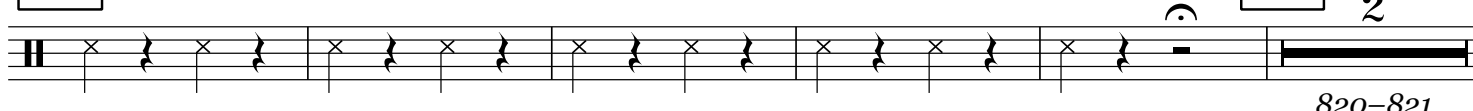
2



813-814

815**820**

2



820-821

822**826****829**

Finger Snaps

(2)

(3)

(4)

833

(5)

(6)



(7)

(8)

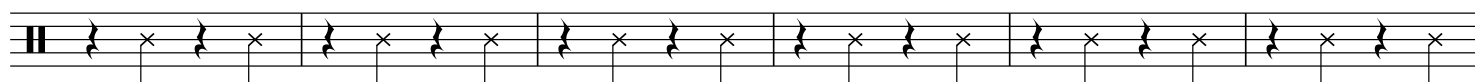
837

(9)

(10)

(11)

(12)

**841**

(13)

(14)

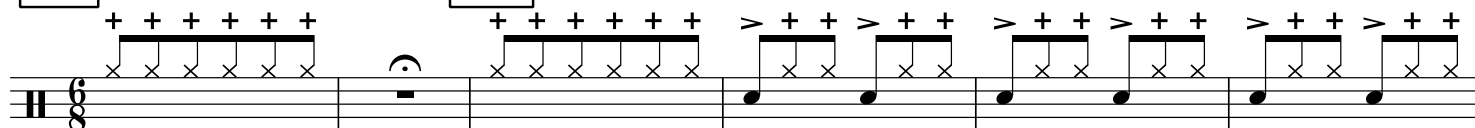
(15)

845Dramatic
sponge*pp***851**

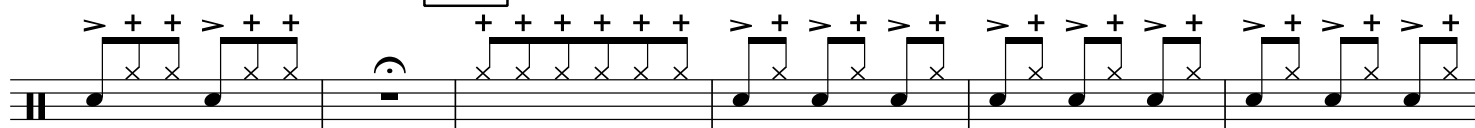
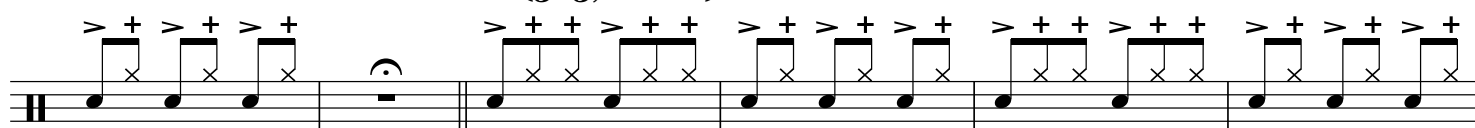
Grouping (♩.=80)

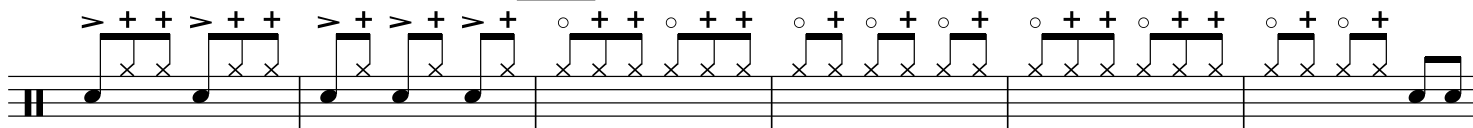
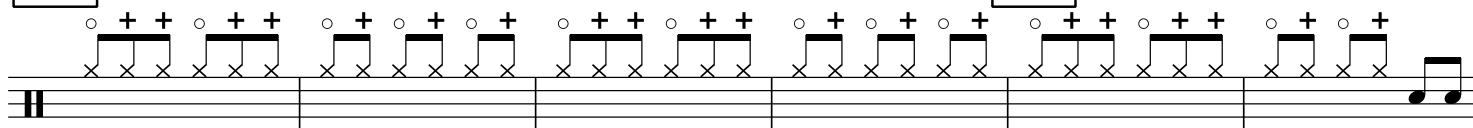
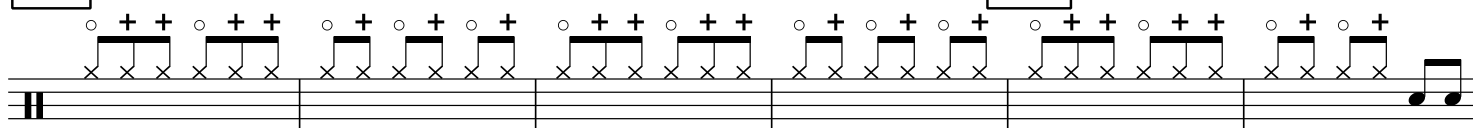
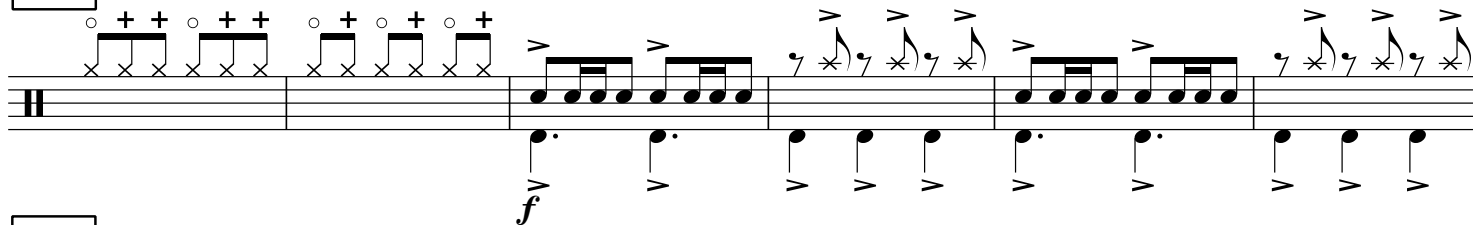
853

(3+3)

*mf**mf***859**

(2+2+2)

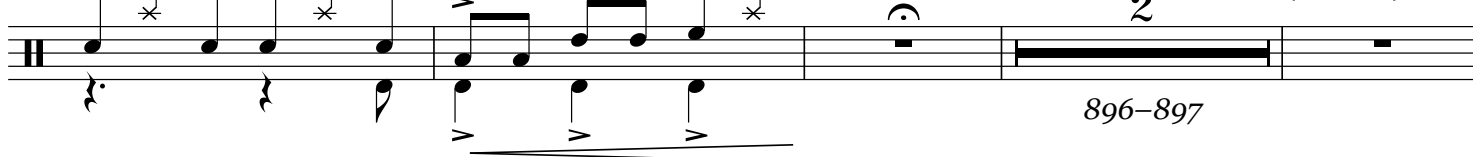
*mf***865**Percussion Finale
(3+3, 2+2+2)*mf*

871**875****879****881****885****887****893****896**

(3+3)

2

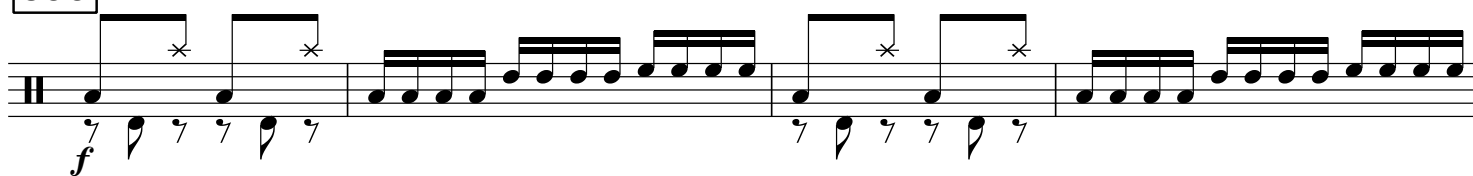
(2+2+2)



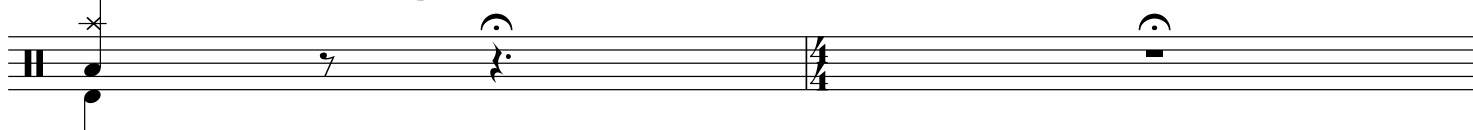
896-897

899

(3+3, 2+2+2)

**903**

N: "And with that, the competition was over."

**905***"Strings?"**"Woodwinds?"**"Brass?"**"Percussion?"**"cheering"*

FINALE

906

908

Moderato assai (♩=60)

tr
fp sfz
"Ravel"
pp

914

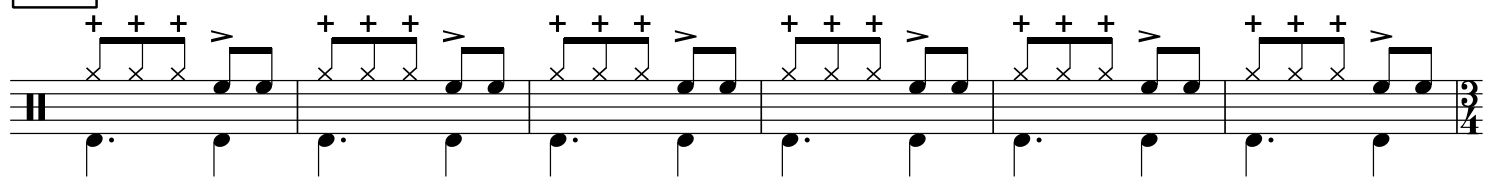
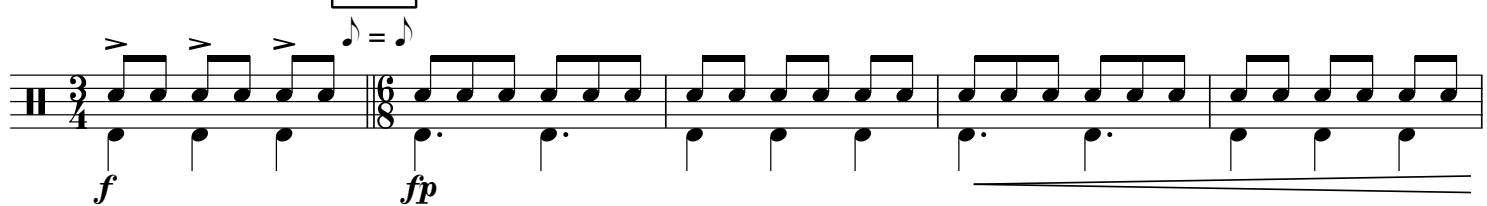
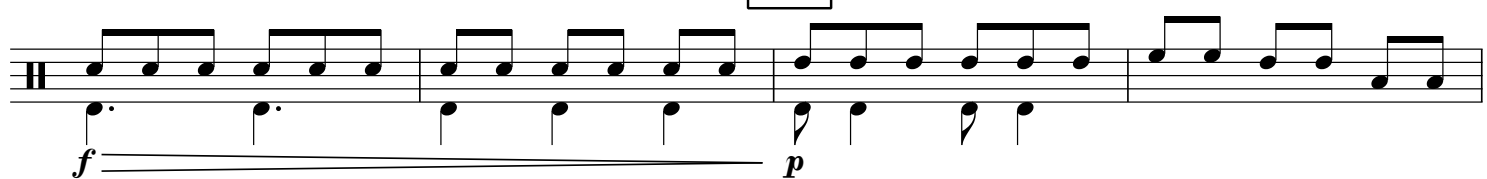
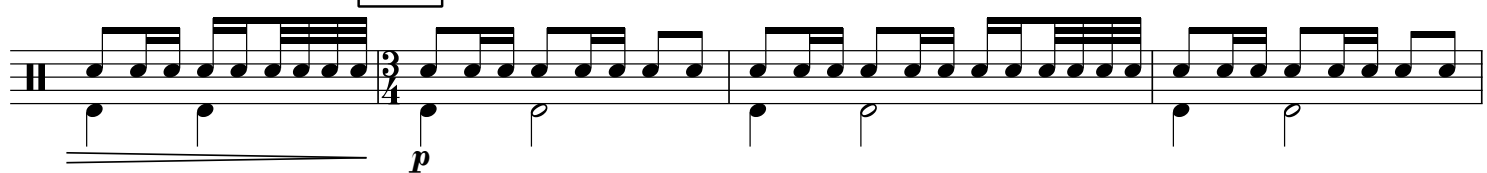
920

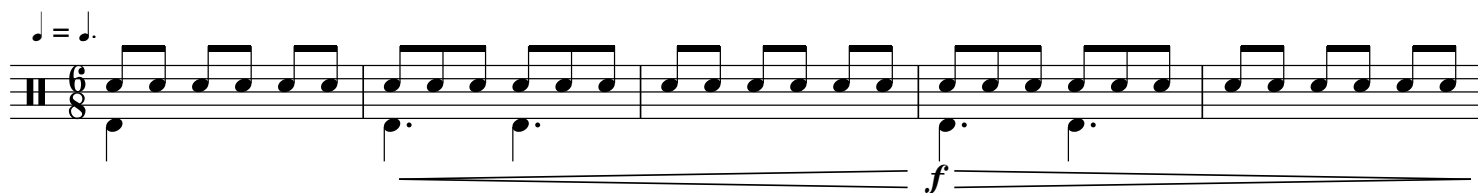
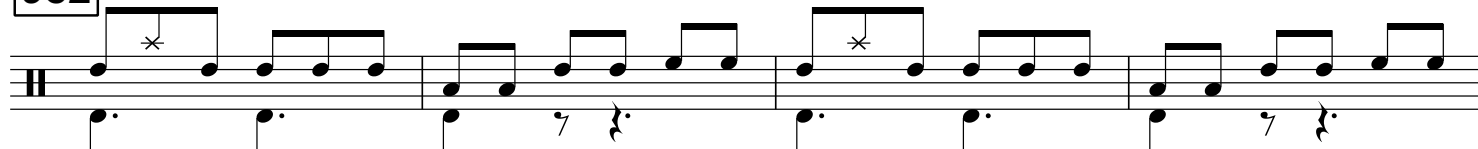
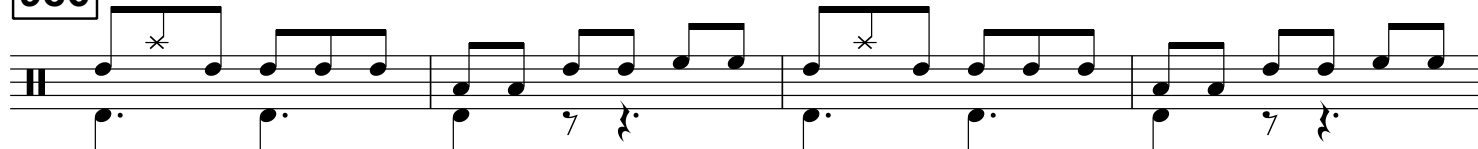
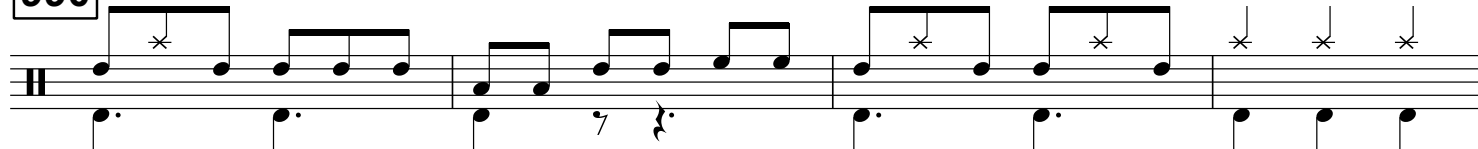
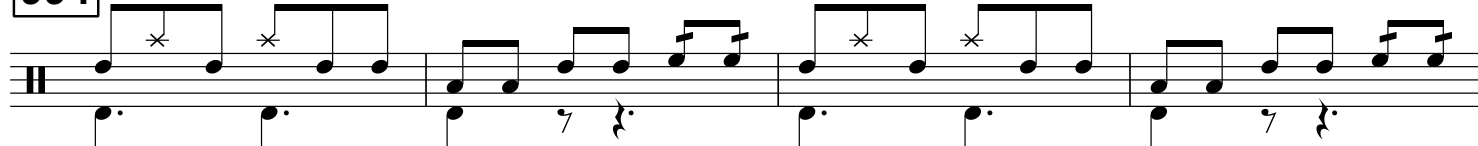
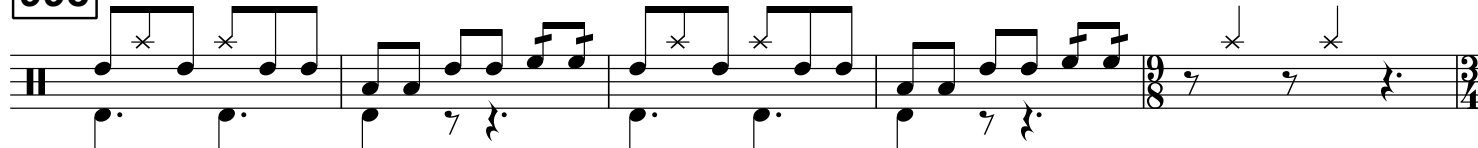
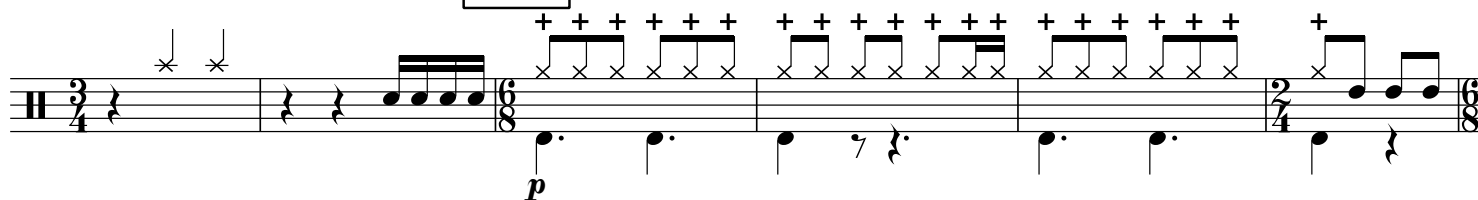
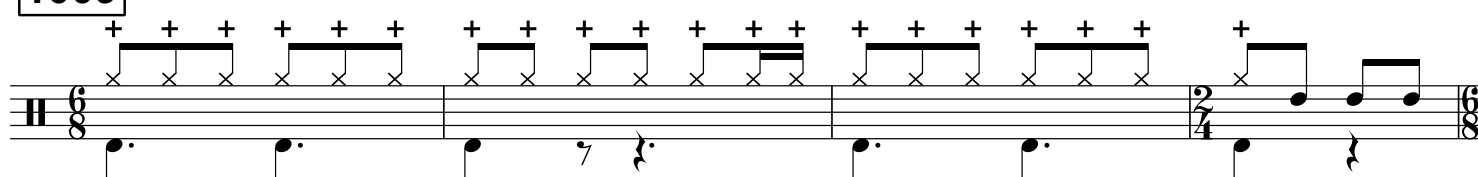
927

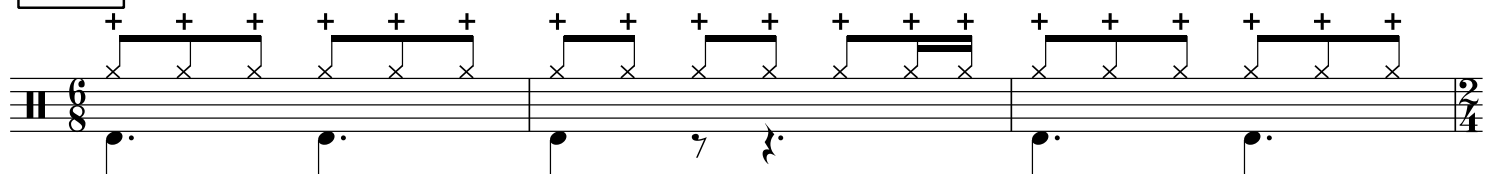
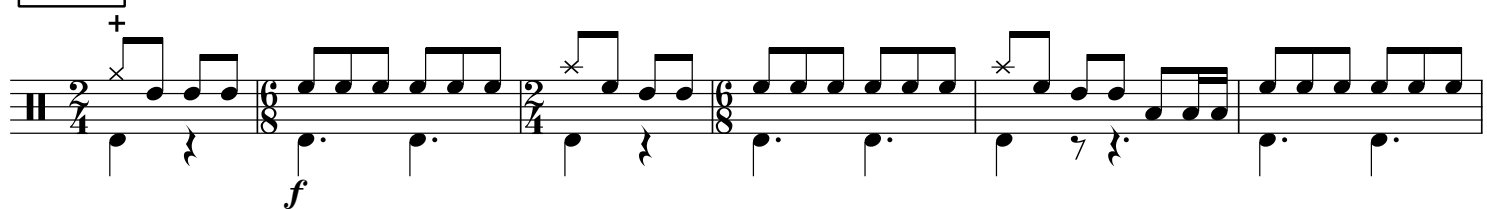
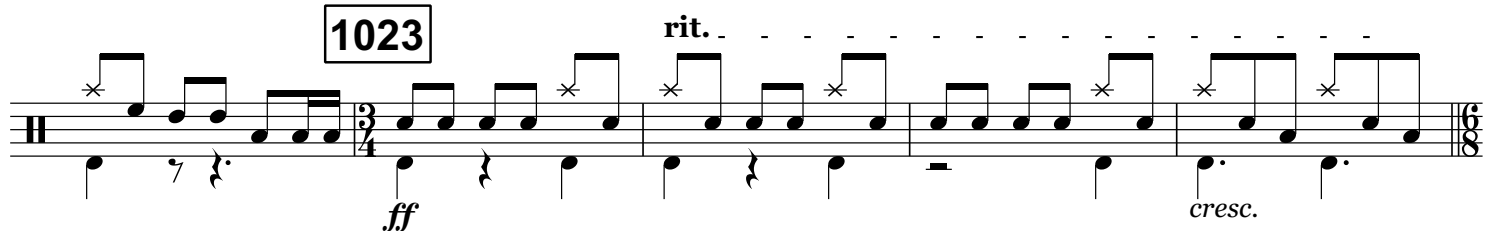
929

Spirited (♩=180)

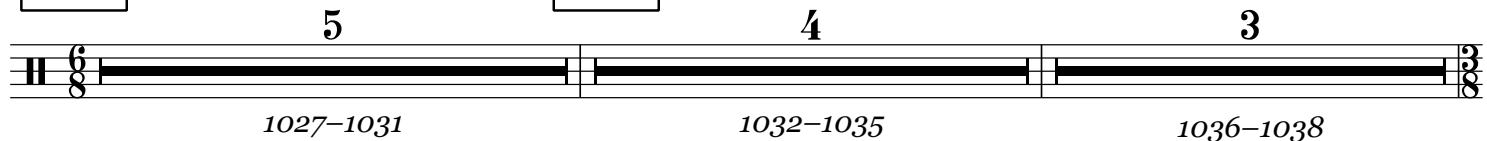
933

939**946** (3+3, 2+2+2)**952****958****965** March (♩=120)**969**

977 Fast (♩=180)
(3+3, 2+2+2)

982

986

990

994

998

1005 (3+3, 2+2+2)

1009


1013**1016****1023****1027** Grand (♩=80)**1032**

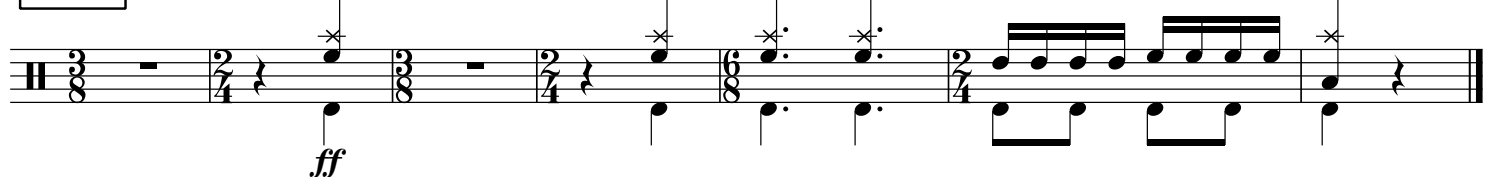
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1027-1031

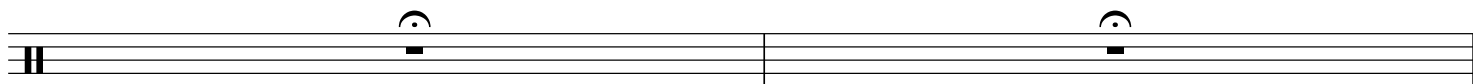
1032-1035

1036-1038

1039 A tempo (♩=180)

Guided Q & A

I. INTRO

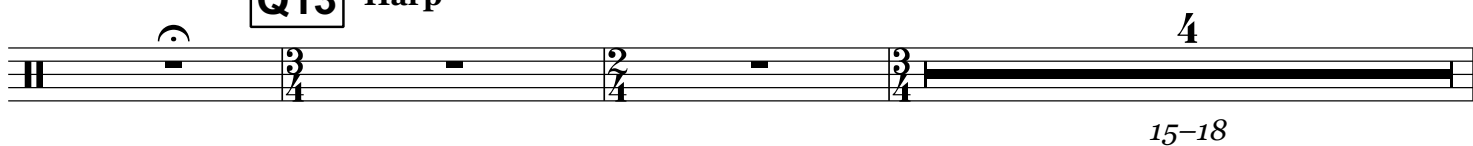


II. STRINGS

Q4 Aggressive (♩=144)



Q13 Harp



III. WINDS

Q20 Clarinet (cadenza)

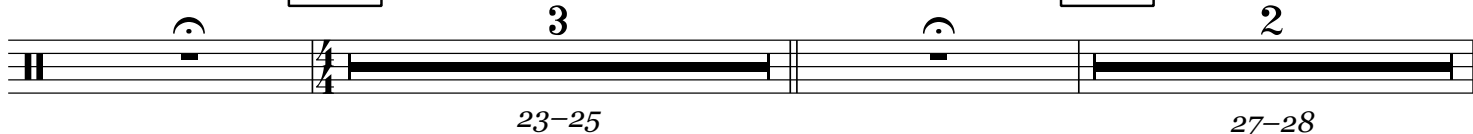


Flute (Opt.)

Q23 (♩=160)

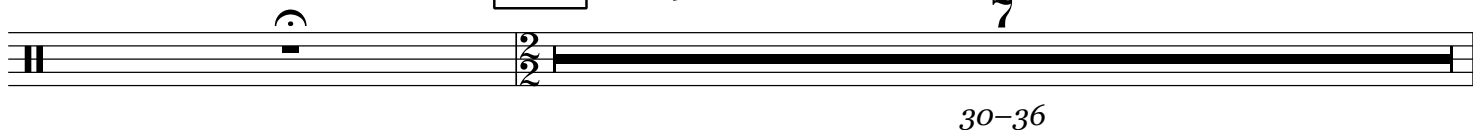
Oboe (Opt.)

Q27



Bassoon (Opt.)

Q30 (♩=96)



IV. DYNAMICS

Q38 Soft Music (♩=150)

Q48 Loud Music

9

38-46

f

V. BRASS

Horns (Opt.)

Q60 (♩=120)

3

60-62

Trumpet (Opt.)

Q64 (♩=120)

4

64-67

Trombone (Opt.)

Q69 (♩=144)

7

69-75

Tuba (Opt.)

Q77 (♩=120)

Drum Set

p

VI. PERCUSSION

Q83
Tambourine
N: "...shake"
"...scrape"
2
"or strike!"
Drum Set

85-86

f

Q91
 $\text{♩} = 80$ (3+3, 2+2+2)
N: "... how those beats were grouped?"

f

Q97

f

VII. TEMPO

N: "...exciting battle music? It went like this:"
Q103
Brisk ($\text{♩} = 144$)

f

N: "same music very slowly?"
Q112
Lugubrious ($\text{♩} = 72$)

f

N: "What did that sound like?"

VIII. "GUESTS" CONDUCTING

Q122 start ca. ♩.=50

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

Two staves of musical notation. The first staff begins with a half note rest, followed by a series of eighth notes. The second staff begins with a half note rest, followed by a series of eighth notes, and ends with a fermata. Dynamics include *f* and *trm*.

IX. OUTRO

Q138

N: "back to
you, HOST"

"... you never know
what you'll discover at
the Symphony!"

Q139 Fast (♩=180)

Two staves of musical notation. The first staff has a half note rest. The second staff has a half note rest. The third staff has eighth notes. Dynamics include *p*.

Q144 (3+3, 2+2+2)

Three staves of musical notation. The first staff has eighth notes. The second staff has eighth notes. The third staff has eighth notes. Dynamics include *f* and *ff*.